

# YE OLDE BOOK OF SPELLS

Levels 1 to 3

71



*Contra et bien general*

a Handy Reference for Players of Old School Games  
what with the Dragons and the Dungeons and Such

## Ye Credits & etc.

Cover art: *Contra el bien general (Against the common good)* from Francisco Goya's series *Los Desastres de la Guerra (The Disasters of War)*. Goya is pretty rad. Did you see that one cover of *Heavy Metal* he did? Totally awesome.

The vast majority of the text in this booklet is swiped via Open Game License from Dan Proctor's *Labyrinth Lord* which retroclones and expands material originally appearing in the 1981 Basic/Expert D&D books edited by Tom Moldvay and Dave Cook, which in turn were based upon the J. Eric Holmes version of Basic D&D and original D&D by E. Gary Gygax and Dave Arneson. Much respect to those who came before.

The spells Flame's Bounty and Soulbrand were written by Erin "taichara" Bisson and are used here with the author's gracious permission. Do yourself a favor and check out her super-nifty blog, A Hamsterish Hoard of Dungeons and Dragons, at [hamsterhoard.blogspot.com](http://hamsterhoard.blogspot.com).

The spell Omar's Mistake was appropriated using the OGL. You can find it and lots of other awesome magical stuff in Matt Finch's *Eldritch Weirdness Compilation: Books Three to One*, available from Black Blade Publishing. Everything else I've seen by Matt Finch is also golden, by the way.

Any errors in this book are totally the fault of Jeff Rients.

Ascending Armor Classes have been added where necessary to benefit *Swords & Wizardry* players and to annoy those who consider AACs to be heretical.

## Magic-User Spells

	First Level	Second Level	Third Level
<b>1</b>	Charm Person	Arcane Darkness	Clairvoyance
<b>2</b>	Dancing Lights	Arcane Lock	Dispel Magic
<b>3</b>	Detect Magic	Audible Glamer	Fireball
<b>4</b>	Enlargements	Continual Light	Fly
<b>5</b>	Flame's Bounty	Detect Evil	Haste*
<b>6</b>	Floating Disc	Detect Invisibility	Hold Person
<b>7</b>	Hold Portal	ESP	Infravision
<b>8</b>	Light	Invisibility	Invisibility, 10' radius
<b>9</b>	Magic Missile	Knock	Lightning Bolt
<b>10</b>	Protection from Evil	Levitate	Omar's Mistake
<b>11</b>	Read Languages	Locate Object	Protection/Evil, 10' R
<b>12</b>	Read Magic	Magic Mouth	Protect/Normal Missiles
<b>13</b>	Shield	Mirror Image	Water Breathing
<b>14</b>	Sleep	Phantasmal Forces	
<b>15</b>	Ventriloquism	Pyrotechnics	
<b>16</b>		Ray of Enfeeblement	
<b>17</b>		Strength	
<b>18</b>		Soulbrand	
<b>19</b>		Web	<b>*Reversible spell</b>

## Cleric Spells

	First Level	Second Level	Third Level
<b>1</b>	Cure Light Wounds*	Bless	Animal Growth
<b>2</b>	Detect Evil	Find Traps	Animate Dead
<b>3</b>	Detect Magic	Know Alignment	Continual Light
<b>4</b>	Light	Hold Person	Cure Disease*
<b>5</b>	Protection from Evil	Resist Fire	Dispel Magic
<b>6</b>	Purify Food and Drink	Silence 15' Radius	Locate Object
<b>7</b>	Remove Fear*	Snake Charm	Remove Curse*
<b>8</b>	Resist Cold	Speak with Animals	Striking

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## A

### **Animal Growth**

Cleric Level: 3

Duration: 12 turns

Range: 120'

One non-magical normal animal will be doubled in size when this spell is cast upon it. The target animal can be a giant version of the animal, but intelligent animals are unaffected.

### **Animate Dead**

Cleric Level: 3

Duration: Permanent

Range: 60'

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow the caster's spoken commands. The undead can follow the caster, or they can remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed or until a *dispel magic* spell is cast upon them.

The caster may animate a number of hit die worth of zombies or skeletons equal to the caster's level. For example, a 7th level cleric can animate seven skeletons, but only three zombies. These creatures are unintelligent, and do not retain any abilities that they had in life. All skeletons have an AC of 7 [12] and hit dice equal to the creature in life. Zombies have an AC of 8 [11], and the number of hit dice of the living creature +1. It is important to note that if a character is animated in this fashion, he will not have hit dice related to his class level, but instead will have the standard skeleton or zombie hit dice. Lawful characters casting this spell may draw disfavor from their gods.

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unable to breathe air, and creatures under the influence of the spell are not granted any additional proficiency at swimming.

### **Web**

Magic-User Level: 2  
Duration: 48 turns  
Range: 10'

Web creates a many-layered mass of strong, sticky strands. Creatures caught within a web become entangled among the gluey fibers. Entangled creatures can't move, but can break loose depending on their strength. Any being with strength in a human range can break free of the webs in 2d4 turns. Creatures of higher strength or magically augmented strength above 18 can break free in 4 rounds. The strands of a web spell are flammable. All creatures within flaming webs take 1d6 points of fire damage from the flames for 2 rounds. After this time surviving creatures are free of the webs.

**X, Y and Z are forming a club. G, J, N, Q, T and U are invited, but no one else! Well maybe not T. He's kind of a jerk.**

### **Arcane Darkness**

Magic-User Level: 2  
Duration: 6 turns  
Range: 120'

This spell creates a 50' radius region of total darkness which is impenetrable to normal illumination and infravision. Arcane darkness can be countered by *dispel magic*, *light* or *continual light* magics.

### **Arcane Lock**

Magic-User Level: 2  
Duration: Permanent  
Range: 10'

An *arcane lock* spell cast upon a door, chest, or portal magically locks it in a similar manner to the spell hold portal. The caster can freely pass his own arcane lock without affecting it; otherwise, a door or object secured with this spell can be opened with a successful dispel magic or knock spell. *Dispel magic* removes the arcane lock, while knock merely allows passage. In addition, any spell caster who is at least 3 levels higher than the caster of the spell may pass through unimpeded.

### **Audible Glamer**

Magic-User Level: 2  
Duration: 2 turns  
Range: 240'

This spell creates auditory hallucinations in volume and variety equal to d4 human voices talking per level of the caster or half as many persons engaged in violent struggle. Larger creatures may be imitated as well with the referee ruling, for example, that a bellowing giant is the equivalent of 8 people.

## B

**Bestow Curse**, see Remove Curse

**Bless** (reversible)

Cleric Level: 2

Duration: 6 turns

Range: 60'

*Bless* fills the caster's allies with courage, but does not affect enemies within the affected area of 20' x 20'. Each ally gains a +1 morale bonus and +1 on attack and damage rolls. The reverse of this spell does not affect allies within the effect area, and incurs penalties of -1 instead of bonuses to the rolls indicated above.

## C

**Cause Disease**, see Cure Disease

**Cause Fear**, see Remove Fear

**Cause Light Wounds**, see Cure Light Wounds

**Charm Person**

Magic-User Level: 1

Duration: Months/Weeks/Days, see below

Range: 120'

This spell makes a humanoid creature regard the caster as its trusted friend and ally (treat the target's attitude as friendly). Undead creatures are unaffected by this spell, as are humanoid monsters larger than ogres. The spell does not enable the caster to control the charmed person as if it was an automaton, but it perceives the caster's words and actions in the most favorable way. The subject can be given orders,

## Striking

Cleric Level: 3

Duration: 1 turn

Range: 30'

The caster enchants a weapon to deal an extra 1d6 hit points of damage, and makes an otherwise non-magical weapon able to attack a monster normally only affected by weapons of a magical nature.

**T doesn't understand why there are no 'T' spells. It's a perfectly useful letter. Not like those weirdos J and Q.**

**U never had any problem with J or Q.**

## V

**Ventriloquism**

Magic-User Level: 1

Duration: 2 turns

Range: 60'

For the duration of this spell the caster may make his voice appear to come from any location or source within the spell range.

## W

**Water Breathing**

Magic-User Level: 3

Duration: 1 day

Range: 30'

The caster or another creature can breathe water freely by means of this spell. The spell does not make creatures

### **Soulbrand**

Magic-User Level: 2  
Duration: Permanent  
Range: 50'

Casting this spell on a living or at least animate target "burns" a glyph of the magic-user's choice into the subject's self, to be revealed under specific conditions (*detect magic*, *detect evil*, certain types of illumination, a time of day ...). This glyph may be on the subject's person or may hover above their head, and cannot be seen by the subject. The *soulbrand* may be removed by the same methods that remove curses.

### **Speak with Animals**

Cleric Level: 2  
Duration: 6 turns  
Range: 30'

The caster can comprehend and communicate with ordinary animals or giant versions of ordinary animals. The caster can ask questions of, and receive answers from, one particular kind of animal, although the spell doesn't make it any more friendly or cooperative than normal. The type of animal is decided when the spell is cast. If an animal is friendly toward the caster, it may do some favor or service.

### **Strength**

Magic-User Level: 2  
Duration: 48 turns  
Range: touch

This spell allows the caster to grant additional Strength points to allies. Fighters, dwarves, elves and halflings gain 2d4 points of Strength, thieves gain d6 points and clerics d4 points.

but actions it wouldn't ordinarily do based on its nature or alignment may be abstained from.

An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by the caster or his apparent allies that threatens the charmed person breaks the spell. The caster must speak the person's language to communicate commands, or else be good at pantomiming.

Creatures will gain additional saving throws at time intervals based on intelligence scores. An INT score of 3-8 grants a new save once every month. An INT of 9-12 grants a new save each week, and 13- 18 grants a new save once every day. Otherwise, *charm person* can be negated by the spell *dispel magic*.

### **Clairvoyance**

Magic-User Level: 3  
Duration: 12 turns  
Range: 60'

*Clairvoyance* creates an invisible magical link between the caster and one creature within range. This link allows the caster to see whatever the creature sees. The process of linking with one creature and observing with its eyes takes a minimum of 1 turn, such that the caster may choose a new creature once per turn. The magical link between caster and creature is obstructed by lead or rock of a thickness of 2' or greater.

**Continual Darkness**, see Continual Light (clerical)

### **Continual Light** (clerical) (reversible)

Cleric Level: 3  
Duration: Permanent  
Range: 120'

When cast, this spell produces light as bright as sunlight in a 60' diameter, and any creatures that suffer penalties (not including damage) for being in sunlight are affected by this spell. This spell can be cast on objects, so that an object under this spell can be carried around. If the spell is cast on a creature, a saving throw is allowed. This spell can be cast on a creature's eyes, causing blindness. Unless dispelled, *continual light* is permanent.

*Continual darkness* (reverse of *continual light*) produces darkness in the same area and manner as *continual light*. It can be countered with *continual light* or *dispel magic*. Like *continual light*, this spell can be cast on a creature's eyes, producing blindness. Normal eyesight, including infravision, cannot penetrate this darkness, nor can lamps, torches, or the spell light.

#### **Continual Light** (arcane)

Magic-User Level: 2

Duration: Permanent

Range: 120'

This spell is similar to the 1st level cleric spell *light*. A 60' diameter sphere of light is brought into being, and is a permanent effect. This spell can be cast on objects so that the light is portable. This spell may be cast directly on a creature, but the creature receives a saving throw. If successfully cast on a creature's eyes, blindness results until the spell is negated with *dispel magic*.

Unlike the clerical version, the arcane version of *continual light* is not as bright as sunlight.

#### **Cure Disease** (reversible)

Cleric Level: 3

Duration: Instantaneous

Range: 30'

#### **Sleep**

Magic-User Level: 1

Duration: 4d4 turns

Range: 240'

A sleep spell causes a magical slumber to come upon creatures with 4+1 Hit Die or fewer. The caster may only affect 1 creature if it has 4+1 HD, but the spell will otherwise affect up to 2d8 HD of creatures. Calculate monsters with less than 1 HD as having 1 HD, and monsters with a bonus to HD as having the flat amount. For example, a 3+2 HD monster would be calculated as having 3 HD. Hit Die that are not sufficient to affect a creature are wasted. Creatures with the fewest HD are affected first. Sleeping creatures are helpless and can be killed instantly with a blade weapon. Slapping or wounding awakens an affected creature, but normal noise does not. Sleep does not affect undead creatures.

**Slow**, see Haste

#### **Snake Charm**

Cleric Level: 2

Duration: See below

Range: 60'

The caster is able to affect the behavior of snakes, making them indifferent to the caster and others. A cleric is able to affect snakes of a number of hit die equaling the caster's level. A 7th level cleric can affect 7 hit dice of snakes, which can equal seven 1 HD snakes, or two 3 HD snakes and one 1HD snake, or any other combination. Hostile snakes are more difficult to charm, and if this spell is cast on snakes that are engaged in melee combat with the caster, the snakes will only be affected by the spell for 1d4+1 rounds. If the spell is cast on snakes that are not at the moment hostile, the spell will last 1d4+1 turns.



subtracted from each die of damage dealt by a heat-based attack. Each die will inflict a minimum of 1 hp damage.

## S

### Shield

Magic-User Level: 1  
Duration: 2 turns  
Range: Caster

Shield creates an invisible field of force that protects the caster. Against missile attacks, the spell grants the caster an AC of 2 [17]. The caster has an effective AC of 4 [15] for all other attacks.

### Silence 15' Radius

Cleric Level: 2  
Duration: 12 turns  
Range: 180'

Upon the casting of this spell, complete silence prevails in a diameter of 30 feet. All sound is stopped and conversation is impossible. No noise whatsoever issues from the area, but noise originating from outside the silenced area can be heard by those within it. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a saving throw, and if successful the spell takes effect in a stationary location near the creature, but the creature may move out of the affected area.

This spell instantly kills green slime, and will instantly cure all diseases, including mummy rot and lycanthropy.

*Cause disease* (reverse of *cure disease*) inflicts a terrible withering disease on a victim, which will cause death in 2d12 days. A saving throw is allowed. This disease can be cured with the casting of *cure disease*. The victim of this disease cannot be cured of damage from other spells, and it takes twice the time for normal healing. This suffering further results in a penalty of -2 to hit rolls made by the victim.

### Cure Light Wounds (reversible)

Cleric Level: 1  
Duration: Instantaneous  
Range: Touch

When this spell is cast, the cleric touches one character or creature (or himself) and heals it of 1d6+1 hit points of damage. Alternatively, this spell also cures paralysis, will not heal damage and paralysis in the same casting. This spell cannot grant more hit points than the being's normal maximum.

*Cause light wounds* (reverse of *cure light wounds*) causes 1d6+1 hit points of damage to a being if the caster can touch the opponent.

## D

### Dancing Lights

Magic-User Level: 1  
Duration: 2 turns  
Range: 120'

This spell summons d6 lantern-like or torch-like lights. At a distance these lights can give the appearance of the

illumination carried by a party of adventurers or a similar group. The caster can instruct the lights to move down corridors, around corners, etc. No concentration is required after these instructions are given.

**Darkness**, see Light (clerical)

**Detect Evil** (clerical)

Cleric Level: 1

Duration: 6 turns

Range: 120'

The caster can sense the presence of evil intentions, whether from a living being or an object enchanted for evil purposes. Objects or creatures within 120' with evil intent will magically glow. Note that the referee must decide what is 'evil', and some things may be potentially harmful, like traps, but not 'evil.' This spell does not grant the ability to read minds, but only grants a general sense of evil intent.

**Detect Evil** (arcane)

Magic-User Level: 2

Duration: 2 turns

Range: 60'

With the exception of differences in duration and range, this spell is identical to the 1st level cleric spell of the same name.

**Detect Invisible**

Magic-User Level: 2

Duration: 5 rounds per level

Range: 10' per level

The caster can see invisible, hidden, ethereal, or astral creatures or items so long as they are directly in sight within a 10' wide range of vision.

**Remove Fear** (reversible)

Cleric Level: 1

Duration: 2 turns

Range: Touch

This spells instills courage in the subject, and potentially removes the effect of magic-induced fear by allowing the target a saving throw to attempt to remove the effects. The subject receives a saving throw bonus of +1 per level of the caster. *Remove fear* counters and dispels *cause fear*. The subject must be touched for the spell to take effect.

*Cause fear* (reverse of *remove fear*) will cause a subject who is touched to run away, hysterical, at full running movement for a number of rounds equal to the caster's level.

**Resist Cold**

Cleric Level: 1

Duration: 6 turns

Range: 30'

While under the effects of this spell, a character or monster is unharmed by freezing (non-magical) cold, and grants a bonus of +2 to all saving throws versus cold-based magical or breath attacks. In addition, 1 point of damage is subtracted from each dice of damage dealt by a cold-based attack. Each die will inflict a minimum of 1 hp damage.

**Resist Fire**

Cleric Level: 2

Duration: 6 turns

Range: 30'

While under the effects of this spell, a character or monster is unharmed by intense (non-magical) heat, and grants a bonus of +3 to all saving throws versus heat-based magical or breath attacks. In addition, 1 point of damage is

### **Read Magic**

Magic-User Level: 1

Duration: 1 turn

Range: Caster

By means of *read magic*, the caster can decipher magical inscriptions on objects (books, scrolls, weapons, and the like) that would otherwise be unintelligible. This does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and the caster has read the magical inscription, he thereafter is able to read that particular writing without recourse to the use of *read magic*. All spell books are written such that only the magic-user who owns the book can decipher it without the use of this spell.

### **Remove Curse** (reversible)

Cleric Level: 3; Magic-User Level: 4

Duration: Permanent

Range: Touch

*Remove curse* instantaneously removes one curse on a creature. *Remove curse* does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell enables the creature afflicted with any such cursed item to remove and get rid of it. *Remove curse* counters and dispels *bestow curse*.

*Bestow curse* (reverse of *remove curse*) can bring about any number of unfortunate effects upon a being, determined by the caster and refereed by the referee. Some limits of effect must be enforced. Possibilities include no more than a - 2 penalty to saving throws or -4 to hit. An ability might be reduced by 50%. These effects can have any number of creative symptoms. The victim can avoid being affected by *bestow curse* with a successful saving throw.

### **Detect Magic**

Level: 1

Duration: 2 turns

Range: 60'

For the duration of this spell, the caster can see a magical glow on all enchanted items, creatures, places, or other things within 60'. This includes objects that are permanently magical, such as weapons or other items, and objects or creatures that are currently under the influence of a spell or some other enchantment. The caster may move around to bring objects within the radius during the duration of the spell.

### **Dispel Magic**

Level: 3

Duration: Permanent

Range: 120'

When cast, spell effects within a 20' cube can be negated. All spells cast by any spell casting class are automatically negated if the caster is of an equal or lower level to the caster of dispel magic. For each level an opponent is above the caster, there is a cumulative 5% chance *dispel magic* does not function. For example, if a 7th level character attempts to dispel the effects of a spell cast by a 10th level character, there is a 15% chance *dispel magic* fails. Note: The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the *dispel magic* can take effect.

## **E**

### **Enlargements**

Magic-User Level: 1

Duration: 1 turn + 1 turn/caster level

Range: 30'

This spell can be used to double the size of a non-living object or to increase the size of a living creature to 150% of normal. Mass is increased proportionately. The damage inflicted by an *enlarged* creature increases by 50% if using weapons they were holding or carrying when so enchanted. If a weapon is itself the target of *enlargements* it does double dice but when used by normal-sized wielders a -4 to-hit penalty is suffered. Note that the magic of an object does not increase. An *enlarged* wand of fireballs, for example, gains neither more charges nor more dice of damage per fireball. Any object targeted by this spell can have a volume no greater than 12 cubic feet per level of the caster.

## ESP

Magic-User Level: 2

Duration: 12 turns

Range: 60'

The caster can choose a direction and focus his concentration for 1 turn. After this turn, he can perceive the thoughts of all creatures within 60'. The caster understands the meaning of all thoughts even if he does not share the creature's language. However, if multiple creatures are within the range of the spell, the caster must spend an additional turn to sort out one creature's thoughts, or else all thoughts mingle into a confusing jumble. The ability to hear thoughts is obstructed by lead or rock of a thickness of 2' or greater.

## F

### Find Traps

Cleric Level: 2

Duration: 2 turns

Range: 30'

This spell enchants an already existing source of fire either to shoot forth colorful, flashing fireworks-like effects or to release a volume of smoke. The size and impressiveness of the display will be in direct proportion to the size of the fire used. A torch will produce the equivalent of a handful of firecrackers or sufficient smoke to fill 20' of standard dungeon corridor, while roaring bonfire could be used for spectacular holiday displays or to screen the movement of a body of troops.

**Q never expected anyone to write any spells starting with it, but cries itself to sleep each night nonetheless.**

## R

### Ray of Enfeeblement

Magic-User Level: 2

Duration: Indefinite until dispelled

Range: 30'

This spell launches a shimmering grey beam of light from the palm of the caster's hand. The target of the spell must save or become weakened. Creatures rated with Strength scores lose 4 points and anyone effected will have their melee damage dice reduced by one size category (d6 damage becomes d4, etc.).

### Read Languages

Magic-User Level: 1

Duration: 2 turns

Range: Caster

For the duration of this spell, the caster may read any language, coded message, treasure map, or other set of written instructions. This spell does not grant any ability to speak unknown languages.

Range: 10' radius from caster

This spell functions exactly like the spell *protection from evil*, except *protection from evil* 10' radius extends the protective barrier to a 10' radius around the caster, allowing companions to stay close to the caster and gain the benefits of the spell.

### **Protection from Normal Missiles**

Magic-User Level: 3

Duration: 12 turns

Range: 30'

While under the effects of this spell, the caster is completely unharmed by small and non-magical missiles. Only the caster receives this protection, and it does not extend to large hurled boulders such as those that giants employ, or enchanted arrows.

### **Purify Food and Drink**

Cleric Level: 1

Duration: Permanent

Range: 10'

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. Either 6 quarts of drink, one trail ration, or a quantity of unpreserved food for 12 human-sized beings can be affected by this spell. This spell does not prevent subsequent natural decay or spoilage.

### **Pyrotechnics**

Magic-User Level: 2

Duration: 6 turns

Range: 240'

This spell is centered on the caster, and when a trapped object or area comes within range it glows with a blue magical light. Both magical and mechanical traps are detected. This spell grants no knowledge about the nature of the trap or how to deactivate it.

### **Fireball**

Magic-User Level: 3

Duration: Instantaneous

Range: 240'

A *fireball* spell is an explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level to every creature within a 20' radius. The caster points his finger and determines the range (distance and height) at which the *fireball* is to burst. A glowing, pea-sized bead streaks from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the *fireball* at that point. (An early impact results in an early detonation.)

The *fireball* sets fire to combustibles and damages objects in the area. It may melt metals with low melting points, such as lead, gold, copper and silver. If the damage caused to an interposing barrier causes it to shatter or break apart, the fireball may continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does. All beings caught within the explosion are allowed a saving throw. A successful save reduces damage by half.

### **Flame's Bounty**

Magic-User Level: 1

Duration: 1 hour / 2 rounds

Range: 0 / 5'

Casting this spell creates a single orange-pink fruit

resembling a peach the size of a grapefruit; its flesh is hot, sweet, almost syrupy and nutritious, enough for one meal for a humanoid. It is also a surprisingly effective weapon (for a fruit) -- if thrown at a target within 5', the fruit explodes in a shower of scalding jelly and syrup inflicting 1-4 hit points of damage the first round and 1-2 hit points of damage the second round. Fruit not consumed within an hour dissolve into inedible slushy pulp.

### **Floating Disc**

Magic-User Level: 1

Duration: 6 turns

Range: 6'

The caster creates a slightly concave, circular plane of force that follows him about and carries loads. The disk is 3 feet in diameter and 1 inch deep at its center. It can hold 500 pounds. If used to transport a liquid, its capacity is 2 gallons. The disk floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within spell range and will accompany the caster with an equal movement rate. If not otherwise directed, it maintains a constant interval of 6 feet between itself and the caster, and will follow the caster without prompting to maintain a minimum of 6' distance. When the disk winks out at the end of the spell's duration, whatever it was supporting falls to the surface beneath it.

### **Fly**

Magic-User Level: 3

Duration: Caster level +d6 turns

Range: Caster

For a number of turns equal to the caster's level +1d6 turns, the caster can fly with a maximum movement of 120' each round. The caster can vary the speed as desired, and is capable of hovering.

illusionary monster may be created to attack a foe. Observers are allowed a saving throw to see through any illusion produced with this spell. If the save fails, the illusion persists and any illusionary monster will seem to inflict harm when it attacks an opponent. Illusionary monsters have an effective AC of 9 [10], and they vanish if a foe successfully strikes them. If a foe appears to lose all hit points, he falls unconscious rather than dying. Similarly, other special effects will not be real and no damage is ever real. Note that the caster is not allowed to take any action while concentrating on the spell.

### **Protection from Evil**

Level: 1

Duration: 12 turns

Range: Caster

This spell wards the caster from attacks by evilly intentioned creatures (and creatures not of the caster's alignment), from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has two major effects. First, the subject gains a +1 bonus to AC and a +1 bonus on saving throws. Both these bonuses apply against attacks made or effects created by evil creatures. Second the spell prevents bodily contact by summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. This does not prevent these creatures from attempting ranged attacks. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature.

### **Protection from Evil 10' Radius**

Cleric Level: 4; Magic-User Level: 3

Duration: 12 turns

making it difficult for enemies to know which target to attack. The figments stay near the caster and disappear when struck. *Mirror image* creates 1d4 images. The figments mimic the caster's actions, pretending to cast spells, drink potions, and so on. Enemies attempting to attack the caster strike a figment. Any attack destroys an image even if no physical contact is made, until there are no images left.

**N didn't want any spells anyway! So there!**

**O**

**Omar's Mistake**

Magic-User Level: 3  
Duration: 1d6 days  
Range: 60'

The subject's eyes glow and glass rattles when he is within 20'. Dogs flee from him, cats are attracted into his presence. Members of the opposite sex have a 1% chance to be affected as if by a *charm person* spell and members of the same sex have a 1% chance to attack him for no reason. The spell's subject finds the color blue objectionable and may steal shiny items.

**P**

**Phantasmal Forces**

Magic-User Level: 2  
Duration: Concentration  
Range: 240'

So long as the caster maintains concentration, he can create a persistent, active illusion within a 20' cube. A passive illusion will disappear if touched by a creature. However, an

**G is sad. There are no 'G' spells at levels 1 to 3.**

**H**

**Haste** (reversible)

Magic-User Level: 3  
Duration: 3 turns  
Range: 240'

This spell makes creatures move and act more quickly than normal. A maximum of 24 creatures within a diameter of 60' may be affected. A hasted creature may make double the normal number of attacks. However, a creature may not cast a second spell. All of the hasted creature's modes of movement (including land movement, burrow, climb, fly, and swim) double in speed. Multiple *haste* effects do not stack. *Haste* dispels and counters *slow* effects.

*Slow*, the reverse of *haste*, halves all attacks and movement, including spell casting such that only one spell may be cast every two rounds.

**Hold Person**

Cleric Level: 2  
Duration: 9 turns  
Range: 180'

When this spell is cast, most humanoids become paralyzed and freeze in place. Undead and any monster of a greater size than an ogre are unaffected. They are aware and breathe normally but cannot take any actions, even speech. Subjects may attempt a saving throw. This spell can effect 1d4 beings, but if directed at a single monster or character, the saving throw is attempted with a -2 penalty.

### **Hold Person**

Magic-User Level: 3  
Duration: 1 turn per level  
Range: 120'

Save for range and duration, this spell is similar the cleric spell of the same name.

### **Hold Portal**

Magic-User Level: 1  
Duration: 2d6 turns  
Range: 10'

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

## **I**

### **Infraision**

Magic-User Level: 3  
Duration: 1 day  
Range: Touch

The caster or another creature is able to see 60' in the dark with infraision.

### **Invisibility**

Magic-User Level: 2  
Duration: Indefinite, see below  
Range: 240'

The creature or object touched becomes invisible, vanishing from sight, even from infraision. If the recipient is a

## **M**

### **Magic Missile**

Magic-User Level: 1  
Duration: 1 turn  
Range: 150'

By means of this spell a missile of magical energy is readied. Upon a thought it darts forth from the caster's fingertip and strikes its target, dealing 1d6+1 points of damage. The missile strikes unerringly, even if the target is in melee combat or has less than total cover or total concealment. Specific parts of a creature can't be singled out. For every five caster levels, the caster gains two additional missiles: three missiles total at 5th level, five at 10th, seven at 15th, and so on. If the caster can shoot multiple missiles, they can be directed to strike a single creature or several creatures. A single missile can strike only one creature.

### **Magic Mouth**

Magic-User Level: 2  
Duration: Indefinite until triggered  
Range: Touch

By means of this spell the caster may inscribe an object with a mouth that appears and speaks on a predetermined trigger, such as a creature approaching within 10' or someone speaking a certain password. The mouth will recite a message of up to 25 words.

### **Mirror Image**

Magic-User Level: 2  
Duration: 6 turns  
Range: Caster

Several illusory duplicates of the caster pop into being,



that is 60' long and 5' wide. It deals 1d6 points of electricity damage per caster level to each creature within its area. The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does. Any creature caught in the area of effect receives a saving throw. A successful save reduces damage by half.

**Locate Object**

Cleric Level: 3

Duration: 6 turns

Range: 120'

The caster can sense the direction of a well-known or clearly visualized object. The caster can search for general items, in which case the nearest one of its kind is located. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. Monsters or characters may not be located.

**Locate Object**

Magic-User Level: 2

Duration: 2 turns

Range: 60' +10' per level

The caster can sense the direction of a well-known or clearly visualized object. A search can be made for general items, in which case the nearest one of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. The caster cannot specify a unique item unless he has observed that particular item firsthand.

creature carrying gear, that vanishes, too. If the spell is cast on someone else, neither the caster nor any allies can see the subject, unless they can normally see invisible things or other magic is employed to do so. Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible. Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as stepping in a puddle).

The spell ends if the subject attacks any creature, but is otherwise of indefinite duration. For the purposes of this spell, an attack includes any spell targeting a foe or whose area of effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *bless* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

**Invisibility 10' radius**

Magic-User Level: 3

Duration: See below

Range: 120'

This spell has the same effects as *invisibility*, but it affects all creatures within 10' of the caster and any creatures that move beyond the 10' radius of effect become visible again.

**J feels left out. Someone please research a 'J' spell!**

## **K**

### **Knock**

Magic-User Level: 2  
Duration: 1 round  
Range: 60'

The *knock* spell opens stuck, barred, locked, or held doors. It opens secret doors, as well as locked or trick-opening boxes or chests. Any secret doors must of course be discovered first. The door does not relock itself or become stuck again on its own. Knock does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like.

### **Know Alignment**

Cleric Level: 2  
Duration: 1 round  
Range: 10'

The caster of this spell will immediately know the alignment of a character or monster within range. In addition, magic items with an alignment or the nature of a holy (or unholy) place will be revealed.

## **L**

### **Levitate**

Magic-User Level: 2  
Duration: Caster's level +6 turns  
Range: Caster

For a number of turns equal to the caster's level +6 turns, the caster can move up and down as he wishes. The caster

mentally directs movement up or down as much as 20 feet each round. The caster cannot move horizontally, but could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half base land speed).

### **Light** (clerical) (reversible)

Cleric Level: 1  
Duration: 12 turns  
Range: 120'

This spell causes an object to glow like a torch, shedding bright light in a 15-foot radius. The effect is immobile, but it can be cast on a movable object. This spell can be cast on a monster's or character's eyes if the target fails a saving throw. If the save fails, the target is blind for 12 turns.

Light taken into an area of magical *darkness* (reverse of *light*) does not function, and vice versa. A *light* spell counters a *darkness* spell. *Darkness* can also be cast on a target's eyes, and a saving throw is allowed.

### **Light** (arcane)

Magic-User Level: 1  
Duration: Caster's level +6 turns  
Range: 120'

This spell is in most respects identical to the 1st level cleric spell of the same name, except that the duration is a number of turns equal to the caster's level +6 turns.

### **Lightning Bolt**

Magic-User Level: 3  
Duration: Instantaneous  
Range: 180'

The caster releases a powerful stroke of electrical energy