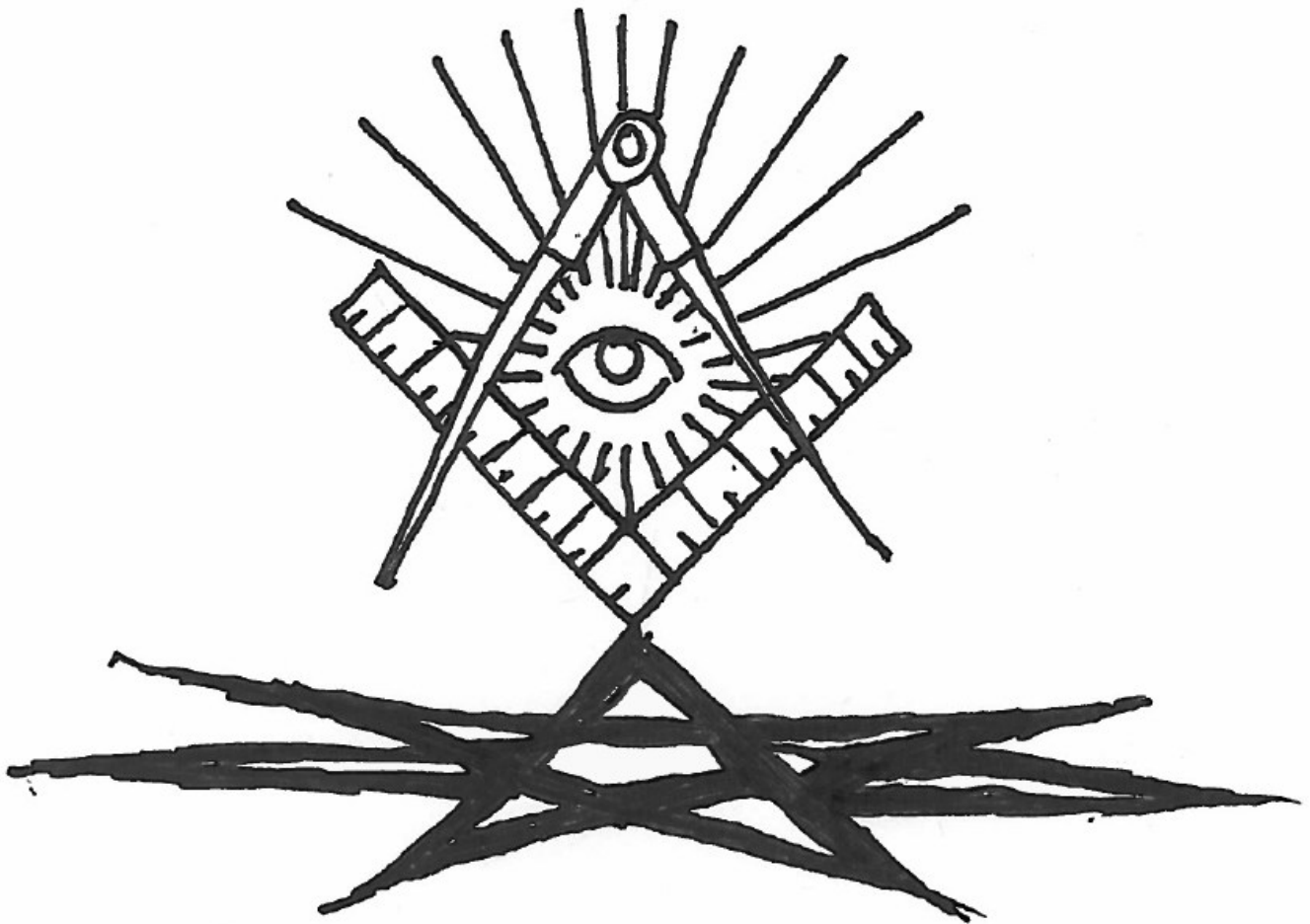


# DUNGEONS & DRAGONS

**Rules Additions and Modifications for the  
Skull Mountain Megadungeon, the Sparn Empire,  
and the Wild Lands of Oros**

**JIMM JOHNSON**



## PLANET ERIS

**BOOKLET 2 - SPELLS AND PRAYERS**



# PLANET ERIS

*Booklet 2*

## **Spells and Prayers**

BY

JIMM JOHNSON

LAYOUT, ILLUSTRATIONS, AND CONSOLIDATION OF  
INFORMATION BY STEVEN CLARK

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# FOREWORD

Words words words...

## MAGIC-USER STAT TABLE

<u>Title</u>	<u>Class</u> <u>Level</u>	<u>Hit Dice</u>	<u>Spells and Level</u>									
			<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9</u>	
Medium	1	1d6-1	1	-	-	-	-	-	-	-	-	-
Seer	2	2d6-2	2	-	-	-	-	-	-	-	-	-
Conjurer	3	3d6-3	3	1	-	-	-	-	-	-	-	-
Theurgist	4	4d6-4	4	2	-	-	-	-	-	-	-	-
Thaumaturgist	5	5d6-5	4	2	1	-	-	-	-	-	-	-
Magician	6	6d6-6	4	2	2	-	-	-	-	-	-	-
Enchanter	7	7d6-7	4	3	2	1	-	-	-	-	-	-
Warlock	8	8d6-8	4	3	3	2	-	-	-	-	-	-
Sorcerer*	9	9d6-9	4	3	3	2	1	-	-	-	-	-
Wizard	10	9d6-8	4	4	3	3	2	-	-	-	-	-
Wizard	11	9d6-7	4	4	4	3	3	-	-	-	-	-
Wizard	12	9d6-6	4	4	4	4	4	1	-	-	-	-
Wizard	13	9d6-5	5	5	5	4	4	2	-	-	-	-
Wizard	14	9d6-4	5	5	5	4	4	3	1	-	-	-
Wizard	15	9d6-3	5	5	5	4	4	4	2	-	-	-
Wizard	16	9d6-2	5	5	5	5	5	5	2	1	-	-
Wizard	17	9d6-1	6	6	6	5	5	5	2	2	-	-
Wizard	18	9d6	6	6	6	6	6	6	2	2	1	-
Wizard	19	9d6+1	7	7	7	6	6	6	3	2	2	-
Wizard	20	9d6+2	7	7	7	7	7	7	3	3	2	-
Wizard	21	9d6+3	8	8	8	7	7	7	3	3	3	-
Wizard	22	9d6+4	8	8	8	8	8	8	4	3	3	-

## CLERIC STAT TABLE

Title	Class Level	Hit Dice	Spells and Level									
			<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9</u>	
Acolyte	1	1d6	-	-	-	-	-	-	-	-	-	-
Adept	2	2d6	1	-	-	-	-	-	-	-	-	-
Village Priest	3	3d6	2	-	-	-	-	-	-	-	-	-
Vicar	4	4d6	2	1	-	-	-	-	-	-	-	-
Curate	5	5d6	2	2	1	-	-	-	-	-	-	-
Bishop	6	6d6	2	2	1	1	-	-	-	-	-	-
Lama	7	7d6	2	2	2	1	1	-	-	-	-	-
Archbishop	8	8d6	2	2	2	2	2	-	-	-	-	-
Cardinal	9	9d6	3	3	3	2	2	-	-	-	-	-
Patriarch	10	9d6+2	3	3	3	3	3	-	-	-	-	-
Patriarch	11	9d6+4	4	4	4	3	3	-	-	-	-	-
Patriarch	12	9d6+6	4	4	4	4	4	1	-	-	-	-
Patriarch	13	9d6+8	5	5	5	4	4	1	-	-	-	-
Patriarch	14	9d6+10	5	5	5	5	5	2	-	-	-	-
Patriarch	15	9d6+12	6	6	6	5	5	2	-	-	-	-
Patriarch	16	9d6+14	6	6	6	6	6	3	-	-	-	-
Patriarch	17	9d6+16	7	7	7	6	6	3	1	-	-	-
Patriarch	18	9d6+18	7	7	7	7	7	4	1	-	-	-
Patriarch	19	9d6+20	8	8	8	7	7	4	2	-	-	-
Patriarch	20	9d6+22	8	8	8	8	8	5	2	-	-	-

## MAGIC-USER SPELL LIST

### 1<sup>st</sup> Level

1. Charm Person
2. Detect Magic
3. Floating Disc
4. Hold Portal
5. Light
6. Magic Missile
7. Protection from Chaos
8. Read Languages
9. Read Magic
10. Sleep
11. \*Shield
12. \*Ventriloquism
- 13.
- 14.
- 15.
- 16.
- 17.
- 18.
- 19.

### 4<sup>th</sup> Level

1. Charm Monster
2. Confusion
3. Dimension Door
4. Hallucinatory Terrain
5. Massmorph
6. Plant Growth
7. Polymorph Other
8. Polymorph Self
9. Remove Curse
10. Wall of Fire
11. Wall of Ice
12. Wizard Eye
13. \*Ice Storm
14. \*Fear
15. \*Monster Summoning II
16. \*Extension I

### 7<sup>th</sup> Level

1. \*Delayed Blast Fireball
2. \*Reverse Gravity
3. \*Limited Wish
4. \*Power Word—Stun
5. \*Phase Door
6. \*Charm Plants
7. \*Mass Invisibility
8. \*Simulacrum
9. \*Monster Summoning V
- 10.

### 2<sup>nd</sup> Level

- Continual Light
- Detect Chaos
- Detect Invisibility
- ESP
- Invisibility
- Knock
- Levitate
- Locate Object
- Mirror Image
- Phantasmal Force
- Web
- Wizard Lock
- \*Darkness, 5' r.
- \*Strength
- \*Magic Mouth
- \*Pyrotechnics

### 5<sup>th</sup> Level

- Animate Dead
- Cloudkill
- Conjure Elemental
- Contact Higher Plane
- Feeblemind
- Growth of Animals
- Hold Monster
- Magic Jar
- Passwall
- Telekinesis
- Teleport
- Transform Rock to Mud
- Wall of Iron
- Wall of Stone
- \*Monster Summoning III
- \*Extension II

### 8<sup>th</sup> Level

- \*Mass Charm
- \*Clone
- \*Power Word—Blind
- \*Symbol
- \*Permanent Spell
- \*Mind Blank
- \*Polymorph Any Object
- \*Monster Summoning VI

### 3<sup>rd</sup> Level

- Clairaudience
- Clairvoyance
- Dispell Magic
- Field of Force
- Fireball
- Fly
- Haste
- Hold Person
- Infravision
- Invisibility, 10' radius
- Lightning Bolt
- Protection/Chaos 10'r.
- Protection/Normal Missiles
- Slow
- Water Breathing
- \*Explosive Runes
- \*Rope Trick
- \*Suggestion
- \*Monster Summoning I

### 6<sup>th</sup> Level

- Anti-Magic Shell
- Control Weather
- Death Spell
- Disintegrate
- Geas
- Invisible Stalker
- Lower Water
- Move Earth
- Part Water
- Projected Image
- Reincarnate
- Stone to Flesh
- \*Legend Lore
- \*Repulsion
- \*Monster Summoning IV
- \*Extension III

### 9<sup>th</sup> Level

- \*Meteor Swarm
- \*Shape Change
- \*Time Stop
- \*Power Word—Kill
- \*Gate
- \*Wish
- \*Astral Spell
- \*Prismatic Wall
- \*Maze
- \*Monster Summoning VII



## CLERIC PRAYER LIST

### 1<sup>st</sup> Level

1. Cure Light Wounds
2. Detect Chaos
3. Detect Magic
4. Light
5. Protection from Chaos
6. Purify Food and Drink
- 7.

### 4<sup>th</sup> Level

1. Cure Serious Wounds
2. Neutralize Poison
3. Protection/Chaos, 10' r.
4. Speak with Plants
5. Sticks to Snakes
6. Tongues
- 7.

### 7<sup>th</sup> Level

1. \*Earthquake
2. \*Aerial Servant
3. \*Wind Walk
4. \*Holy Word
5. \*Astral Spell
6. \*Symbol
7. \*Part Water
8. \*Control Weather
9. \*Raise Dead Fully
10. \*Restoration

### 2<sup>nd</sup> Level

- Bless  
Find Traps  
Hold Person  
Resist Fire  
Silence 15' Radius  
Speak With Animals  
\*Snake Charm

### 5<sup>th</sup> Level

- Commune  
Create Food and Drink  
Dispel Chaos  
Insect Plague  
Quest  
Raise Dead  
True Seeing

### 3<sup>rd</sup> Level

- Continual Light  
Cure Disease  
Locate Object  
Remove Curse  
Speak with the Dead  
Striking  
\*Prayer

### 6<sup>th</sup> Level

- \*Animate Objects  
\*Find the Path  
\*Blade Barrier  
\*Word of Recall  
\*Speak With Monsters  
\*Conjure Animals

\*:Spells optionally available from Supplement I: Greyhawk.

Underlined: Chaotic Clerics will only be able to cast the reversed version of this spell.

## SPELLS AND PRAYERS

### Spellbooks for Magic-Users and Clerics:

Spells, both magical and clerical, require voluminous written formulae describing the rituals and incantations required for casting. These writings are contained in large magical tomes (in the case of magic-users) or in bulky prayer scrolls (in the case of clerics). First level magic-users are assumed to have a spellbook which contains all available 1st level spells. First level elves do not have a physical tome, but possess knowledge of all standard 1st level spells in their "mental" book.

First level clerics cannot normally cast spells unless their wisdom score is 15 or higher. In which case they gain a limited prayer scroll which contains one or two spells. Upon attaining the second level of experience, a cleric will receive from his church a complete prayer scroll containing all 1st level cleric spells in exchange for an appropriate offering of money or treasure. (See spellbook costs below.)

As higher levels of spell-use become available to magic-users and clerics they may obtain the necessary books or scrolls by purchasing them according to the table below. Magic-users can usually purchase tomes from a higher level magic-user, while clerics may acquire the necessary scrolls in exchange for an offering of the listed amount to their church or temple. Elves are encouraged to seek out other elves who are willing to share their "mental spellbooks."

### Cost of Spellbooks & Prayer Scrolls

<u>Level of Spellbook or Scroll</u>	<u>Cost</u>
1st level spells	2,000 g.p.
2nd level spells	4,000 g.p.
3rd level spells	8,000 g.p.
4th level spells	16,000 g.p.
5th level spells	32,000 g.p.
6th level spells	64,000 g.p.

### **Preparing Spells and Prayers:**

*"The tomes which held Turjan's sorcery lay on the long table of black steel or were thrust helter-skelter into shelves. These were volumes compiled by many wizards of the past, untidy folios collected by the Sage, leather-bound librams setting forth the syllables of a hundred powerful spells, so cogent that Turjan's brain could know but four at a time.*

*Turjan found a musty portfolio, turned the heavy pages to the spell the Sage had shown him, the Call to the Violent Cloud. He stared down at the characters and they burned with an urgent power, pressing off the page as if frantic to leave the dark solitude of the book.*

*Turjan closed the book, forcing the spell back into oblivion. He robed himself with a short cape, tucked a blade into his belt, fitted the amulet holding Laccodel's Rune to his wrist. Then he sat down and from a journal chose the spells he would take with him. What dangers he might meet he could not know, so he selected three spells of general application: the Excellent Prismatic Spray, Phandal's Mantle of Stealth, and the Spell of the Slow Hour."*

*- "Turjan of Miir", Jack Vance*

The example from the story above is used to help explain how magic-users and clerics are able to prepare only a limited amount of spells or prayers for use throughout the day. At the beginning of a session or after a good night's rest the player should choose a list of which spells or prayers he will cast for the day and keep track of what he has left throughout the adventure. As the character progresses in level, they will be able to prepare more spells and prayers, and gain access to those of higher level. Casters are able to prepare the same spell or prayer for more than one use if so desired.

### **Casting Times:**

Casting times for spells (including those read from scrolls) fall into two categories: momentary or extended. The casting time for most spells is momentary, requiring about 10 to 30 seconds to perform the needed gestures and incantations. Spells with a momentary casting time may be used during combat. Spells with an extended casting time are those which require a lengthy ritual to complete. Casting time for such spells can be anywhere from 1 turn to several days, perhaps even longer. Spells with an extended casting time include: cure light wounds, bless, cure serious wounds, commune, and contact higher plane.

### **Saving Throw Against Spells:**

A saving throw versus magic is allowed against any spell unless specifically noted in the particular spell description or in the spell notes hereafter.

## EXPLANATION OF SPELLS FOR MAGIC-USERS:

### 1<sup>st</sup> Level

**Charm Person:** This spell applies to all two-legged, generally mammalian figures near to or less than man-size, excluding all monsters in the "Undead" class but including Sprites, Pixies, Nixies, Kobolds, Goblins, Orcs, Hobgoblins, and Gnolls. If the spell is successful it will cause the charmed entity to come completely under the influence of the Magic-User until such time as the "charm" is dispelled. In cases where multiple victims are charmed by a single magic-user, the caster's ability to "manage his subjects" may become strained. The referee should devise a secret system for determining the maximum number of individuals that can be safely managed under the spell simultaneously. When this maximum is exceeded, some or perhaps all of the victims should be allowed additional saving throws to throw off the charm. Range: 120'.

**Detect Magic:** A spell to determine if there has been some enchantment laid on a person, place or thing. It has limited range and short duration. It is useful, for example, to discover if some item is magical, a door has been "held" or "wizard locked", etc. This spell will not reveal persons or objects that are magically invisible.

**Floating Disc:** This spell creates an invisible magical platform about the size and shape of a small round shield which can carry up to 5,000 coins (500lbs) of weight. It cannot be created in a place occupied by another object. The floating disc will be created at the height of the casters waist, and will remain at that height, following the caster wherever he or she goes. If the caster goes further than 6 feet from the disc, it will automatically follow, with a movement rate equal to the caster's. When the spell duration ends, the floating disc will disappear, suddenly dropping anything that was on it. Range: 6', Duration: 6 turns.

**Hold Portal:** A spell to hold a door, gate or the like. It is similar to a locking spell (Wizard Lock?), but is not permanent. Roll two dice to determine the duration of the spell in rounds. Dispell Magic will immediately negate it, a strong anti-magical creature will shatter it and a Knock will open it.

**Light:** The light summoned by this spell is equivalent to torch light; the spell casts light in a circle 30' in diameter, not equal to full daylight. It lasts for a number of turns equal to 6 + the number of levels of the user; thus, a 7th level Magic-User would cast the spell for 13 turns. The spell may be centered upon an object (e.g. a stone, a statue, a sword, etc.), causing the item to glow. If cast upon the eyes of a person or creature, the target must make a saving throw versus magic or suffer partial blindness (-2 to all rolls) for the duration of the spell.

**Magic Missile:** A magic missile is a glowing arrow, created and shot by magic, which does 2-7 (1d6+1) points of damage to any creature it strikes. It will automatically hit any visible target. For every 5 levels the caster has gained, he or she may shoot two more missiles when casting the spell. EXAMPLE: a 6th level magic-user may cast three missiles. These may be shot at one target, or the caster may choose to cast the missiles at different targets. There is no measurable duration for this spell. Upon casting, the effect is immediate. No saving throw against this spell is allowed. Range: 150'.

**Protection from Chaos:** This spell hedges the conjurer round with a magic circle to keep out attacks from enchanted monsters. It also serves as an "armor" from various attacks and opponents aligned with "Chaos," adding a +1 to all saving throws and taking a -1 from hit dice of evil opponents. (Note that this spell is not cumulative in effects with magic armor and rings, although it will continue to keep out enchanted monsters.) The spell blocks all attack forms initiated by enchanted creatures, including melee, missile attacks, spell-like powers, and mind attacks. Beings that are conjured, created, gated, or summoned are considered enchanted for purposes of this spell. The spell may be cast in reverse, thus providing protection from "Law." Duration: 6 turns.

**Read Languages:** The means by which directions and the like are read, particularly on treasure maps. It is otherwise like the Read Magic spell.

**Read Magic:** The means by which the incantations on an item or scroll are read. Without such a spell or similar device magic is unintelligible to even a Magic-User. The spell is of short duration (one or two readings being the usual limit).

**Sleep:** A sleep spell affects from 2-16 1st level types (hit dice of up to 1+1), from 2-12 2nd level types (hit dice of up to 2+1), from 1-6, 3rd level types, and but 1 4th level type (up to 4+1 hit dice). The spell always effects up to the number of creatures determined by the dice. If more than the number rolled could be affected, determine which "sleep" by random selection. Range: 24'. The caster may specify the target(s) of this spell, thus allowing it to be cast at an enemy without the danger of catching comrades within its effect. If the target is a group of creatures, those to be affected must be generally described (i.e. "all hostile opponents," "the orc archers," etc.). Alternatively, the caster may narrow the spell's effect to select a single stated target. Any target that rolls a successful save versus magic will completely avoid the affects of this spell.

## 2<sup>nd</sup> Level

**Continual Light:** This spell creates a light wherever the caster desires. It sheds a circle of illumination that extends 60 feet from the target, but does not equal full daylight. Otherwise, this spell has the same effects limitations as the first level magic-user spell, light, but will continue until dispelled by the caster (or by a dispel magic spell). Range: 120'.

**Detect Chaos:** A spell to detect objects, intentions, and creatures aligned with "Chaos." Note that poison, for example, is neither lawful nor chaotic. The spell may be cast in reverse allowing detection of the forces of "Law." Duration: 2 turns. Range: 60'.

**Detect Invisibility:** A spell to find secreted treasure hidden by an Invisibility spell. It will also locate invisible creatures. Duration: 6 turns. Range: 10' x the level of the Magic-User casting it, i.e. a level 11 would have a range of 110'.

**ESP:** A spell which allows the user to detect the thoughts (if any) of whatever lurks behind doors or in the darkness. It can penetrate solid rock up to about 2' in thickness, but a thin coating of lead will prevent its penetration. Duration: 12 turns. Range: 60'.

**Invisibility:** A spell which lasts until it is broken by the user or by some outside force (remember that as in CHAINMAIL, a character cannot remain invisible and attack). It affects only the person or thing upon whom or which it is cast. Range: 240'.

**Knock:** A spell which opens secret doors, held portals, doors locked by magic, barred or otherwise secured gates, etc. Range: 60'.

**Levitate:** This spell lifts the caster, all motion being in the vertical plane; however, the user could, for example, levitate to the ceiling, and move horizontally by use of his hands. The speed at which the caster may rise or descend is 60' per round, or 1' per second. Range (of levitation): 20'/level of the Magic-User. Duration: 6 turns + the level of the user.

**Locate Object:** 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, coloring, etc. of some magical item would have to be known in order for the spell to work. Well known objects such as a flight of stairs leading upwards can be detected with this spell however. The spell gives the user the direction of the object desired but not the distance. The desired object must be within range. Range: 60' + 10'/level of the Magic-User employing the spell, i.e. a level 10 has a 160' range.

**Mirror Image:** With this spell, the caster creates 2-5 (1d4+1) additional images of himself or herself which look exactly the same as the caster and do exactly what he or she does. Any attack on the spell caster will strike an image instead. An attack on an image will destroy it, whether or not that attack actually "hits". The attack will be "used up", but one image will disappear and will not return (until the spell is cast again). Range: 0 (caster only), Duration: 6 turns.

**Phantasmal Force:** The creation of vivid illusions of nearly anything the user envisions (a projected mental image so to speak). As long as the caster concentrates on the spell, the illusion will continue unless touched by some living creature, so there is no limit on duration, per se. Damage caused to viewers of a Phantasmal Force will be real if the illusion is believed to be real. Range: 240'.

**Web:** This spell will generate sufficient webs to cover a 10' x 10' x 20' area in any turn. The webs are great sticky masses of strands which are difficult to sever but subject to flame. Powerful creatures such as giants can break through a web spell in 2 combat rounds. Normal men and lesser creatures will take a minimum of 2 turns to escape. A Flaming Sword will slash through them in one turn. The duration of the spell is 8 hours. The range is 30' per level of the caster.

**Wizard Lock:** Similar to a Hold Portal, this spell lasts indefinitely. It can be opened by a Knock without breaking the spell. A Wizard Lock can be passed through without a spell of any kind by a Magic-User three levels above the one who placed the spell. If so desired the caster of this spell may incorporate a pass-phrase, hand-sign, or similar device that will open the held door or object. The magic-user who placed the spell may freely pass through the held portal at any time.

### 3<sup>rd</sup> Level

**Clairaudience:** Same as Clairvoyance except it allows hearing rather than visualization. Use of this spell is subject to the same limitations and range as ESP. There must be some person or creature present in the target location, through whose ears the caster may listen. The spell may be cast into/through a crystal ball.

**Clairvoyance:** Same as ESP spell except the spell user can visualize rather than merely pick up thoughts. Use of this spell is subject to the same limitations and range as ESP. To be effective, there must be some person or creature present, through whose eyes the caster may view the target location.

**Dispell Magic:** Unless countered, this spell will be effective in dispelling enchantments of most kinds (referee's option), except those on magical items and the like. This is modified by the following formula. The success of a Dispell Magic spell is a ratio of the dispeller over the original spell caster, so if a 5th level Magic-User attempts to dispell the spell of a 10th level Magic-User there is a 50% chance of success. Duration: 1 turn. Range: 120'.

**Field of Force:** A shimmering force field is created and will persist for 1 round per level of the caster. The field is one inch thick and will cover an area up to 20' x 20'. The field will block passages, doorways, or even cover pits. It is impervious to normal physical force, but hits by large creatures of 6 or more HD will reduce the duration by 1-4 rounds per strike. Magic (and possibly magical creatures) may pass through the field, but spells of 3rd level or below will be reduced to half strength.

**Fireball:** A missile which springs from the finger of the Magic-User. It explodes with a burst radius of 20' (slightly larger than specified in CHAINMAIL). In a confined space the Fire Ball will generally conform to the shape of the space (elongate or whatever). The damage caused by the missile will be in proportion to the level of its user. A 6th level Magic-User throws a 6-die missile, a 7th a 7-die missile, and so on. (Note that Fire Balls from Scrolls and Wands are 6-die missiles and those from Staves are 8-die missiles. The duration of this spell is 1 round, after which the magical fire dissipates. Combustible items ignited by the blast, however, may continue to burn. Range: 240'.

**Fly:** By means of this spell the user is able to fly at a speed of up to 120'/turn. The spell lasts for the number of turns equal to the level of the Magic-User plus the number of pips on a six-sided die which is secretly determined by the referee.

**Haste:** The duration of this spell is 1 round per level of the caster. The spell may be targeted at a specific creature or group of creatures in the same manner as a sleep spell (above). Targeted creatures of less than 4 hit dice receive no saving throw against the spell's effects. The area of effect is a 60' diameter circle. The movement rate of affected creatures becomes doubled. In combat a group or individual affected by the spell will gain a +3 bonus to all initiative dice and is allowed double the normal number of attacks each round, with the second attack coming at the end of the round. The spell does not allow for increased rate of spell casting. This spell may be used to counter or negate the effects of a slow spell. Multiple castings of this spell will not have a cumulative effect, unless used to negate multiple castings of a slow spell.

**Hold Person:** A spell similar to a Charm Person but which is of both limited duration and greater effect. It will effect from 1-4 persons. If it is cast at only a single person it has the effect of reducing the target's saving throw against magic by -2. Held persons immediately enter a trance-like state and remain stationary until some instruction is given by the caster, which they will carry out in a automaton-like manner. Any command will be obeyed, unless the order is obvious self-destruction; in which case another saving throw at +4 is allowed. If this roll fails the instruction will be carried out regardless, even if the victim is ordered to fall upon his own sword. Duration: 6 turns + level of the caster. Range: 120'.

**Infravision:** This spell allows the recipient to see infra-red light waves, thus enabling him to see in total darkness. Duration: 1 day. Range of infravision: 40-60'.

**Invisibility, 10' radius:** An Invisibility spell with an extended projection but otherwise no different from the former spell.

**Lightning Bolt:** Utterance of this spell generates a lightning bolt 60' long and up to 7.5' wide. If the space is not long enough to allow its full extension, the missile will double back to attain 60', possibly striking its creator. It is otherwise similar to a Fire Ball, but as stated in CHAINMAIL the head of the missile may never extend beyond the 240' range.

**Protection from Chaos, 10' radius:** A Protection from Chaos spell which extends to include a circle around the Magic-User and also lasts for 12 rather than 6 turns.

**Protection from Normal Missiles:** The recipient of this charm becomes impervious to normal missiles. This implies only those missiles projected by men, humanoids, and non-enchanted creatures of 3 HD or less. Duration: 12 turns. Range: 30'.

**Slow:** A broad-area spell which effects up to 24 creatures within a 60' diameter circle. The spell may be targeted at a specific creature or group of creatures in the same manner as a sleep spell. Targeted creatures of less than 4 hit dice receive no saving throw against the spell's effects. The movement rate of affected creatures is halved. In combat a group or individual affected by the spell will suffer an automatic loss of initiative rolls, and may only attack once every other round. The effects of this spell will slow spell casters so that the minimum casting time of any spell becomes two rounds. Additional castings of this spell upon a group or individual already affected will multiply the spell's effects. This spell may be used to negate the effects of a haste spell. The duration of this spell is 1 round per level of the caster. Range: 240'.

**Water Breathing:** A spell whereby it is possible to breathe under water without harm or difficulty. Duration: 12 turns. Range 30'.

#### 4<sup>th</sup> Level

**Charm Monster:** The counterpart of a Charm Person spell which is employable against all creatures. If animals or creatures with three or fewer hit dice are involved determine how many are effected by the spell by rolling three six-sided dice. It is otherwise identical to the Charm Person spell. The referee may regulate this spell in the same manner as the charm person spell, by limiting the number of charmed creatures that the caster is able to successfully "handle."



**Confusion:** This spell will immediately effect creatures with two or fewer hit-dice. For creatures above two hit dice the following formula is used to determine when the spell takes effect: score of a twelve-sided die roll less the level of the Magic-User casting the spell = delay in effect, i.e. a positive difference means a round delay, while a zero or negative difference means immediate effect. Creatures with four or more hit dice will have saving throws against magic, and on those rounds they make their saving throws they are not confused; but this check must be made each round the spell lasts, and failure means they are confused. The spell will effect as many creatures as indicated by the score rolled on two six-sided dice with the addition of + 1 for each level above the 8th that the Magic-User casting the spell has attained. Confused creatures will attack the Magic-User's party (dice score 2-5), stand around doing nothing (6-8), or attack each other (9-12). Roll each round. Duration: 12 rounds. Range: 120'.

**Dimension Door:** A limited Teleport spell which allows the object to be instantly transported up to 360' in any direction (including up or down). There is no chance of misjudging when using a Dimension Door, so the user always arrives exactly where he calls, i.e. 120' upwards, 320' east, etc. Range: 10'.

**Hallucinatory Terrain:** By means of this spell terrain features can either be hidden or created—an illusion which effects a large area. Thus a swamp, hill, ridge, woods, or the like can be concealed or made to appear. The spell is broken when the magicked area is contacted by an opponent. Range: 240'.

**Massmorph:** This spell is used to conceal up to 100 men (or creatures of near man size) as a woods, orchards, or any other common natural terrain feature large enough to conceal the body of men in question (e.g. large boulders, stalagmites, giant mushrooms, snow drifts, sand dunes, etc.). The concealed figures may be moved through without being detected as anything other than trees, and it will not effect the spell. It will be negated by a command for the caster or by means of a Dispell Magic spell. Range: 240'.

**Plant Growth:** This spell causes normal brush or woods to become thickly overgrown and entangled with creepers, vines, thorns, briars and so on, so as to make the area virtually impassable. It will effect an area of up to 30 square feet in dungeons or 30 square yards in the wilderness, the dimensions decided by the caster of the spell. Duration: until the spell is negated by a Dispell Magic. Range: 120'.

**Polymorph Other:** Unlike the spell to Polymorph Self, this spell lasts until it is dispelled. The spell gives all characteristics of the form of the creature, but not necessarily its mentality. For a player character (or NPC) transformed by this spell, the DM may allow a secondary saving throw in order for the affected individual to maintain their original "mentality." Polymorphed creatures retain their original hit point total after the transformation. Thus a goblin with 4 hit points transformed into a dragon would acquire all of the dragon's regular abilities, including a breath weapon capable of inflicting damage appropriate to that type/age of dragon. However, he will still possess only 4 hit points. Likewise, a troll with 25 hit points that is transformed into a snail would retain it's original 25 hit points, making it impossible to kill by simply stepping upon it. If used to transform an individual into a non-intelligent or inanimate object (e.g. a tree or a boulder), the duration of the effect will be random, from 1 to 100 days, to be secretly determined by the referee. Range: 60'.

**Polymorph Self:** A spell allowing the user to take the shape of anything he desires, but he will not thereby acquire the combat abilities of the thing he has polymorphed himself to resemble. That is, while the user may turn himself into a dragon of some type, he will not gain the ability to fight and breathe, but he will be able to fly. Duration: 6 turns + the level of the Magic-User employing it.

**Remove Curse:** A spell to remove any one curse or evil sending. Note that using this spell on a "cursed sword", for example, would make the weapon an ordinary sword, not some form of enchanted blade. Range: Adjacent to the object.

**Wall of Fire:** The spell will create a wall of fire which lasts until the Magic-User no longer concentrates to maintain it. The fire wall is opaque. It prevents creatures with under four hit dice from entering/passing through. Undead will take two dice of damage (2-12) and other creatures one die (1-6) when breaking through the fire. The shape of the wall can be either a plane of up to 60' width and 20' in height, or it can be cast in a circle of 30' diameter and 20' in height. Range: 60'.

**Wall of Ice:** A spell to create a wall of ice six inches thick, in dimensions like that of a Wall of Fire. It negates the effects of creatures employing fire and/or fire spells. It may be broken through by creatures with four or more hit dice, with damage equal to one die (1-6) for non-fire employing creatures and double that for fire-users. Range: 120'.

**Wizard Eye:** A spell which allows the user to send a visual sensor up to 240' away in order to observe the scene without himself moving. The "eye" is invisible. It moves 120'/turn. Duration: 6 turns.

### 5<sup>th</sup> Level

**Animate Dead:** The creation of animated skeletons or zombies. It in no way brings a creature back to life. For the number of dead animated simply roll one die for every level above the 8th the Magic-User is, thus a level 8 gets one die or from 1-6 animated dead. Note that the skeletons or dead bodies must be available in order to animate them. The spell lasts until dispelled or the animated dead are done away with.

**Cloudkill:** This spell creates a moving, poisonous cloud of vapor which is deadly to all creatures with less than five hit dice. Movement: 60'/turn according to wind direction, or directly away from the spell caster if there is no wind. Dimensions: 30' diameter. Duration: 6 turns, but the cloud is dispelled by unusually strong winds or trees. Note that the cloud is heavier than air so it will sink to the lowest possible level.

**Conjure Elemental:** A spell to conjure an Air, Water, Fire, or Earth Elemental. Only one of each type can be conjured by a Magic-User during any one day. The Elemental will remain until dispelled, but the Magic-User must concentrate on control or the elemental will turn upon its conjurer and attack him (see CHAINMAIL). Conjured elementals are the strongest, with 16 hit dice as explained in MONSTERS & TREASURE. Range: 240'.

**Contact Higher Plane:** This spell allows the magical-type to seek advice and gain knowledge from creatures inhabiting higher planes of existence (the referee). Of course, the higher the plane contacted, the greater the number of questions that can be asked, the greater the chance that the information will be known, and the higher the probability that the question will be answered truthfully. Use the table below to determine these factors, as well as the probability of the Magic-User going insane. Only questions which can be answered "yes" or "no" are permitted.

<u>Plane</u>	<u># of Questions</u>	<u>Chance of Knowing</u>	<u>Veracity</u>	<u>Insanity</u>
3rd	3	25%	30%	Nil
4th	4	30%	40%	10%
5th	5	35%	50%	20%
6th	6	40%	60%	30%
7th	7	50%	70%	40%
8th	8	60%	75%	50%
9th	9	70%	80%	60%
10th	10	80%	85%	70%
11th	11	90%	90%	80%
12th	12	95%	100%	90%

**Feeblemind:** A spell usable only against Magic-Users, it causes the recipient to become feeble-minded until the spell is countered with a Dispell Magic. Because of its specialized nature the Feeblemind spell has a 20% better chance of success, i.e. lowers the Magic-Users saving throw against magic by 4, so that if normally a 12 or better were required to save against magic, a 16 would be required against a Feeblemind. A magic user affected by this spell becomes a helpless idiot, unable to cast spells or solve any sort of problem requiring intelligence or reasoning. An elf will succumb to this spell only whilst he is operating as a magic-user. Once affected all acquired spell knowledge is utterly erased from the elf's mind, and he may not switch to fighting-man until the Feeblemind is dispelled, as the effects of the spell will totally inhibit the meditations necessary for transition to the other class. Range: 240'.

**Growth of Animals:** A spell which will cause from 1-6 normal-sized animals (not merely mammals) to grow to giant-size with proportionate attack capabilities. Duration: 12 turns. Range 120'.

**Hold Monster:** Same as Hold Person but applicable to Monsters.

**Magic Jar:** By means of this device the Magic-User houses his life force in some inanimate object (even a rock) and attempts to possess the body of any other creature within 120' of his Magic jar. The container for his life force must be within 30' of his body at the time the spell is pronounced. Possession of another body takes place when the creature in question fails to make its saving throw against the magic. If the possessed body is destroyed, the spirit of the Magic-User returns to the Magic Jar, and from thence it may attempt another possession or return to the Magic-Users body. The spirit of the Magic-User can return to the Magic Jar at any time he so desires. Note that if the body of the Magic-User is destroyed the life force must remain in a possessed body or the Magic Jar. If the Magic-Jar is destroyed the Magic-User is totally annihilated.

**Passwall:** A spell which opens a hole in a solid rock wall, man-sized and up to 10' in length. Duration: 3 turns. Range: 30'.

**Telekinesis:** By means of this spell objects may be moved by mental force. Weight limits are calculated by multiplying the level of the Magic-User by 200 Gold Pieces weight. Thus, a level 10 is able to move a weight equal to 2,000 Gold Pieces. Duration: 6 turns. Range: 120'.

**Teleport:** Instantaneous transportation from place to place, regardless of the distance involved, provided the user knows where he is going (the topography of the arrival area). Without certain knowledge of the destination teleportation is 75% uncertain, so a score of less than 75% of the percentile dice results in death. If the user is aware of the general topography of his destination, but has not carefully studied it, there is an uncertainty factor of 10% low and 10% high. A low score (1-10%) means death if solid material is contacted. A high score (91-100%) indicates a fall of from 10 to 100 feet, also possibly resulting in death. If a careful study of the destination has been previously made, then the Magic-User has only a 1% chance of teleporting low and a 4% chance of coming in high (10-40 feet).

**Transform Rock to Mud:** The spell takes effect in one turn, turning earth, sand, and of course, rock to mud. The area affected is up to 30 square feet. Creatures moving into the mud will become mired, possibly sinking if heavy enough or losing 90% of movement otherwise unless able to fly or levitate. The spell can only be countered by reversing the incantation (requiring a Transmute Rock to Mud spell) or by normal process of evaporation (3-18 days as determined by rolling three six-sided dice). Range: 120'.

**Wall of Iron:** Like a Wall of Stone, but the thickness of the wall is three feet and its maximum area 5 square feet. Duration: 12 turns. Range: 60'.

**Wall of Stone:** The creation of a stone wall two feet thick with a maximum length and height equalling 10 square inches. The wall will last until dispelled, broken down or battered through as a usual stone wall. Range: 60'.

## 6<sup>th</sup> Level

**Anti-Magic Shell:** A field which surrounds the Magic-User and makes him totally impervious to all spells. It also prevents any spells from being sent through the shell by the Magic-User who conjured it. Duration: 12 turns.

**Control Weather:** The magic-User can perform any one of the following weather control operations with this spell: Rain, Stop Rain, Cold Wave, Heat Wave, Tornado, Stop Tornado, Deep Clouds, Clear Sky.

**Death Spell:** An incantation which kills from 2-16 creatures with fewer than seven hit dice. The creatures must be within an area of 60' x 60' to come under the spell. Range: 240'.

**Disintegrate:** This spell will cause material of any kind — other than that of a magical nature — to Disintegrate. It will blast a tree, dragon (if it fails to make its saving throw against magic), wall section, or whatever. Range: 60'.

**Geas:** A spell which forces the recipient to perform some task (as desired by the magic-User casting the Geas). Any attempt to deviate from the performance of the task will result in weakness, and ignoring the Geas entirely brings death. The referee must carefully adjudicate the casting and subsequent performance of the geased individual when this spell is used. Duration: Until the task is completed. Range: 30'.

**Invisible Stalker:** The conjuration of an extra-dimensional monster which can be controlled with merely a word from the Magic-User who conjured him. The Invisible Stalker will continue on its mission until it is accomplished, regardless of time or distance. They cannot be dispelled once conjured, except through attack. Details of the Invisible Stalker itself can be found in MONSTERS & TREASURE.

**Lower Water:** Utterance of this spell causes the water level in a river or similar body of liquid to drop 50% of its depth for ten turns. The maximum surface area to be affected is 10,000 square feet. Range: 240'.

**Move Earth:** When above ground the Magic-User may utilize this spell to move prominences such as hills or ridges. The spell takes one turn to go into effect. The terrain affected will move at the rate of 60' per turn. Duration: 6 turns. Range: 240'.

**Part Water:** A spell which will part water up to 10' deep for a maximum of six turns. Range: 120'.

**Projected Image:** By means of this spell the Magic-User projects an image of himself up to 240' away, and all spells and the like used thereafter appear to originate from the Projected Image. Duration: 6 turns. Range: 240'.

**Reincarnate:** A spell to bring a dead character back to life in some other form. The form in which the character is Reincarnated is dependent upon his former alignment (Law, Neutrality, or Chaos). Use a random determination on the Character Alignment table, and whatever the result is, the reincarnated character is that creature and must play as it. If he comes back as a man, determine which class, and roll a six-sided die to determine which level in that class, and similarly check level for reincarnation as an elf or dwarf.

**Stone to Flesh:** This spell turns stone to flesh, and it is reversable, so as to turn flesh to stone. It is particularly useful in reviving characters who have been "stoned" by some monster. It is permanent unless a reversed spell is used. Range: 120".

## EXPLANATION OF PRAYERS FOR CLERICS:

### 1<sup>st</sup> Level

**Cure Light Wounds:** During the course of one full turn this spell will remove hits from a wounded character (including elves, dwarves, etc.). A die is rolled, one pip added, and the resultant total subtracted from the hits points the character has taken. Thus from 2-7 hit points of damage can be removed. Chaotic clerics will cast this spell within a round and have a reverse effect of causing 2-7 hit points of damage to a target within melee range. Under most circumstances this spell may not be utilized during combat as the time required to perform the necessary ritual is "one full turn."

**Detect Chaos:** A spell to detect objects, intentions, and creatures aligned with "Chaos." Note that poison, for example, is neither lawful nor chaotic. The spell may be cast in reverse allowing detection of the forces of "Law." Duration: 6 turns. Range: 120'.

**Detect Magic:** A spell to determine if there has been some enchantment laid on a person, place or thing. It has limited range and short duration. It is useful, for example, to discover if some item is magical, a door has been "held" or "wizard locked", etc. This spell will not reveal persons or objects that are magically invisible.

**Light:** The light summoned by this spell is equivalent to torch light; the spell casts light in a circle 30' in diameter, not equal to full daylight. It lasts for a number of turns equal to 12 + the number of levels of the user; thus, a 7th level Cleric would cast the spell for 19 turns. The spell may be centered upon an object (e.g. a stone, a statue, a sword, etc.), causing the item to glow. If cast upon the eyes of a person or creature, the target must make a saving throw versus magic or suffer partial blindness (-2 to all rolls) for the duration of the spell. Priests of Chaos will employ a reversed version of the spell which dispels light and causes darkness. Note, however, that since the light would normally be equivalent to that of torchlight the darkness caused by reversing the spell will not be total.

**Protection from Chaos:** This spell hedges the conjurer round with a magic circle to keep out attacks from enchanted monsters. It also serves as an "armor" from various attacks and opponents aligned with "Chaos," adding a +1 to all saving throws and taking a -1 from hit dice of evil opponents. (Note that this spell is not cumulative in effects with magic armor and rings, although it will continue to keep out enchanted monsters.) The spell blocks all attack forms initiated by enchanted creatures, including melee, missile attacks, spell-like powers, and mind attacks. Beings that are conjured, created, gated, or summoned are considered enchanted for purposes of this spell. The spell may be cast in reverse, thus providing protection from "Law." Duration: 12 turns.

**Purify Food and Drink:** This spell will make spoiled or poisoned food and water usable. Priests of Chaos will employ a reversed version of the spell which spoils or poisons food and water. The quantity subject to a single spell is approximately that which would serve a dozen people.

## 2<sup>nd</sup> Level

**Bless:** During any turn the prospective recipients of a Bless spell are not in combat the Cleric may give them this benison. A blessing raises morale by +1 and also adds +1 to attack dice. Priests of Chaos will employ a reversed version of the spell which causes enemies suffer -1 to morale and -1 to attack dice. The spell lasts six turns.

**Find Traps:** By means of this spell the Cleric will locate any mechanical or magical traps within a radius of 30'. The spell lasts 2 turns.

**Hold Person:** A spell similar to a Charm Person but which is of both limited duration and greater effect. It will effect from 1-4 persons. If it is cast at only a single person it has the effect of reducing the target's saving throw against magic by -2. Held persons immediately enter a trance-like state and remain stationary until some instruction is given by the caster, which they will carry out in a automaton-like manner. Any command will be obeyed, unless the order is obvious self-destruction; in which case another saving throw at +4 is allowed. If this roll fails the instruction will be carried out regardless, even if the victim is ordered to fall upon his own sword. Duration: 9 turns + level of the caster. Range: 180'.

**Resist Fire:** Immunity to fire and intense heat is conveyed for 1 round per level of the cleric.

**Silence 15' Radius:** This spell will make a 30' diameter area totally silent. Conversation and spells in this area will be prevented for the duration of the spell. This spell does not prevent a person within the area from hearing noises made outside the area. If cast on a person, the victim must save vs. Spells or the spell effect will move with him! If the saving throw is successful, the spell will remain in the area in which it was cast, and the victim may move out of the area. Range: 180', Duration: 12 turns.

**Speak with Animals:** This spell allows the Cleric to speak with any form of animal life, understanding what they say in reply. There is a possibility that the animal(s) spoken with will perform services for the Cleric, and they will never attack the party the Cleric is with. (The manner of handling the probabilities of action by animals is discussed in MONSTERS & TREASURE). Duration: 6 turns. Range: 30'.

## 3<sup>rd</sup> Level

**Continual Light:** This spell creates a light wherever the caster desires. It sheds a circle of illumination that extends 60 feet from the target. Otherwise, this spell has the same effects and limitations as the clerical spell, light, but will continue until dispelled by the caster (or by a dispel magic spell). Range: 120'. Continual light, when cast by a cleric, is the only version of the various light spells capable of producing brightness equal to full daylight. Priests of Chaos will employ the reversed version of this spell "continual dark," which will create complete darkness. If the referee allows this spell to be cast upon the eyes or visual organs of a creature, it will cause blindness (i.e. -4 to attack dice, saving throws, etc.). The interpretation of whether this light acts as sunlight upon vampires or other creatures who receive penalties in full daylight is up to the referee; however a common ruling is that the light will not slay vampires or other creatures harmed by light, but it will act as daylight for creatures such as goblins who receive penalties from being exposed to the sun.

**Cure Disease:** A spell which cures any form of disease. The spell is the only method to rid a character of a disease from a curse, for example. Priests of Chaos will employ the reverse of this spell, and cause a disease upon a target within melee range.

**Locate Object:** 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, coloring, etc. of some magical item would have to be known in order for the spell to work. Well known objects such as a flight of stairs leading upwards can be detected with this spell however. The spell gives the user the direction of the object desired but not the distance. The desired object must be within range. Range: 90' + 10'/level of the Cleric employing the spell, i.e. a level 10 has a 190' range.

**Remove Curse:** A spell to remove any one curse or evil sending. Note that using this spell on a "cursed sword", for example, would make the weapon an ordinary sword, not some form of enchanted blade. Range: Adjacent to the object.

**Speak with the Dead:** A spell which allows the user to converse with a dead body, the Cleric being able to ask three questions. Note that the length of time the creature has been dead will be a consideration. Up to 7th level Clerics can only converse with recent dead (within 1-4 days); up to 14th level Clerics can converse with creatures dead 1-4 months); above 20th level Clerics have no limitations as to time. (The referee will answer the three questions asked in any reasonable form he desires, riddles being recommended!).

**Striking:** Any weapon will become magicked for 1 round per level of the cleric, gaining a +1 bonus to combat "to hit" rolls and delivering an extra 1-6 hit points of damage.

#### 4<sup>th</sup> Level

**Cure Serious Wounds:** This spell is like a Light Wound spell, but the effects are double, so two dice are rolled and one pip is added to each die. Therefore, from 4 to 14 hit points will be removed by this spell. Chaotic Priests will employ the reverse of this spell, and cause 4 to 14 hit points of damage to a target in melee range in a single round.

**Neutralize Poison:** A spell to counter the harmful effects of poison. Note that it will not aid a character killed by poison, however. It will affect only one object. The duration of this spell is permanent, but poisonous creatures, such as snakes, may generate new poison. A character affected by a slow acting poison may be cured as long as this spell is fully cast upon him before he succumbs to the poison and dies.

**Protection from Chaos, 10' radius:** A Protection from Chaos spell which extends to include a circle around the Cleric and also lasts for 12 turns. May also be reversed at Cleric's discretion.

**Speak with Plants:** This spell allows the Cleric to speak with all forms of plant life, understanding what they say in reply. Plants so spoken will obey commands, of the Cleric, such as part to allow a passage and so on. This spell does not give the Cleric the power to command trees as Ents do. Duration: 6 turns. Range: 30'.



**Sticks to Snakes:** Anytime there are sticks nearby a Cleric can turn them into snakes, with a 50% chance that they will be poisonous. From 2-16 snakes can be conjured (roll two eight-sided dice). He can command these conjured snakes to perform as he orders. Duration: 6 turns. Range 120'.

**Tongues:** The cleric may speak and understand unknown languages, including alignment tongues, for 1 turn.

### 5<sup>th</sup> Level

**Commune:** A spell which puts the Cleric in touch with the powers "above" and asks for help in the form of answers to three questions. Communing is allowed but once each week) maximum; referee's option as to making less frequent). Veracity and knowledge should be near total. Once per year a special communing should be allowed wherein the Cleric can ask double the number of questions.

**Create Food and Drink:** A spell with which the Cleric creates sustenance and drinkable water sufficient for a party of a dozen men and horses for one game day. The quantity doubles for every level above the 8th the Cleric has attained.

**Dispell Chaos:** Similar to a Dispell Magic spell, this allows a Cleric to dispell any chaotic sending or spell within a 30' radius. The precise definition of this phrase is left to the referee, but generally it is thought to include any spell or magical effect produced by an agent of Chaos, as well as summoned, gated, or magically created creatures of chaotic alignment, including demon-types. Demons and summoned monsters will be banished by this spell back to their home planet or other place of origin. Extremely powerful demons and the like are entitled to a saving throw in opposition to the effects of the spell. It functions immediately. Duration: 1 turn. Chaotic Clerics will perform the reverse of this spell, dispelling Lawful sendings or spells within a 30' radius.

**Insect Plague:** By means of this spell the Cleric calls to him a vast cloud of insects and sends them where he will, within the spell range. They will obscure vision and drive creatures with less than three hit dice off in rout. The dimensions of the Insect Plague are 360' square feet. Duration: 1 game day. Range: 480'. (Note: This spell is effective only above ground.)

**Quest:** This is similar to the Geas, except that the character sent upon a Quest by the Cleric is not killed by failure to carry out the service. However, the Cleric may curse him with whatever he desires for failure, and the referee should decide if such a curse will take effect if the character ignores the Quest, basing the effectiveness of the curse on the phrasing of it and the alignment and actions of the character so cursed.

**Raise Dead:** The Cleric simply points his finger, utters the incantation, and the dead person is raised. This spell works with men, elves, and dwarves only. For each level the Cleric has progressed beyond the 8th, the time limit for resurrection extends another four days. Thus, an 8th level Cleric can raise a body dead up to four days, a 9th level Cleric can raise a body dead up to eight days, and so on. Characters with a constitution score of 6 or lower are unable to be resurrected by this spell. A raised character who is able to "survive adversity" in accordance with his constitution score (See MEN & MAGIC) may ignore the required recovery time and continue adventuring immediately. Those of average constitution (below 13) who fail a percentile roll based on their "survive adversity" percentage must spend the required 2 weeks (or 2 game sessions; whichever is longer in actual time) recovering. Chaotic clerics will cast "The Finger of Death" instead of raising the dead; this spell creates a "death ray" which will kill any creature unless a saving throw is made (where applicable). Range: 120'. (A lawful cleric may use this spell in a life-or-death situation, but misuse will immediately turn him chaotic.)

**True Seeing:** By means of this spell, the cleric will see all things as they truly are. This includes secret doors and passageways, hidden traps, invisible objects, disguised persons, etc. The duration of the spell is one round per experience level.

## **OPTIONAL MAGIC-USER SPELLS FROM GREYHAWK SUPPLEMENT:**

### 1<sup>st</sup> Level

**Shield:** By means of this spell the user imposes a self-moving magical barrier between himself and his enemies. It provides the equivalent of class 2 armor vs. missiles and class 4 armor vs. other attacks. Duration: 2 turns.

**Ventriloquism:** As the name implies, this spell allows the user to make the sound of his voice issue from someplace else, including such places as a statue, animal, etc. Range: 60'. Duration: 2 turns.

### 2nd Level

**Darkness, 5' Radius:** A spell which causes total darkness within the indicated area making even infravision useless. It can be countered by either a Dispell magic or a Light spell. Duration: 6 turns. Range 120'.

**Strength:** This spell increases a fighter's strength by from 2-8 points (roll dice after spell is cast). It will also increase a cleric's strength by from 1-6 points and a thief's by from 1-4. When a fighter's strength reaches 18 or higher due to this spell an additional determination of strength is to be made as already specified for strength of 18. Duration: 8 game hours.

**Magic Mouth:** A spell which resembles ventriloquism in that the sound issues from a chosen object, but there are differences. A mouth appears, or the mouth of the object moves in accordance with what is being said. The Magic Mouth can be ordered to speak upon certain conditions, i.e. if anyone comes within 10' of it, if a neutral person comes within 10', if Flubbit the Wizard comes within 10', and so on. The spell lasts until the message is given. The message cannot exceed twenty-five words.

**Pyrotechnics:** A multi-purpose spell which requires some form of fire (torch, brazier, bonfire, etc.) to make it work. When employing this spell the Magic-User can create either a great display of flashing, fiery lights and colors which resemble fireworks; or he can cause a great amount of smoke which will cover an area of not less than 20 cubic feet. The overall effects of this spell depend on the size of the fire used to cause them, and when the spell is used the fire-source is extinguished. Duration: 6 turns. Range: 240'.

### 3rd Level

**Explosive Runes:** These runes when placed upon a parchment (book, scroll, map, etc.) safeguard it from unauthorized reading. If the reader is not the person who placed the runes upon the parchment they explode, destroying the parchment, and deal 4-24 points of damage to the reader (no savings thrown). The runes may be removed by the magic-user when he desires, and a magic-user of two or more levels above the one who placed the runes may attempt to remove them (50% chance of detecting them, 75% chance of successfully removing them).

**Rope Trick:** This spell enables the user to cause a length of rope (6' to 24') to stand upright by itself, and when he (and up to three others) climbs to its summit, disappears into another dimension. The rope is simply tossed into the air and climbed. If undisturbed the rope remains in place for the duration of the spell, but it can be removed, and if it is the persons coming back from the other dimension will fall the distance they climbed to the top of the rope. Duration: 6 turns plus the level of the magic-user employing it.

**Suggestion:** A spell which works on the principle of hypnosis. If the creature which it is thrown at fails to make its saving throw vs. magic it will carry out the suggestion, immediately or deferred according to the wish of the magic-user. Self-destruction is 99% unlikely, but carefully worded suggestions can, at the referee's option, alter this probability. Suggestions must be simple and relatively short, i.e. a sentence or two. Duration: 1 game week.

**Monster Summoning I:** By employing this spell the magic-user calls to his aid a monster appearing on the MONSTER LEVEL TABLES, level 1, i.e. kobolds, goblins, skeletons, etc. If a relatively small monster is indicated by the die roll the referee will determine how many appear by rolling a six-sided die; otherwise from 1-3 appear. The monster or monsters so summoned will faithfully serve the magic-user until they depart when the spell ceases to function or until they are killed. Delay: 1 round. Duration: 6 rounds. Range: 10'.

#### 4th Level

**Ice Storm:** When cast this spell creates a cubic storm area of 30' per side. Great hailstones descend causing 3-30 points of damage to those within its confines (saving throws are not possible). Duration: 1 turn. Range: 120'.

**Fear:** This spell operates as if the user were employing a Fear Wand. All those not saving vs. fear react as follows: They immediately attempt to flee, or get as far away from the user as possible, with a 50% chance that they will drop any weapons they had in hand when struck by the Fear spell. Duration: 6 turns (movement or melee as applicable). Range: 240'.

**Monster Summoning II:** This spell is identical to Monster Summoning I except that either 1 or 2 2nd Level monsters will appear.

**Extension I:** A spell to increase the Duration of 1st through 3rd level spells by 50%. Range: as spell to be extended.

#### 5th Level

**Monster Summoning III:** Same as Monster Summoning II except that 1 or 2 3rd Level monsters appear.

**Extension II:** Same as Extension I except it also applies to 4th level spells.

## 6th Level

**Legend Lore:** By means of this spell the magic-user seeks to gain knowledge of some legendary item, place or person. (It is necessary for the referee to decide if the sought-after thing is in fact legendary in the scope of his campaign.) Such a spell requires great conjuration, so the time necessary can range from days to weeks (roll percentile dice, 01 = 1 day — 00 = 100 days). Often times the information gained through the spell will come in the form of a riddle or a poem.

**Repulsion:** A spell which enables the user to cause objects or entities to move in a course opposite from their intended course towards him. Duration: 6 turns. Range: 120'.

**Monster Summoning IV:** Same as Monster Summoning III except that but a single monster of the 4th Level appears.

## 7th Level (Spells with no saving throw unless otherwise indicated!)

**Delayed Blast Fire Ball:** As the name implies, this spell is a Fire Ball which can be thrown and timed with regard to its blast. In all respects it acts as a normal Fire Ball, but the blast can be delayed up to 10 rounds (or 1 turn).

**Reverse Gravity:** This spell effects a cubic area of 30', causing gravity within that area to reverse itself. Those within the area fall upwards with the force of a normal fall. (Note the consequences when the spell is negated.) Duration: 1 round. Range 90'.

**Limited Wish:** A spell which alters reality past, present, or future, but only within limited bounds. It cannot create or bring any form of treasure, for example, and only a portion of a wish might actually occur. (Referee should see MONSTERS & TREASURE, page 33, Three Wishes.)

**Power Word—Stun:** When this word is spoken at any creature it will stun it for from 2-12 turns if the creature has up to 35 hit points. If the creature has between 36 and 70 hit points the stun lasts between 1-6 turns. It has no effect on creatures over 70 hit points. Range: 120'.

**Phase Door:** A spell which causes an invisible door to open for the caster. This door is exactly similar to a Passwall except that it is invisible and only the magic-user who cast the spell can use the door. It lasts for seven uses and then vanishes. It may be dispelled with Dispell Magic only if such spells are cast by a combined level of magic which is not less than twice the level of the caster of the Phase Door. Range: 10'.

**Charm Plants:** This spell charms the equivalent of: 1 large oak, 6 medium sized bushes, 12 small shrubs, or 24 little plants. These charmed plants will do anything the caster demands as long as it is within their ability to comply. For example, combined with several magic Mouth spells, the plants could act as a warning system. Duration: until dispelled. Range: 120'.

**Mass Invisibility:** This spell is similar to Invisibility except that it affects as many as 6 dragon-sized objects or from 100-300 men and horses. Duration: until dispelled. Range: 240'.

**Simulacrum:** A spell which creates the duplicate (form only) of any person the Magic-User desires to duplicate. In order to make a complete Simulacrum several other spells are necessary. If snow is not available the user must cause an Ice Storm from which to fashion the form. When the form is completed he must then use a spell to Animate it. Finally, a Limited Wish must be used to give the form a personality and knowledge similar to the real person which it imitates. In no event will the Simulacrum have the full-abilities (knowledge, level, etc.) of what it imitates, but it will range from 30% to 60% of them. It is possible to detect a Simulacrum with a Detect Magic spell, close association, and so forth. If the real person confronts the Simulacrum the real person will be easily identifiable. If, however the real person is dead the Simulacrum will slowly gain the abilities of the former person (1%/week) until it reaches 90% similarity in all respects; beyond this it cannot go. At all times it remains the thing of its creator, and whatever its creator tells it to do it will comply.

**Monster Summoning V:** Same as Monster Summoning IV except with regard to a 5th Level monster appearing.

**Extension III:** Same as Extension II except that it applies to 5th level spells and increases Duration 100%.

### 8th Level

**Mass Charm:** A Charm (Person or Monster) which affects up to 30 levels, i.e. 30 level 1 creatures, 15 level 2 creatures, 10 level 3 creatures, and so on in any combination which is less than or equal to 30 levels. Saving throws are applicable, but the power of the spell causes the chance of saving to be -2. Range: 120'.

**Clone:** The process by which a small piece of living flesh was taken and from it is grown an exact duplicate of the person from whom the flesh was taken. The duplicate, or clone, produced is exactly as the person whom it duplicates at the time the flesh was taken, i.e. 8th level, 9th level, or whatever, and it knows only that the original person knew at that time. If a clone is created while the person from whom it was grown is still in existence the clone will either attempt to do away with the original in order to assert its reality or both the original and the clone will become insane. The major usefulness of this spell is that it allows a clone to be made if the originator is destroyed, providing the flesh and spell, along with proper instructions, are left behind.

**Power Word—Blind:** A spell like the Stun except that its full-effects work up to 40 hit points, and it does not affect creatures with over 80 hit points. Also, the effect lasts either from 2-8 days or from 1-4 days. Blind creatures receive -4 to their hit rolls, saving throws, etc.

**Symbol:** An inscribed rune which if passed over, touched, or read by a creature of a different alignment from (or of hostile intent to) the inscriber the Symbol will take effect. The various runes and their powers are:

<u>Symbol of</u>	<u>Effect</u>
Fear	Unlimited—as Fear spell
Discord	Unlimited—disharmony among all who pass
Sleep	Unlimited—a double strength Sleep spell
Stunning	150 level points as Power Word Stun
Insanity	100 level points become insane and may be restored only by a Remove Curse
Death	75 level points are killed

**Permanent Spell:** By means of this spell certain other spells can be caused to function permanently rather than for a limited duration, i.e. Detect magic. Read magic, Levitate. Detect Evil, etc. It is of the utmost importance that the referee place strict limits on which spells may be made permanent as well as how many may be permanently placed on a creature or object. It is recommended that permanence be limited to once per object and twice per creature, so a magic-user may cast one which affects his head (Read Magic for example) and one which affects his body (Haste or Fly or Water Breathing are examples). A Permanent Spell placed on a Wish would make the wish repeat itself endlessly once it was uttered, so don't try to bend things! Dispell Magic which are at least twice the level of the caster of the Permanent Spell will negate it, so three Warlocks could negate the spell of a 12th level Wizard (assuming he read it from a scroll, as he could not otherwise use such a spell).

**Mind Blank:** By casting this spell on any person the magic-user prevents any form of detection by ESP. Clairvoyance. Clairaudience. Crystal Ball gazing (including any other form of skrying) Wishing Commune, or Contact Higher Plane. Duration: 1 game day. Range: 10'.

**Polymorph Any Object:** This spell allows the polymorphing of any object to any other shape, but its duration will be in direct relationship to the similarity of the object polymorphed to what it has been altered to become. Thus, there are three major classes—animal, vegetable, and mineral—and various similar forms—man-like, rock-like, many limbed, and so on—as well as similarities in relationships—bird is to feather, tree is to leaf, drop of water is to puddle, flame is to fire ball, etc. It is possible to change a wall of stone to sand, a mighty tree into a sapling, a feather into a bird, or an ape into a man; and such changes will be lasting. The farther from the above guidelines the polymorph becomes the less likely is its permanency: (It is the function of the referee to decide what limits to place on the use of this spell.) Size relationship, and intelligence relationship, class relationship, form similarity, and basic relationship affect the spell's duration; and a piece of rock changed to a man will last but a few turns. Polymorphed objects will emanate an aura of magic. Basic duration: until dispel). Range: 240'.

**Monster Summoning VI:** Same as Monster Summoning V except with regard to a 6th level monster appearing.

## 9th Level

**Meteor Swarm:** A blast of four Fire Balls (Jim!), thrown in whatever pattern the caster desires, each of 10-60 points of damage—or eight Fire Balls (Jim!) of one-half normal diameter and 5-30 points damage may likewise be thrown. Range: 240'.

**Shape Change:** A spell used by a magic-user upon himself which has the effect of a Polymorph Others spell, i.e. the user may wish to become a golden dragon and will have the latter's abilities if he chooses to so change his shape to become. Furthermore, it may be altered at will—a magic-user changes to a roc and flies off; he changes in flight to a huge red dragon in order to attack an army beneath, is pursued by magic-users so changes to a stone and plummets into a lake wherein he alters shape and becomes a fish. Duration: 10 to 15 rounds, plus a number of rounds equal to the level of the magic-user.

**Time Stop:** This spell "freezes" time in a 30' cubic area surrounding the magic-user. The user may move freely, but any other creatures within the area, or which subsequently enter it, will be stopped in time with regard to the magic-user. The magic-user casting the spell should not be aware of how long the spell will last. Duration: 2-5 rounds.

**Power Word—Kill:** A spell like the Blind except that it will kill instantaneously any creature up to 50 hit points.

**Gate:** Employment of this spell opens a cosmic portal and allows an ultra-powerful being (such as Odin, Crom, Set, Cthulhu, the Shining One, a demi-god, or whatever) to come to this plane. It is recommended that the user of this spell have a highly valid reason for summoning such aid. The name of the being desired must be called when the spell is cast. There is a 95% chance that the called being will come, 5% chance for some other being coming instead. There is also a 5% chance that whatever shows up will simply return immediately after observing the situation.

**Wish:** The same spell as found in a Ring of Wishes (Referee should refer to MONSTERS & TREASURE, page 33). Using a Wish spell, however, requires so great a conjuration that the user will be unable to do anything further magically for from 2-8 days.

**Astral Spell:** A spell which allows the user to send his astral form, undetectable to all but others on the astral plane, from his body to other places. Note that a Power Word Blind would not prevent this spell and would not blind the astral form. The magic-user may employ spells while in his astral body, but there is a 5% chance per spell level that the spell will fail. In failing the spell there is also a 2% chance per spell level that he will then be forced to return to his body. Example: An 18th level Wizard in astral form attempts to cast a 6th level spell. There is a 30% chance that the spell will fail, and if it does fail there is a 12% chance that he will have to return to his body. If while the magic-user has left his body and is in the astral plane his body is moved beyond the spell range or destroyed the magic-user's astral form is immediately sent to gibber and shiek on the floor of the lowest hell. Duration: Subterranean—12 turns; Outdoors—8 game hours. Range: Subterranean—240'; Outdoors—100 miles/level from 18th upwards. Movement of Astral Body: Subterranean—120'/turn; Outdoors—100 miles per game hour/level from 18th upwards.



**Maze:** The use of this spell puts its victim in an extra-dimensional maze for from 2-8 rounds. After the determined time has elapsed the creature will reappear at the spot where it was "mazed-out." Creatures with intelligence of 12 or better will require on-half the number of rounds to escape (1-4), while those with intelligence under 6 will require from double to triple the amount of time to escape. Range: 60'.

**Prismatic Wall:** When this spell is invoked a whirling, scintillating globe of multi-colors springs into existence around the magic-user. The sphere is 20' in diameter. Any creature below eight hit dice which looks at the Prismatic Wall will be blinded for from 1-6 turns. The colors of the wall indicate its powers, and they must be destroyed in order to negate the spell:

<u>Color &amp; Order</u>	<u>To Negate</u>	<u>Use &amp; Effect of the Color</u>
Red 1	Ice Storm	prevents magical missiles causes 12 points of damage when passed through
Orange 2	Lightning	prevents non-magical missiles causes 24 points of damage when passed through
Yellow 3	Magic Missile	prevents all breath weapons causes 48 points of damage when passed through
Green 4	Passwall	anti-location/detection save vs. poison when passed through or dead
Blue 5	Disintegrate	anti-cleric spell shield save vs. stone when passed through or petrified
Indigo 6	Dispell Magic	general-purpose force field save vs. cold (as wand) when passing through or crystalized, dead, and irrecoverable
Violet 7	Continual Light	anti-magic shell of unusual type save vs. spell when passed through or permanently insane

(Note: Referees may wish to change the order, negating spell, and/or use & effect of the various colors in order to make it more difficult for their players to break through a Prismatic Wall.) The caster of the spell may pass through it without harm. This spell is one which applies itself well to permanency. Duration: 1 game hour.

**Monster Summoning VII:** Same as Monster Summoning VI except that a 7th level monster appears. 7th level monsters are found only on referees' special tables—those monsters the ref' loves so well! Some suggested 7th Level monsters are:

Stone Golems	Iron Golem	Lich (20th Level Magic-User)
Hell Hounds	Umber Hulk	15th Level Thief
Displace Beast Pack		Hydra of 10 (Fire-Breathing) Heads

## **OPTIONAL CLERIC PRAYERS FROM GREYHAWK SUPPLEMENT:**

### 2nd Level

**Snake Charm:** This spell is of variable strength depending on the level of its user. For each level the user has attained one level (1-6 hit points) of snakes may be charmed. Thus, a 6th level Cleric could Snake Charm six normal snakes or a very large one, and at 12th level the Cleric would be exactly twice as effective. Duration: 7-12 rounds or 2-5 turns. Range 60'.

### 3rd Level

**Prayer:** By means of this spell the Cleric lowers the saving throw of his opponents. The prayer affects an area of 20' square. It lowers the saving throws of those within the area by 5% (1 point) plus 5% for every ten levels the Cleric has gained, i.e. an 11th level Cleric lowers the saving throws by 10%, and at 21st level it would jump to 15%. Duration: turn of melee following the spell. Range: 30'.

### 6th Level

**Animate Objects:** A spell by which objects are animated for the purpose of attack/defense. For example, stone statues may be animated, furniture may be animated, and so forth. The heavier the object the slower will be its movement, but the more deadly will be its blows. An animated statue would move 30'/turn, attack only every other melee round, have an armor value of 1, and do double damage (2-16 points), striking as an 8th level creature for purposes of hit determination, assuming the statue was at least man-sized. A chair would do small damage, but it would move rapidly on its four legs; a rug would trip and smother; a tapestry would blind and smother. One large object (approximately twice as big as a man), two man-sized objects, or several small objects can be animated. Duration: 6 turns. Range: 60'.

**Find the Path:** By means of this spell the fastest and safest way out of a trap, maze, or wilderness can be found. It will, for example allow the user to free himself from a Maze spell in a single round after employing the spell, and if a subsequent Maze was cast at him it would not have any effect. Duration: 6 turns plus the level of the Cleric, or 1 day outdoors.

**Blade Barrier:** When uttered this spell creates a barrier up to 30' in diameter, its whirling blades doing from 7-70 points of damage upon anyone or thing which attempts to pass through it. Duration: 12 turns. Range: 60'.

**Word of Recall:** Before this spell is used the Cleric must designate the sanctuary to which he will be recalled when the spell is uttered. The Recall acts similarly to a Teleportation spell, but there is no chance of failure, and it takes only the Cleric back, and only to his Sanctuary. Note that the Sanctuary may not be changed at will, but if circumstances force a change it can be allowed.

**Speak With Monsters:** This spell allows the user to speak with any monster, although whether or not the monster will desire to converse is another matter entirely. Duration: 3-12 questions.

**Conjure Animals:** This spell allows the Cleric to conjure 1 large animal (elephant, hippo', rhino', etc.), 3 medium sized animals (lions, tigers, bears, etc.) or six small ones (wolves, wild dogs, lynx, etc.). The animals so brought will obey the Cleric. Duration: 10 rounds. Range: 30'.

### 7th Level

**Earthquake:** This spell allows the user to create a tremor of limited proportions. When spoken the spell will tumble a small dwelling (even of sturdy stone construction), a wooden palisade, an earth rampart, a portion of a cliff, or whatever. Cracks and crevasses will appear in the earth, and 1 creature in 6 in the area affected will fall in (dice for all, 6's indicating the fall). Earthquake area 60' x 60' plus 10' additional to both dimensions for every three levels over 17th the Cleric has attained, i.e. at 20th the area is 70' square, at 23rd it is 80' square, etc. Duration: 1 turn.

**Aerial Servant:** This spell summons a creature somewhat like an Invisible Stalker, although it is more powerful. The Aerial Servant has but one purpose: to bring to the Cleric any creature or thing the Cleric desires. The Aerial Servant will not fight, but it is very fast and strong, and it will attempt to simply take its object by force and carry it back to the Cleric. It can carry weight up to about 500 pounds. It moves at twice the speed of an Air Elemental. It will surprise on a 1-4. Only an 18 strength will allow any chance of escape—for every percentage point allow a like chance of escape, so an 18/50% has a 50% chance for escape. If frustrated from its purpose the Aerial Servant becomes insane and will return to its sender, attacking and defending as a double-strength Invisible Stalker.

**Wind Walk:** When uttered this spell causes the Cleric and his immediate surroundings to become insubstantial and cloud-like. In this form the Cleric can travel at great speed (480'/turn) and wherever he wills. He can transport one other person in this fashion, provided that person is in close proximity (touching) to the Cleric. Duration: until dispelled or 1 day maximum.

**Holy Word:** The pronouncement of a Holy Word will affect creatures through the 12th level:

9th-12th level = deafen 1-6 turns

5th-8th level = stun 2-20 turns

Under 5th level = kill

Area affected: 20' radius around the Cleric speaking the word.

**Astral Spell:** A spell which allows the user to send his astral form, undetectable to all but others on the astral plane, from his body to other places. Note that a Power Word Blind would not prevent this spell and would not blind the astral form. The cleric may employ spells while in his astral body, but there is a 2.5% chance per spell level that the spell will fail. In failing the spell there is also a 1% chance per spell level that he will then be forced to return to his body. Example: An 18th level Cleric in astral form attempts to cast a 6th level spell. There is a 30% 15% chance that the spell will fail, and if it does fail there is a 6% chance that he will have to return to his body. If while the magic-user has left his body and is in the astral plane his body is moved beyond the spell range or destroyed the magic-user's astral form is immediately sent to jibber and shiek on the floor of the lowest hell. Duration: Subterranean—12 turns; Outdoors—8 game hours. Range: Subterranean—240'; Outdoors—100 miles/level from 18th upwards. Movement of Astral Body: Subterranean—120'/turn; Outdoors—100 miles per game hour/level from 18th upwards.

**Symbol:** An inscribed rune which if passed over, touched, or read by a creature of a different alignment from (or of hostile intent to) the inscriber the Symbol will take effect. All spells which cause permanent harm to the creature affected are not possible to the Lawful Cleric, while all spells which cause permanent harm to the creature affected are possible to the Chaotic Cleric. The various runes and their powers are:

<u>Symbol of</u>	<u>Affect</u>
Fear	Unlimited—as Fear spell
Discord	Unlimited—disharmony among all who pass
Sleep	Unlimited—a double strength Sleep spell
Stunning	150 level points as Power Word Stun
Insanity	100 level points become insane and may be
(CHAOTIC)	restored only by a Remove Curse
Death (CHAOTIC)	75 level points are killed

**Part Water:** A spell which will part water up to 20' deep for a maximum of 12 turns. Range: 240'. For every level the Cleric gains above the 17th he may add 50% of the base limits to the depth and duration, i.e. at 18th level the Cleric could Part water 30' deep for 18 turns, and at 19th level it would be 40' and 24 turns.

**Control Weather:** The Cleric can perform any one of the following weather control operations with this spell: Rain, Stop Rain, Cold Wave, Heat Wave, Tornado, Stop Tornado, Deep Clouds, Clear Sky.

**Raise Dead Fully:** This spell is simply a raise Dead spell which also restores full strength to the person so raised, and no rest or recuperation is required thereafter. Chaotic Clerics will cast the reverse of this spell, disallowing a saving throw and automatically killing its target unless the object is protected by a device to counter such spells.

**Restoration:** When this spell is employed it will restore one full level of energy to any person whom has lost such a level to the "Undead". It will not restore levels of energy lost in other manners, nor will it add levels not lost. Chaotic Priests will cast the reverse of this spell, causing an automatic loss of one energy level. The use of this spell will incapacitate the Cleric for 2-20 days, so non-player character Clerics cannot usually be hired to cast it. Note that its reverse will not cause any incapacitation.



**APPENDIX**  
**CATEGORIZED INDEX OF TABLES AND CHARTS**

# INDEX

# NOTES





