OLD-SCHOOL ESSENTIALS

ADVANCED FANTASY

Druid and Illusionist Spells

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NECROTIC GNOME

EXALTED FUNERAL

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Introduction

Druid Spells

Druid spells range from the humble, to the indispensable, to the climactic. The spells cover the following main areas:

▶ **Survival:** The most fundamental druid spells are those that allow the caster and their allies to survive in the wilderness: charms to befriend or communicate with animals and plants, divinations to reveal hazards or impending weather, and wards against danger and the violent energies of nature. Such spells make adventurers with access to druidic magic invaluable companions in the wilds.

▶ **Healing:** The secondary role of druidic magic is to heal, with a selection of highly useful spells that have the power to restore lost hit points or to cure poison.

▶ **Offence:** Finally, the druid spell list features a wide range of spells to hinder, beleaguer, and harm enemies. Low level spells can entangle foes or wrap them in baffling mists. Higher level spells can command the destructive forces of the weather to wreak doom upon enemies.

Thanks

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Illusionist Spells

Illusionist spells range from the subtle to the mind-bending. The spells cover the following main areas:

▶ **Deception:** The most iconic illusionist spells are those that conjure sounds and visions from the caster's imagination to befuddle, mislead, and terrify others.

▶ **Mind control:** Secondary are the spells which not only manipulate the senses, but which insinuate themselves into the minds of subjects. Powerful phantasms can make a subject believe fully in the presence of unreal forces and implanted suggestions allow a subject's behaviour to be controlled as the spell caster wishes.

▶ **Warping reality:** Higher level illusionist spells go beyond the manipulation of impressions into altering the fabric of reality itself. Dreams may be manifest, the flow of time altered, and energies from shadowy dimensions summoned forth.

Required Books

Old-School Essentials Classic Fantasy

This book is a supplement for the *Old-School Essentials Classic Fantasy* game.

Advanced Fantasy: Genre Rules

The descriptions of the bard, druid, gnome, illusionist, and ranger classes are found in this book.

DRUID SPELL LIST

1st Level

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3. Entangle
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5. Invisibility to Animals
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5th Level

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3. Pass Plant
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5. Transmute Rock to Mud *(Mud to Rock)*
6. Wall of Thorns

Adaptation Notes

The Advanced game from which these spells were adapted includes many more spells than are presented here. The selection of spells presented in this book is deliberately kept within the power levels of *Old-School Essentials*:

▶ **Spells per level:** The druid spell list mirrors the cleric spell list in having at most 8 spells per level; the illusionist spell list mirrors the magic-user spell list, with 12 spells per level.

▶ **Maximum spell level:** The druid spell list has spells of up to 5th level; the illusionist spell list has spells of up to 6th level.

Reversible Spells

The name of the reversed version of a spell is listed in parentheses after the name of the standard version of the spell.

See *Magic* in *Old-School Essentials Classic Fantasy* for details on casting reversed spells.

Illusionist Spell List

1st Level

1. Auditory Illusion
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3. Colour Spray
4. Dancing Lights
5. Detect Illusion
6. Glamour
7. Hypnotism
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9. Phantasmal Force
10. Read Magic
11. Spook
12. Wall of Fog

2nd Level

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3. Detect Magic
4. False Aura
5. Fascinate
6. Hypnotic Pattern
7. Improved Phantasmal Force
8. Invisibility
9. Magic Mouth
10. Mirror Image
11. Quasimorph
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3. Fear
4. Hallucinatory Terrain
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6. Nondetection
7. Paralysation
8. Phantom Steed
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10. Spectral Force
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4th Level

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3. Emotion
4. Illusory Stamina
5. Improved Invisibility
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3. Illusion
4. Looking Glass
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10. Shadowy Transformation
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12. Visitation

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9. Through the Looking Glass
10. Triggered Illusion
11. True Seeing
12. Vision

Druid Spells

1st Level Spells

Animal Friendship

Duration: Permanent
Range: 10'

The caster approaches a neutral-aligned beast of animal intelligence with a piece of food that it finds attractive. The animal must **save versus spells**:

▶ **If the save succeeds:** The animal is not affected by the magic and behaves normally.

▶ **If the save fails:** The animal waits quietly while the caster performs a binding ritual lasting 6 turns.

Once the binding is complete: The animal behaves as follows:

▶ **Follow:** It will follow the caster wherever they go.

▶ **Leaving the animal:** The animal will not harm the caster, but if it is left alone for more than three days during the first three months, it reverts to its natural behaviour, ending the spell.

▶ **Training:** During the first three months, the animal may be trained to perform up to six simple tricks (depending on its intelligence). Each trick takes one week to train.

Maximum animal companions: Up to 2HD of animals per level of the caster may be befriended by this spell at any one time.

Detect Danger

Duration: 6 turns (outdoors), otherwise 3 turns
Range: 5' per level

The caster can concentrate to detect dangers within range.

▶ **Areas:** Scanning a 10' × 10' area takes one turn.

▶ **Creatures:** Scanning a creature takes one round.

▶ **Objects:** Scanning a small object (e.g. a chest, weapon, etc.) takes one round. Larger objects take longer.

After scanning: The caster knows whether the area, creature, or object poses a danger to their person. This knowledge distinguishes between immediate dangers and potential dangers.

Entangle

Duration: 1 turn
Range: 80'

All plants present in a 20' radius area within range bend and twist, entangling creatures inside the area.

▶ **Saving throw:** Each creature in the affected area may **save versus spells**.

▶ **If the save fails:** The creature is entangled and cannot move.

▶ **If the save succeeds:** The creature is able to move through the entangled area at half its normal movement rate.

Faerie Fire

Duration: 1 turn
Range: 60'

Selected objects or creatures in range are outlined with a lambent, green fire.

▶ **Targets:** The caster must be able to perceive or detect the targets.

▶ **Size of targets:** If the caster is below 5th level, a single object or creature of approximately human size (or smaller) can be affected. At 5th level, two human-sized targets or one target up to 10' tall can be affected. At 10th level, three human-sized targets or one target up to 15' tall can be affected. At 14th level, four human-sized targets or one target up to 20' tall can be affected.

▶ **Harmless:** The *faerie fire* does not cause damage.

▶ **Counters invisibility:** The flickering fire makes invisible targets visible.

▶ **In low light conditions:** Attacks on targets gain a +2 bonus to hit.

Invisibility to Animals

Duration: 1 turn
Range: The caster or a creature touched

This spell renders the subject undetectable to all senses (smell, sight, hearing) of non-magical animals and able to wander among them completely unnoticed.

Locate Plant or Animal

Duration: 6 turns
Range: 120'

The caster can sense the direction (but not distance) of a non-magical, non-sentient plant or animal of a chosen type. The spell has two uses:

1. **Named species:** Locating a plant or animal of a named species. In this case, the nearest plant or animal of that species is located.
2. **Individual:** Locating a specific plant or animal which the caster can clearly visualise in all aspects.

Predict Weather

Duration: Instant
Range: 1 mile diameter per level

The caster gains accurate knowledge of the weather within range over the next 12 hours.

Speak with Animals

Duration: 6 turns
Range: 30'

The caster can communicate with one type of animal within range when the spell is cast.

▶ **Type of animal:** Ordinary animals or giant versions of ordinary animals may be targeted.

▶ **Questions:** The caster can ask questions of and receive answers from animals of the chosen kind, although the spell doesn't make animals any more friendly or cooperative than normal (a reaction roll may be required).

▶ **Services:** If an animal is friendly toward the caster, it may perform some favour or service.

2nd Level Spells

Barkskin

Duration: 1 turn per level
Range: The caster or a creature touched

The subject's skin toughens like bark.

▶ **AC bonus:** The subject's Armour Class improves by 1.

▶ **Save bonus:** The subject gains a +1 bonus to all saving throws except against magical effects.

Create Water

Duration: Permanent
Range: Touch

This spell causes a magical spring to gush forth from the ground.

▶ **Volume:** The fount produces approximately 50 gallons of water—enough to sustain twelve humans and twelve mounts for one day.

▶ **Higher level casters:** If the caster is higher than 8th level, water sufficient for an additional twelve humans and mounts is produced for each level beyond 8th.

Cure Light Wounds

Duration: Instant
Range: The caster or a creature touched

This spell has two uses

1. **Healing a living subject:** Restores 1d6+1 hit points of damage. This cannot grant more hit points than the subject's normal maximum.
2. **Curing paralysis:** Paralysing effects are negated.

Reversed: Cause Light Wounds

Inflicts 1d6+1 hit points of damage to a touched creature. In combat, a melee attack roll is required.

Heat Metal

Duration: 7 rounds
Range: 30'

All metal in the possession of a number of human-sized subjects is heated to extreme temperatures.

▶ **Number of subjects:** One per two experience levels of the caster.

▶ **The heat produced:** Increases for four rounds, then fades (see the table below).

▶ **Effects:** A subject whose flesh is in contact with the affected metal may be damaged (see below).

▶ **Dropping items:** A subject who drops all heated objects suffers no further harm.

▶ **Water or snow:** Immersing heated metal negates the harmful effects.

▶ **Immunities:** Creatures that are immune to fire are not harmed by this spell.

Heat Metal Effects Per Round	
Round	Level of Heat
1	Very hot
2	Blistering
3	Searing
4	White hot
5	Searing
6	Blistering
7	Very hot

▶ **Very hot:** Uncomfortable to the touch.

▶ **Blistering:** 1d3 damage.

▶ **Searing:** 1d6 damage. Flammable materials touching the object are set alight.

▶ **White hot:** 1d6 damage. Flammable materials touching the object are set alight. **Save versus spells** or suffer a disability, depending on the affected area(s) of the body. Hand or foot: unusable for 2d4 days. Body: severely weakened for 1d4 days (movement rate halved, unable to fight, cast spells, or perform any strenuous activity). Head: unconscious for 1d4 turns.

Obscuring Mist

Duration: 1 turn per level
Range: 10' per level around the caster

A cloud of misty vapour emanates from the ground, filling an area centred on the caster.

► **Height:** The mist is 10' high.

► **Vision:** The mist blocks normal vision and infravision. Creatures that can see invisible things can see faintly through the mist.

► **The caster:** Can see faintly through the mist.

► **Strong winds:** Reduce the spell's duration by three quarters.

Produce Flame

Duration: 2 turns per level
Range: The caster

A flame springs to life in the palm of the caster's hand.

► **The caster:** Is unharmed by the flame.

► **Light:** The flame casts light that clearly illuminates a 30' radius.

► **Touching objects:** Flammable objects touched with the flame catch on fire.

► **Control:** During the spell's duration, the caster can make the flame disappear and reappear at will.

► **Throwing the flame:** The caster may drop the flame or throw it up to 30'. This ends the spell (though fires started by the magical flame may persist).

Slow Poison

Duration: 1 hour per level
Range: The caster or a creature touched

Poisons affecting the subject are dramatically slowed, giving the caster time to effect a full cure.

► **Poison effects:** As long as the subject has more than 1 hit point, the slowed poison inflicts 1hp of damage per turn. If the subject is at 1hp, the poison inflicts no further damage.

► **Characters killed by poison:** Can be revived by this spell. Death must have occurred within one turn per level of the caster.

► **Natural poisons:** If the subject was poisoned by a natural plant or animal, the caster has a 10% chance per level of knowing a herbal antidote that will fully neutralize the poison. In the wilderness, gathering the herbs for the antidote takes one turn. In a settlement, the herbs may be available for purchase from a herbalist.

► **When the duration ends:** The full effects of the poison occur. If the subject was revived from death by this spell, they die once more.

Warp Wood

Duration: Permanent
Range: 240'

Wooden objects of the caster's choice warp and become useless.

► **Common objects:** One arrow-sized object is affected per level of the caster. A javelin, magic wand, or spear counts as two arrows; a bow, club, or staff counts as four.

► **Objects of other shapes:** (e.g. boards or planks) of roughly equivalent size may also be targeted.

Magical objects: That are targeted have a chance of being unaffected:

► **Magic weapons and arms:** Have a 10% chance of being unaffected per magical "plus". (e.g. a magical spear +2 has a 20% chance of being unaffected by *warp wood*.)

► **Wielding:** If the magical object is in the hands of a creature, the creature may also **save versus spells** to prevent the object being warped.

3rd Level Spells

Call Lightning

Duration: 1 turn per level
Range: 360'

The caster directs the violent energies of a storm, causing lightning to strike the ground at points of the caster's choice.

▶ **Storm clouds:** Must be present in the sky above the point to be struck by lightning.

▶ **Number of strikes:** One lightning strike may be summoned per turn of the spell's duration.

▶ **Area:** A lightning strike affects a 10' radius area.

▶ **Damage:** All creatures in the area suffer 8d6 damage (**save versus spells** for half damage).

▶ **If the storm dissipates:** The spell ends prematurely.

Growth of Nature

Duration: 12 turns (animals) or permanent (plants)
Range: 120'

This spell has two uses:

1. **Animal growth:** Doubling the size of a normal, non-magical animal.
2. **Plant growth:** Causing vigorous growth of normal vegetation.

When used to affect an animal:

▶ **Strength:** The animal's strength is doubled, along with the damage inflicted by its attacks and the amount of weight it can carry.

▶ **Restrictions:** This spell may be used on giant versions of normal animals, but intelligent animals and fantastic monsters are unaffected.

When used to affect plants:

▶ **Area:** Plants in an area within range of up to 3,000 square feet are affected. The area is selected by the caster (e.g. 150' × 20', 100' × 30', etc.).

▶ **Passage:** Plants in the affected area become thick and overgrown, entwining to form a thorny jungle that only very large creatures can force their way through.

Hold Animal

Duration: 1 turn per level
Range: 180'

This spell causes one or more animals to be paralysed if they fail a **saving throw versus spells**.

▶ **Number of targets:** Up to 1 Hit Die of animals per level of the caster may be targeted.

▶ **Restrictions:** Normal or giant animals may be affected. Fantastic creatures, intelligent animals, or magically conjured, controlled, or summoned animals cannot be affected.

Protection from Poison

Duration: 1 turn per level
Range: The caster or a creature touched

The subject gains a supernatural resistance to poisons.

► **Venoms and gases:** Complete immunity is granted against venomous attacks of monsters (e.g. bites) and poisonous gases (including those conjured by magic).

► **Breath attacks:** The subject gains a +4 bonus to saving throws against poisonous breath weapons. (This does not include petrifying breath attacks.)

► **Pre-existing poisons:** Any poisons that are actively affecting the subject when *protection from poison* is cast are neutralized. A character who has died from poisoning can be revived if this spell is cast within ten rounds.

Tree Shape

Duration: 6 turns +1 per level
Range: The caster

The caster takes on the form of a living or dead tree.

► **Appearance:** The tree form is completely realistic, even to very close inspection.

► **Gear:** All of the caster's clothing and equipment is also transformed.

► **Perception:** While in this form, the caster can perceive the surroundings with their normal senses.

► **Cancelling:** The caster may end the spell at will, returning to their normal form.

Water Breathing

Duration: 1 day
Range: 30'

The subject can breathe water freely by means of this spell.

► **Breathing air:** The spell does not affect the subject's ability to breathe air.

► **Swimming:** No additional proficiency at swimming is granted.

Reversed: Air Breathing

An aquatic subject can breathe air freely. The spell does not affect the subject's ability to breathe water and grants no additional ability to move on land.

4th Level Spells

Cure Serious Wounds

Duration: Instant
Range: The caster or a creature touched

The caster's touch heals 2d6+2 hit points of damage in one living subject. This cannot grant more hit points than the subject's normal maximum.

Reversed: Cause Serious Wounds

Inflicts 2d6+2 hit points of damage to a touched creature. In combat, a melee attack roll is required.

Dispel Magic

Duration: Instant
Range: 120'

Dispel magic ends spells of non-instantaneous duration within a 20' cube area.

► **Caster levels:** If the level of the caster of the effect to be dispelled is higher than the level of the caster of *dispel magic*, there is a 5% chance per level difference that the attempt to dispel will fail.

► **Magic items:** Are unaffected.

Protection from Fire and Lightning

Duration: 1 turn per level
Range: The caster or a creature touched

The subject is granted immunity to a certain amount of either electrical or fire damage.

► **Fire or lightning:** Upon casting the spell, the caster must choose the type of energy the subject is protected from.

► **Damage negation:** The subject gains protection against 6 hit points of damage of the chosen type per level.

► **Ending:** When all of the hit points of protection are used up, the spell ends.

Speak with Plants

Duration: 3 turns
Range: 30'

This spell has two uses:

1. **Normal plants:** Communication with normal plants. The caster is able to ask questions and receive answers and may ask for simple favours. Plants may comply if the request is within their ability to understand and perform. For example, densely overgrown plants may clear a passageway through which the caster and party may travel.
2. **Monstrous plants:** Communication with plant-like or plant-based monsters.

Summon Animals

Duration: 3 turns
Range: 360'

Normal animals within range are summoned to the caster's aid. The creatures that respond to the summons are determined as follows:

▶ **Restrictions:** Insects, arachnids, and other "bugs" are not summoned. Magical creatures and those of greater than animal intelligence are not summoned.

▶ **Targeted summons:** The caster may choose to limit the summons to creatures of specific species, or to specific, known individuals.

▶ **Number of animals:** A number of animals of total Hit Dice equal to the caster's level will respond to the summons.

▶ **Small animals:** Normal, small animals (e.g. mice, sparrows, squirrels, etc.) are treated as one tenth of a HD, for this purpose.

Summoned creatures: Behave as follows:

▶ **Arrival:** They will come to the caster's location as fast as they can.

▶ **Comprehension:** They understand the caster's words while the spell lasts.

▶ **Aid:** They will aid the caster in whatever way they can.

▶ **If the caster is being attacked:** The summoned animals will attack the enemy, only fleeing if they fail a morale check.

▶ **If the caster is not being attacked:** Summoned animals will usually flee if harmed.

▶ **Once an animal flees:** The spell is broken for that animal.

Temperature Control

Duration: 1 turn per level
Range: 10' around the caster

The caster can control the surrounding temperature in a limited radius.

▶ **Temperature range:** The temperature may be raised or lowered up to the full, range of temperature variance in the natural world. (e.g. down to arctic cold or up to tropical heat.)

▶ **Control:** The caster can adjust the temperature at will while the spell lasts.

5th Level Spells

Commune with Nature

Duration: 1 turn
Range: Half a mile per level

The caster enters into a trance of communion with the natural world.

▶ **During the trance:** Over 1 turn, one fact about the surrounding land is revealed to the caster per experience level.

▶ **Facts:** Knowledge of one of the following, in a certain direction: the terrain, bodies of water, plants, animals, minerals, or resident intelligent creatures.

▶ **Restrictions:** The spell has no effect if cast underground or in a non-natural environment.

Control Weather

Duration: Concentration
Range: 240 yards around the caster

By concentrating (no movement allowed), the caster causes one of the following conditions to manifest around them. This spell only functions outdoors.

▶ **Calm:** Clears bad weather (though side-effects—e.g. mud after rain—remain.)

▶ **Extreme heat:** Dries up snow or mud (including *transmute rock to mud*). Creatures in the area move at half normal rate.

▶ **Fog:** Visibility drops to 20'. Creatures in the fog move at half their normal rate. At the referee's option, they may also have a chance of getting lost.

▶ **High winds:** Movement rates are halved. Missile fire and flight are impossible. High winds may be used to increase the sailing speed of ships by 50% if they travel with the wind. In sandy areas, may cause a sandstorm, reducing visibility to 20'.

▶ **Rain:** −2 penalty to missile attacks. Mud forms in 3 turns, halving movement rates.

▶ **Snow:** Visibility drops to 20'. Movement rates are halved. Bodies of water may freeze. After the snow thaws, mud remains and still impedes movement.

▶ **Tornado:** The caster can direct the tornado, which moves at 120' per round. The tornado can be directed to attack (see stats below). Ships caught in a tornado have a 75% chance of suffering 12 points of hull damage.

Tornado

A whirling column of air, 24' high and 6' across, that wreaks havoc for flying creatures and ships.

AC 0 [19], **HD** 12* (54hp), **Att** 1 × blow (2d8), **THAC0** 10 [+9], **MV** 360' (120') flying, **SV** D6 W7 P8 B8 S10 (12), **ML** 10, **AL** Neutral, **XP** 1,900

▶ **Whirlwind:** Creatures with less than 2HD swept aside (**save versus death**).

▶ **Mundane damage immunity:** Can only be harmed by magical attacks.

▶ **Harm flying creatures:** Inflict extra 1d8 damage.

Pass Plant

Duration: Instant
Range: The caster

The caster steps into a tree, then instantly steps out of a tree of the same species in another location. The trunks of both trees must be large enough for the caster to fit inside.

Distance: The maximum distance between the two trees depends on their type:

▶ **Oak:** 600 yards

▶ **Ash, elm, linden, yew:** 360 yards

▶ **Other deciduous trees:** 300 yards

▶ **All other trees:** 240 yards

Protection from Plants and Animals

Duration: 1 turn per level
Range: The caster

An invisible barrier is conjured around the caster's person, preventing contact by either plants or animals.

▶ **Plants or animals:** When this spell is cast, the caster must choose whether the barrier is effective against plants (including plant-like monsters) or animals (normal and giant-sized but excluding fantastic creatures or those of greater than animal intelligence).

▶ **Range:** The magical barrier extends merely an inch from the caster's body.

▶ **Life-forms of the selected type:** Cannot touch or physically attack the caster.

▶ **Caster's attacks:** The caster cannot touch or attack affected life-forms except by using spells.

▶ **A barrier of protection from plants:** May be used to clear a path through dense undergrowth. The path may then be used by others.

Transmute Rock to Mud

Duration: 3d6 days /
    Permanent (*transmute mud to rock*)
Range: 120'

This spell turns up to 3,000 square feet of rock into 10' deep mud.

▶ **Movement:** Any creatures passing through the mud have their movement rate reduced by 90%.

Reversed: Transmute Mud to Rock

Changes an area of mud—up to 3,000 square feet and up to 10' deep—into rock. This alteration is permanent.

Wall of Thorns

Duration: 1 turn per level
Range: 80'

A barrier of tough, thorny plants is conjured at a point of the caster's choosing.

▶ **Size:** The wall can be any size up to 1,200 square feet and may be shaped in any manner and to any dimensions the caster desires (e.g. it may be a straight wall or curved into a protective circle).

▶ **Enveloping creatures:** Any creatures standing in a spot where the wall is conjured suffer damage equal to 1d8 plus their AC score.

▶ **Pushing through:** Creatures may push through the wall, but suffer damage equal to 1d8 plus their AC score for every 10'.

▶ **Ascending AC:** If using the optional rule for Ascending Armour Class (see *Old-School Essentials Classic Fantasy*), the damage inflicted by the thorns is 1d8 + (19 − AAC score).

▶ **Hacking through the wall:** Is possible and does not inflict damage on those breaking through. It takes 4 turns to chop through a 10' section.

▶ **Fire:** The wall is unharmed by normal fire, but magical fire will burn it away completely in 2 turns.

Illusionist Spells

1st Level Spells

Auditory Illusion

Duration: 3 turns
Range: 240'

A sound of the caster's choosing is conjured, emanating from a point anywhere within range.

► **Motion:** The sound may move as long as it remains within range.

► **Change:** The sound may change and evolve over the course of the duration as the caster wishes.

► **Loudness:** The loudness of the sound is limited by the caster's level: a maximum equivalent to approximately four humans shouting per experience level. (For example, a horde of rats is equal to 8 humans, a lion roaring is equal to 16 humans, a dragon roaring is equal to 24 or more humans.)

Chromatic Orb

Duration: Instant
Range: 60'

This spell conjures an orb of pure colour that shoots towards a visible target within range.

► **Colour:** The caster may conjure an orb of one of the colours listed in the table opposite, depending on their experience level and the gems available.

► **Gemstone:** The colour orb is created by refracting and amplifying the pure hue and intrinsic properties of a gemstone, which must be in the caster's possession. Casting *chromatic orb* does not cause the gemstone to be consumed.

► **Value:** The gem to be used must be of a certain minimum value (indicated in the table opposite).

► **Hit:** The orb hits unerringly, inflicting damage on the target and another effect that depends on its colour.
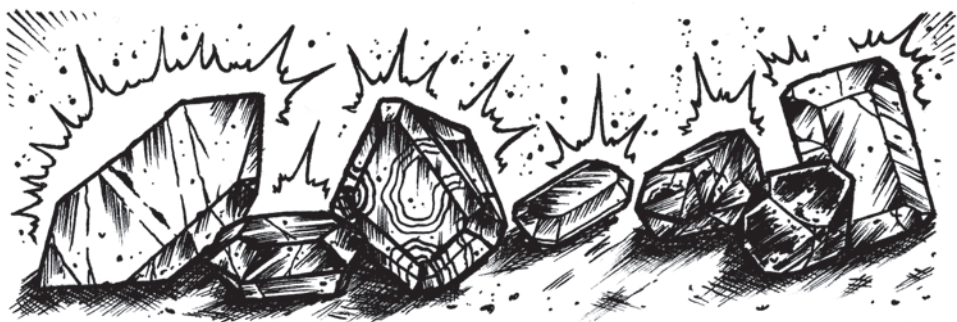
Chromatic Orb Effects

Caster's Level	Gem (Value)	Colour of Orb	Damage	Effect
1st or greater	Quartz (10gp)	Clear	1d4	Light
2nd or greater	Ruby (50gp)	Red	1d6	Heat
3rd or greater	Agate (100gp)	Orange	1d8	Fire
4th or greater	Onyx (250gp)	Black	1d10	Blindness
5th or greater	Emerald (500gp)	Green	1d12	Stench
6th or greater	Magnetite (500gp)	Grey	2d6	Magnetism
7th or greater	Sapphire (1,000gp)	Blue	2d8	Paralysis

Chromatic Orb Effects

Light: If the target fails a **saving throw versus spells**, it is surrounded by light in a 15' radius for 1d4 rounds. In low light conditions, attacks against the target gain a +2 bonus. Any attempts at stealth or surprise on the target's part may be nullified.

Heat: If the target fails a **saving throw versus spells**, it suffers a –2 penalty to attacks, saves, and AC for 1d4 rounds. The heat of the ruby orb may also be used to melt up to a cubic yard of ice.

Fire: All flammable objects within 2' of the target are set alight. If the target fails a **saving throw versus spells**, flammable objects (e.g. clothing, hair, etc.) on its person are also set alight. This inflicts 1d3 damage for 1d4 rounds, unless the target spends a round extinguishing the flames.

Blindness: The target is blinded for 1d4 rounds unless it **saves versus spells**. A blind creature cannot attack.

Stench: A 5' radius cloud of stinking vapours erupts at the target's location. Creatures within the cloud (including the target) must **save versus poison** or be overcome with nausea—unable to act except to move at half movement rate. Once leaving the cloud, the nausea subsides after 1d4 rounds. The cloud disperses after 1 turn.

Magnetism: The electrical energy of the orb strongly magnetizes any metal objects on the target (e.g. armour, weapons) unless a **saving throw versus spells** is made. The magnetic charge lasts for 1d4 rounds and causes metal objects to stick together. A target wearing metal armour suffers a –2 penalty to AC and is unable to attack with metal weapons.

Paralysis: Unless a **saving throw versus paralysis** is made, the target is paralysed for 1d4 rounds.

Colour Spray

Duration: Instant
Range: 20' long cone, 20' wide at end

A flurry of clashing, rainbow-hued colours erupts from the caster's hand.

▶ **Targets:** 1d6 creatures in the area of effect.

The effect: Depends on the HD of each target, relative to the caster:

▶ **HD less than or equal to caster:** Knocked unconscious for 2d4 rounds. (Creatures of 6HD or greater may **save versus spells**.)

▶ **HD up to 2 greater than caster:** **Save versus spells** or be blinded for 1d4 rounds. A blind creature cannot attack.

▶ **HD 3 or more greater than caster:** **Save versus spells** or be unable to move, attack, or make other actions for one round.

Creatures that cannot see: Are unaffected by this spell.

Dancing Lights

Duration: 1 turn
Range: 40' + 10' per level

Lights under the caster's control are conjured and may be directed to move anywhere within range. The caster may choose to conjure one of the following types of light:

1. **Torches:** 1–4 lights that resemble torches or lanterns, casting the appropriate volume of light.
2. **Spheres:** 1–4 glowing spheres, resembling will-o-the-wisps.
3. **Humanoid:** A single, glowing, humanoid form.

Detect Illusion

Duration: 3 turns
Range: The caster or a creature touched

The subject can see through illusions within 10' per level of the caster. Invisible creatures or objects in the same range are also revealed.

Glamour

Duration: 2d6 rounds +2 per level
Range: The caster

The caster is wrapped in an illusion, taking on the outward appearance of another humanoid. Two variants are possible, chosen as the spell is cast:

1. **Imagined form:** The caster takes on a form which they imagine.
2. **Duplicate individual:** The caster copies the form of a living individual whom they touch. An attack roll is required if the target is unwilling.

Stipulations: The following apply:

▶ **Height:** The illusionary form may be at most 1' taller or shorter than the caster's normal form.

▶ **Weight:** Apparent weight may be altered in any way.

▶ **Gear:** Clothing or items may be altered in any way.

▶ **Observers:** If the spell is used to copy another's appearance, those familiar with the copied individual may **save versus spells** to detect the ruse.

Hypnotism

Duration: 1 round +1 per level
Range: 30'

The caster's gestures and droning syllables open the minds of one or more subjects within range to a hypnotic suggestion that is uttered as part of the spell casting.

▶ **Number of targets:** Up to 1d6 creatures are affected. The number of creatures affected is determined after the suggestion is made.

▶ **Wording:** The suggestion must take the form of a short phrase (at most one or two sentences) suggesting a course of action to the subjects.

▶ **Comprehension:** A language that is understood by the subjects must be used.

▶ **Harmful suggestions:** A suggested course of action that is obviously harmful to a subject causes the spell to automatically fail for that subject.

▶ **Saving throw:** Each subject may **save versus spells** to resist the hypnotic suggestion. If the save fails, the subject will follow the caster's suggestion for up to the duration of the spell.

▶ **Reasonable suggestions:** A suggestion that is worded in such a way to make it sound very reasonable incurs a −2 penalty to the saving throw.

Restrictions: Undead are not affected by *hypnotism*.

Light

Duration: 6 turns +1 per level
Range: 120'

This spell has three usages:

1. **Conjuring light:** In a 15' radius. The magical light is sufficient for reading, but is not as bright as daylight. The spell may be cast upon an object, in which case the light moves with the object.
2. **Blinding a creature:** By casting the spell upon its eyes. If the target fails a **saving throw versus spells**, it is blinded for the duration. A blind creature cannot attack.
3. **Cancelling darkness:** *Light* may cancel a *darkness* spell (see below).

Reversed: Darkness

Creates a 15' radius area of magical blackness, preventing normal sight (but not infravision). Like *light*, it may alternatively be used to blind creatures or to dispel a *light* spell.

Phantasmal Force

Duration: Concentration
Range: 240'

A visual illusion of the caster's choosing manifests in a 20' cube area. Three types of illusions may be created:

1. **An illusionary monster:** That can be directed to attack. The monster has AC 9 [10] and vanishes if hit in combat.
2. **An illusionary attack:** For example, an avalanche, a falling ceiling, a magic missile, etc. Targets who **save versus spells** are unaffected.
3. **A scene:** Either changing the appearance of the affected area or creating the appearance of something new. The scene disappears if touched.

Stipulations: The following apply:

▶ **Concentration:** Is required to maintain the illusion. If the caster moves or loses concentration, the spell ends.

▶ **Illusionary monsters or attacks:** May appear to be harmful but never inflict real damage. A character who appears to die actually falls unconscious, a character turned to stone will actually be paralysed, and so on. Such effects last for 1d4 turns.

▶ **Illusions from imagination:** If the illusion is of something the caster has not personally seen, the referee should grant targets a bonus to any applicable saving throws.
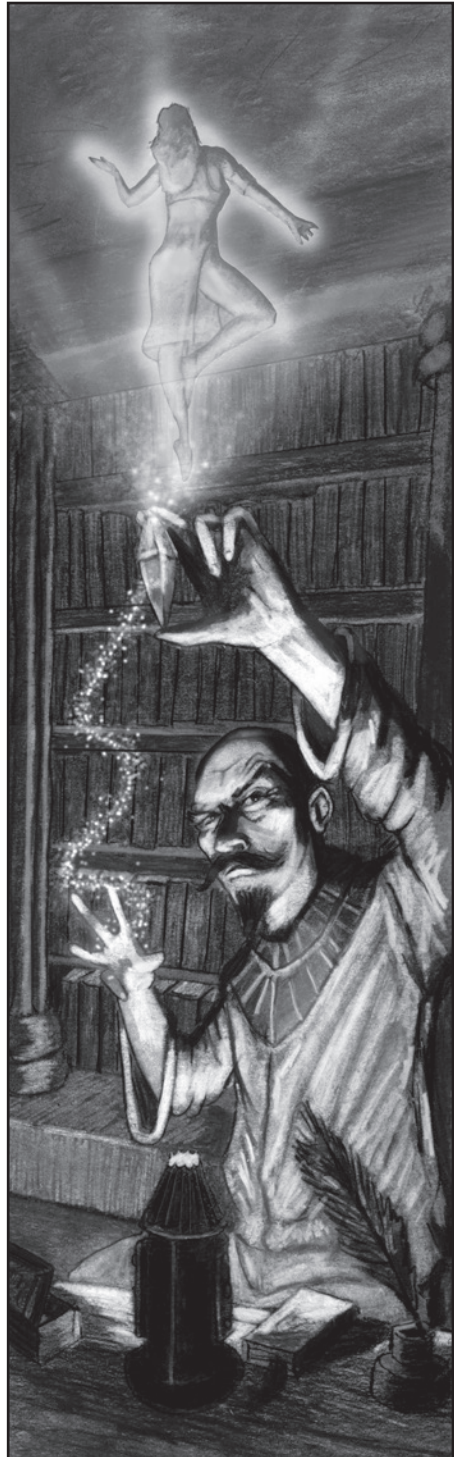
Read Magic

Duration: 1 turn
Range: The caster

By means of *read magic*, the caster can decipher magical inscriptions or runes as follows:

► **Scrolls:** The magical script of a scroll of arcane spells can be understood. The caster is then able to activate the scroll at any time in the future.

► **Spell books:** A spell book written by another arcane spell caster can be deciphered.

► **Inscriptions:** Runes or magical words inscribed on an object or surface can be understood.

► **Reading again:** Once the caster has read a magical inscription using *read magic*, they are thereafter able to read that particular writing without recourse to the use of this spell.

Spook

Duration: Until broken (see below)
Range: 10'

The caster gestures threateningly at an intelligent target within range.

► **Saving throw:** The target may **save versus spells** to avoid coming under the spell's effect.

► **An afflicted target:** Perceives the caster as a monster from its worst nightmares and will flee from the caster at maximum speed.

► **Breaking the spell:** The target may make a new **save versus spells** each round with success indicating that the spell is broken. Until the spell is broken, the target believes it is being pursued by the imagined horror.

Restrictions: Undead and creatures of less than animal intelligence are not affected.

Wall of Fog

Duration: 1 turn
Range: 60'

A wall of roiling vapour is conjured at a location of the caster's choosing within range.

► **Area:** The fog fills a 10' cube area per level of the caster.

► **Vision:** The fog blocks normal vision and infravision.

► **Strong winds:** Can clear the fog before the spell's duration has expired.

2nd Level Spells

Blindness / Deafness

Duration: Permanent
Range: 30'

A single creature is afflicted by a phantasm which nullifies either its visual or aural sensory input (as selected by the caster), rendering it blind or deaf.

▶ **Saving throw:** The target may **save versus spells** to avoid the phantasm.

▶ **Removing:** As the blindness or deafness caused by this spell is illusory, it cannot be removed by magic that cures disease. The affliction may be removed by spells that dispel magic or illusions.

▶ **Cancelling:** The caster may cancel the spell's effect at will.

Blur

Duration: 1 turn
Range: The caster

The caster's form becomes blurry and wavering.

▶ **Attack penalties:** Creatures attacking the caster suffer a –4 penalty to hit. This penalty is reduced to –2 on a creature's second or subsequent attempts to hit the caster.

▶ **Save bonus:** The caster gains a +1 bonus to saving throws against magic that directly targets them.

Detect Magic

Duration: 2 turns
Range: 60'

Enchanted objects, areas, or creatures are caused to glow. Both permanent and temporary enchantments are revealed.

False Aura

Duration: 1 turn
Range: 30'

The aura of a creature or object is veiled.

▶ **Detection spells:** (e.g. *detect magic*, *detect evil*) are deflected, revealing another creature or object nearby.

▶ **Divination spells:** (e.g. *know alignment*) cast upon the subject reveal the opposite to the truth.

Fascinate

Duration: See below
Range: 30'

This spell causes a single creature to perceive the caster—whatever their normal appearance—as utterly captivating.

▶ **Restrictions:** Creatures of less than animal intelligence are not affected.

▶ **Saving throw:** The subject may **save versus spells** to avoid the effect.

Affected subjects: Behave as follows:

▶ **Besotted:** The subject follows the caster wherever they go, as if besotted, unless doing so would present a serious danger.

▶ **Obedience:** If the caster can communicate with the subject (even if only by gestures), it may obey requests. Each time a request is made of the subject, the caster must make a CHA check (possibly penalised, if the request is against the nature or best interests of the subject). If the check fails, the spell is broken and the target's perception of the caster becomes one of horror, rage, and hate.

▶ **Animals:** An animal remains fascinated for 1d4 days, after which it may either attack the caster (if it has been mistreated) or simply leave. If the caster treated the animal well, there is a percentage chance equal to the caster's CHA that the animal will henceforth remain by the character's side of its own free will.

Hypnotic Pattern

Duration: Concentration
Range: 30' square around the caster

A pattern of twisting, interweaving colours fills the air in a 30' × 30' area centred on the caster.

▶ **Creatures that see the pattern:** Must **save versus spells** or become hypnotised as long as they are able to watch the pattern.

▶ **Number of creatures affected:** Up to 24HD of creatures may be hypnotised.

▶ **Hypnotised creatures:** Simply stand still, gazing at the pattern of colours.

▶ **If a hypnotised creature is harmed:** The pattern ceases to enthral it and it may act next round.

Concentration: The caster can maintain the pattern indefinitely as long as they concentrate on the spell and remain stationary.

Improved Phantasmal Force

Duration: Concentration
Range: 240'

An illusion of the caster's choosing—including minor sounds (though not speech)—manifests in a 20' cube area. Three types of illusions may be created:

1. **An illusionary monster:** That can be directed to attack. The monster has an Armour Class of 7 [12] and will vanish if hit in combat.
2. **An illusionary attack:** For example, an avalanche, a falling ceiling, a magic missile, etc. Targets who **save versus spells** are unaffected.
3. **A scene:** Either changing the appearance of the affected area or creating the appearance of something new. The scene disappears if touched.

Stipulations: The following apply:

▶ **Concentration:** Is required to maintain the illusion. If the caster moves at faster than half speed or loses concentration, the spell ends.

▶ **Persistence:** Even when the caster stops concentrating on the spell, the illusion persists for two further rounds.

▶ **Illusionary monsters or attacks:** May appear to be harmful but never inflict real damage. A character who appears to die actually falls unconscious, a character turned to stone will actually be paralysed, and so on. Such effects last for 1d4 turns.

▶ **Illusions from imagination:** If the illusion is of something the caster has not personally seen, the referee should grant targets a bonus to any applicable saving throws.

Invisibility

Duration: Permanent (but may be broken, see below)
Range: 240'

The caster or another creature or object within range becomes invisible:

▶ **If cast on a creature:** Any gear the subject is carrying is also rendered invisible (this includes clothing and armour). Items dropped or put down by an invisible creature become visible. If the subject attacks or casts a spell, the invisibility is broken, ending the spell.

▶ **If cast on an object:** The invisibility is permanent.

▶ **Light sources:** If a light source is made invisible (either as part of a creature's gear or as an individual object), the light it casts remains visible.

Magic Mouth

Duration: Permanent until triggered
Range: Touch

The caster imbues an inanimate object with a message that is to be spoken out loud by a magical mouth when a certain trigger condition occurs.

▶ **The message:** Must be in a language the caster speaks and may consist of up to 25 words.

▶ **The trigger condition:** May be as broad or as specific as the caster wishes. It may include conditions on the enchanted object being touched or on the presence of creatures within 30' of the object. The trigger condition may only take visual appearances into account (e.g. it cannot discern the alignment, class, level, etc. of creatures who pass by).

▶ **Once triggered:** The mouth appears, animates, and speaks the predetermined message. The enchantment then ends.

▶ **Casting spells:** The triggered message cannot cast spells.

Mirror Image

Duration: 6 turns
Range: The caster

1d4 illusory duplicates of the caster appear.

▶ **Behaviour:** The mirror images look and behave exactly as the caster.

▶ **Attacks on the caster:** Destroy one of the mirror images (even if the attack misses).

Quasimorph

Duration: 3d4 rounds +2 per level
Range: The caster

The caster's physical form undergoes a quasi-real transformation, taking on the appearance of another creature.

▶ **The new form:** Is chosen by the caster. The form of any creature may be adopted.

▶ **Size:** The new form may be at most 50% larger or smaller than the caster's normal size.

The physical capabilities of the new form: Are granted to the caster to a limited degree:

▶ **Flight:** If the new form can fly, the caster is able to fly at one-quarter of its flying movement rate.

▶ **Breathing:** If the new form can breathe underwater, the caster may also do so.

▶ **Attacks:** When attacking, the caster may appear to use the attacks of the new form but cannot make more attack rolls or inflict more damage than they are normally able to (using whatever weapon is carried).

▶ **Special abilities:** The caster does not gain any special or magical attacks possessed by the new form (e.g. breath weapons, poison, charm, etc.).

Whispering Wind

Duration: Special
Range: 1 mile per level

This spell allows the caster to send a message or other, non-verbal sound via the wind to a distant location within range.

▶ **The destination:** Must be known to the caster.

▶ **The message:** Up to 100 words or one minute of non-verbal sound.

▶ **Rate:** The message travels on the wind, unnoticed, at one mile per turn.

▶ **Delivery:** On reaching the designated destination, the wind delivers the caster's message. The message is whisper quiet, relayed by the susurrations of the air, but can be heard by all within 30'. The message is delivered at the location whether or not anyone is present to hear it.

3rd Level Spells

Blacklight

Duration: 1 turn per level
Range: 60'

Twisting the nature of light and darkness, this spell creates a 30' diameter area of illumination which cannot be perceived outside of this area.

► **Stealth:** It is thus possible for those within the area of *blacklight* to see in utter darkness while not revealing their own presence.

► **Area:** The caster may cause the area of *blacklight* to manifest either in a designated area within range or about their own person. (In the latter case, the magical effect moves with the caster.)

► **Magical darkness:** The illumination created by *blacklight* does not penetrate magical darkness.

Dispel Illusion

Duration: Instant
Range: 10' per level

Dispel illusion ends ongoing illusions or phantasms (i.e. those with a non-instantaneous duration) within a 20' cube area.

► **Spells cast by a non-illusionist:** Are automatically dispelled.

► **Spells cast by another illusionist:** Have a chance of not being dispelled. If the level of the caster of the effect to be dispelled is higher than the level of the caster of *dispel illusion*, there is a 5% chance per level difference that the attempt to dispel will fail.

► **Magic items:** Are unaffected.

Fear

Duration: Instant
Range: 60' cone, 30' wide at end

Conjures a cone of magical energy that terrifies those within it.

► **Effect:** Creatures in the cone are struck with terror and will flee from the caster at maximum speed for one round per level of the caster. (A **save versus spells** negates the effect).

► **Dropping items:** Affected creatures have a 60% chance of immediately dropping anything in their hands. The chance is decreased by 5% for each level or Hit Die above 1.

Hallucinatory Terrain

Duration: Until touched
Range: 240'

Hallucinatory terrain either conjures an illusory terrain feature (e.g. a hill, wood, marsh, etc.) or hides an existing terrain feature.

► **Area:** The illusion must fit completely within the spell's range.

► **Touching:** If the illusion is touched by an intelligent being, the spell is negated.

Invisibility 10′ Radius

Duration: Permanent (but may be broken, see below)
Range: 120′

A selected creature and all creatures within 10′ of it become invisible:

▶ **Area:** The 10′ radius area of the spell's effect moves with the chosen creature.

▶ **Exiting the area:** Subjects that move more than 10′ away from the chosen creature become visible.

▶ **Entering the area:** Creatures that move into the area after the spell is cast do not become invisible.

▶ **Gear:** Any gear a subject is carrying is also rendered invisible. Items dropped or put down by an invisible creature become visible. Carried light sources become invisible but the emitted light does not.

▶ **Breaking the invisibility:** If a subject attacks or casts a spell, the invisibility is broken for that subject.

Nondetection

Duration: 1 turn per level
Range: The caster

While this spell lasts, the caster is invisible to all forms of magical location, scrying, and divination, including effects such as clairvoyance, clairaudience, and ESP.

Paralysation

Duration: 6 turns or until cancelled
Range: 10′ per level

A number of creatures within a 20′ cube area are afflicted with the terrifying phantasm of being unable to move.

▶ **Number of creatures affected:** Up to 2HD of creatures per level of the caster.

▶ **Priority:** Creatures with the lowest HD are affected first.

▶ **Saving throw:** Each target may **save versus spells** to resist the phantasm.

▶ **Mindless creatures:** Are unaffected.

▶ **Cancelling:** The caster may cancel the phantasm at will.

Phantom Steed

Duration: 6 turns per level
Range: 10'

A quasi-real, shadowy, horse-like creature is conjured by this spell to carry the caster (or another, designated person) upon its back.

▶ **Appearance:** The steed is deep black in colour and has ghostly hooves that make no sound as it runs.

▶ **Loads:** The steed refuses to carry any load beyond that of the rider and their possessions.

▶ **Stats:** The steed has 12 hit points, AC 8 [11], and a movement rate of 30' (10') per level of the caster.

▶ **If the steed is killed:** It evaporates into smoke.

Special abilities: The phantom steed gains additional abilities, depending on the level of the caster:

▶ **8th level:** The steed is unhindered by unstable ground (e.g. mud or bog).

▶ **10th level:** The steed may walk across water.

▶ **12th level:** The steed may walk upon air and is thus able to cross chasms and pits.

▶ **14th level:** The steed can fly.

Rope Trick

Duration: 2 turns per level
Range: Touch

A rope is enchanted to rise up into the air, enabling the caster and others to climb it and disappear into an imaginary space.

▶ **The rope:** Rises up to its full length (or at most 30') and hangs stiffly in the air, magically tethered at the upper end.

▶ **Climbing the rope:** The rope may be climbed normally.

▶ **Imaginary space:** Human-sized (or smaller) creatures that climb to the top of the rope disappear into the imaginary space beyond.

▶ **Capacity:** The imaginary space can hold up to six individuals.

▶ **Hidden:** Creatures inside the imaginary space cannot be perceived or affected in any way by those on the outside, in real space.

▶ **Pulling up the rope:** The rope may be pulled up into the imaginary space, also disappearing.

When the spell's duration ends: The rope falls slack, the imaginary space disappears, and anyone inside the imaginary space reappears in mid air.

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Spectral Force

Duration: Concentration
Range: 240'

An illusion of the caster's choosing—including sounds, smells, and thermal elements—manifests in a 20' cube area. Three types of illusions may be created:

1. **An illusionary monster:** That can be directed to attack. The monster has AC 5 [14] and vanishes if hit in combat.
2. **An illusionary attack:** For example, an avalanche, a falling ceiling, a magic missile, etc. Targets who **save versus spells** are unaffected.
3. **A scene:** Either changing the appearance of the affected area or creating the appearance of something new. The scene disappears if touched.

Stipulations: The following apply:

▶ **Concentration:** Is required to maintain the illusion. If the caster moves at faster than half speed or loses concentration, the spell ends.

▶ **Persistence:** Even when the caster stops concentrating on the spell, the illusion persists for three further rounds.

▶ **Illusionary monsters or attacks:** May appear to be harmful but never inflict real damage. A character who appears to die actually falls unconscious, a character turned to stone will actually be paralysed, and so on. Such effects last for 1d4 turns.

▶ **Illusions from imagination:** If the illusion is of something the caster has not personally seen, the referee should grant targets a bonus to any applicable saving throws.

Suggestion

Duration: 4 turns +4 per level
Range: 30'

The caster utters a suggestion to influence the behaviour of a selected subject.

▶ **Wording:** The suggestion must take the form of a short phrase (at most one or two sentences) suggesting a course of action to the subject.

▶ **Comprehension:** A language that is understood by the subject must be used.

▶ **Harmful suggestions:** Suggestions that are obviously harmful to the subject cause the spell to automatically fail.

▶ **Saving throw:** A **save versus spells** is allowed to resist the suggestion. If the save fails, the subject will follow the caster's suggestion for up to the duration.

▶ **Reasonable suggestions:** A suggestion that is worded in such a way to make it sound very reasonable incurs a −2 penalty to the saving throw.

Restrictions: Undead are unaffected.

Wraithform

Duration: 1 turn
Range: The caster

The caster's person—along with everything worn or carried—becomes shadowy and semi-ethereal.

▶ **Movement:** The caster is able to pass through small holes and cracks.

▶ **Actions:** The caster may cast spells but may only attack incorporeal creatures.

▶ **Invulnerability:** Only ethereal creatures or magic may harm the caster.

▶ **Pass undead:** Undead will ignore the caster, believing them to be a phantom of some kind. Undead of 10 or more HD may **save versus spells (at a −4 penalty)** to notice the illusion.

▶ **Cancelling:** The caster may end the spell at will, returning to normal.

4th Level Spells

Confusion

Duration: 12 rounds
Range: 120'

This spell causes 3d6 subjects within 60' of one another to become confused, making them unable to independently determine what they will do.

▶ **Subjects of 2+1 HD or greater:** May **save versus spells** each round to resist the spell's effect, acting with free will that round if they make the save.

▶ **Subjects of 2 HD or lower:** May not make a saving throw.

▶ **Behaviour:** Roll on the following table separately for each affected subject each round to determine how that subject acts that round:

Confusion: Subject Behaviour

2d6	Behaviour
2–5	Attack caster's group
6–8	No action
9–12	Attack subject's group

Dispel Magic

Duration: Instant
Range: 120'

Dispel magic ends spells of non-instantaneous duration within a 20' cube area.

▶ **Caster levels:** If the level of the caster of the effect to be dispelled is higher than the level of the caster of *dispel magic*, there is a 5% chance per level difference that the attempt to dispel will fail.

▶ **Magic items:** Are unaffected.

Emotion

Duration: Concentration
Range: 10' per level

All creatures in a 40' square area within range must **save versus spells** or be afflicted by an emotion of the caster's choosing:

▶ **Fear:** Subjects are struck with terror and will flee from the caster at maximum speed. Affected creatures have a 60% chance of immediately dropping anything in their hands. The chance is decreased by 5% for each level or Hit Die above 1. Fear counters ongoing rage effects.

▶ **Hate:** Subjects gain a +2 bonus to attacks, damage, saving throws, and morale. Hate counters ongoing hopelessness effects.

▶ **Hopelessness:** Subjects are utterly demoralised and will dejectedly follow enemies' orders (e.g. to surrender or leave). In combat, there is a 1-in-4 chance of a subject doing nothing each round, and a 1-in-4 chance of them retreating. Hopelessness counters ongoing hate effects.

▶ **Rage:** Subjects go berserk, gaining a +1 bonus to hit and +3 to damage. Subjects fight without thought for their own lives and will not use shields. Subjects also gain 5 temporary hit points. These may take a subject above its normal maximum, but disappear when the spell ceases. Rage counters ongoing fear effects.

Concentration: Is required to maintain the projected emotion. If the caster moves or loses concentration, the spell ends.

Illusory Stamina

Duration: 3 turns per level
Range: Touch

Up to four persons touched by the caster are refreshed, some of their lost hit points being temporarily restored.

▶ **Bonus hit points:** Each subject gains a number of bonus hit points equal to 50% of the number of hit points they are currently below maximum. For example, if the subject has a maximum of 30 hit points and a current total of 12 hit points, they gain 9 bonus hit points (50% of 18).

▶ **Any damage suffered:** Is subtracted first from the bonus hit points.

▶ **When the duration ends:** If any of the bonus hit points remain, they disappear.

Improved Invisibility

Duration: 4 rounds +1 per level
Range: The caster or a creature touched

The caster or another creature touched becomes invisible:

▶ **Attacking:** The subject may attack while invisible.

▶ **Being attacked:** Opponents who are aware of the subject's presence (but who cannot see invisible) may detect a faint shimmering, allowing them to locate the subject. The subject gains a +4 bonus to AC and saving throws against attacks from such opponents.

▶ **Equipment:** Any gear the subject is carrying is also rendered invisible (this includes clothing and armour). Items dropped or put down by an invisible creature become visible.

▶ **Light sources:** If a light source is made invisible (as part of the subject's gear), the light it casts is unaffected.

Massmorph

Duration: Permanent
Range: 240'

A force of human-sized creatures within a 240' diameter area is veiled by illusion to appear as a copse of trees or orchard.

▶ **Moving through:** Once the illusion is in place, even creatures moving among the veiled subjects are deceived.

▶ **Subjects who leave the affected area:** Cease to be veiled.

▶ **Dismissing:** The caster may dismiss the illusion in its entirety at any time.

Minor Creation

Duration: 6 turns per level
Range: Touch

Over the course of one turn, the caster weaves a semi-real but tangible object from a tiny piece of constituent matter. For example, a semi-real rope could be formed from a strand of hemp fibre.

▶ **Non-living:** Only objects of non-living vegetable matter may be created (e.g. fabric, rope, wood, etc.).

▶ **Size:** The object may be no larger than one cubic foot per level of the caster.

▶ **Food:** While it is possible to create food, its semi-real nature means that it provides no nourishment.

▶ **When the duration ends:** The conjured item disappears. The piece of matter from which it was woven remains.

Phantasmal Killer

Duration: 1 round per level
Range: 5' per level

The subconscious fears of a single target are manifest in its mind as a vision of the most horrible monstrosity it can imagine.

▶ **Saving throw:** The subject may **save versus spells with a +2 bonus** to resist the phantasm.

▶ **Pursuit:** The monster pursues the subject relentlessly and, as it only exists in the subject's mind, can move at any speed and pass through any obstacles.

▶ **Invulnerability:** The monster is invulnerable to all of the subject's attacks.

▶ **Attacks:** The monster attacks the subject once per round with a THAC0 of 16 [+3]. If one of the monster's attacks is successful, the subject dies of terror.

▶ **Cancelling:** Killing or knocking out the caster ends the phantasm.

Restrictions: Undead and creatures of less than animal intelligence are unaffected.

Rainbow Pattern

Duration: Concentration
Range: 30' square around the caster

A band of twisting, interweaving, rainbow colours fills the air in a 30' × 30' area centred on the caster.

▶ **Creatures that see the pattern:** Must **save versus spells** or become hypnotised as long as they are able to watch the pattern.

▶ **Number of creatures affected:** A total of up to 24 Hit Dice of creatures may be hypnotised.

▶ **Hypnotised creatures:** Simply stand still, gazing at the pattern of colours.

▶ **If a hypnotised creature is harmed:** The pattern ceases to enthral it and it may act next round.

Maintaining the pattern: The pattern can be maintained and directed as follows:

▶ **Concentration:** The caster can maintain the pattern indefinitely, as long as they concentrate on the spell and remain stationary.

▶ **Releasing:** The caster may optionally end concentration and direct the pattern to drift away in a specified direction. The pattern drifts at a rate of 30' per round and fades after 1d4 rounds. Hypnotised creatures will do their best to follow the pattern, but if they are led into a dangerous area, another **saving throw versus spells** is allowed to snap out of the trance.

Shadow Monsters

Duration: 1 round per level
Range: 30'

The caster conjures one or more semi-real monsters, woven from shadow-stuff.

▶ **Hit Dice:** The monsters' total Hit Dice may not exceed the caster's level.

▶ **Type:** All monsters must be of the same type.

▶ **Hit points:** The monsters have 1d2 hit points per Hit Die (instead of the normal 1d8 hit points per Hit Die).

▶ **Control:** The monsters are under the caster's control.

Saving throw: Every creature viewing the shadow monsters may **save versus spells**:

▶ **If the save succeeds:** The subject views the monsters as they truly are: vague, shifting forms of shadow. To this subject, the shadow monsters have AC 9 [10] and inflict one quarter of their normal damage (rounding down). This subject is unaffected by any special or magical attack forms of the monsters.

▶ **If the save fails:** The subject perceives the monsters as real creatures of the chosen type. To this subject, the shadow monsters attack as normal and inflict normal damage. They may use any special or magical attack forms they possess, but attacks such as energy drain or petrification do not really occur—at worst, they might cause an opponent to fall unconscious or be paralysed for 1d4 turns.

Solid Fog

Duration: 1 turn
Range: 60'

A wall of roiling vapour appears at a location of the caster's choosing within range.

▶ **Area:** The fog bank fills a 10' cube area per level of the caster.

▶ **Vision:** The *solid fog* blocks normal vision and infravision.

▶ **Movement:** Creatures moving through the fog move at one tenth of their normal movement rate.

▶ **Strong winds:** Only very strong winds can clear the fog before the spell's duration has expired.

▶ **Magical fire:** A large area of magical fire can dissipate the fog in one round.

Veil of Abandonment

Duration: 1 turn per level
Range: 10' per level

An area is cloaked with a combination of invisibility and illusion, making it seem vacant and neglected—covered in dust, cobwebs, and dirt, as if long abandoned.

▶ **Creatures:** In the affected area when the spell is cast are not cloaked.

▶ **Inanimate objects:** In the affected area are cloaked with invisibility and are veiled such that only direct contact will reveal their presence. Even then, an observer must make a **saving throw versus spells** to realise that the whole area is under the effects of an illusion: if the save fails, the observer believes that the detected object is merely invisible.

▶ **Creatures passing through the area:** Believe that their passing makes footprints in the dust, breaks through cobwebs, etc.

▶ **Detection:** Creatures that can detect invisible cannot see through this illusion.

5th Level Spells

Chaos

Duration: 12 rounds
Range: 120'

This spell causes all creatures in a 60' diameter area to become confused, making them unable to independently determine what they will do.

▶ **Saving throw:** Subjects that can cast illusionist spells or that have innate powers of illusion may **save versus spells** to resist the spell's effect.

▶ **Behaviour:** Roll on the following table separately for each affected subject each round to determine how that subject acts that round:

Chaos: Subject Behaviour

2d6	Behaviour
2–5	Attack caster's group
6–8	No action
9–12	Attack subject's group

Demi-Shadow Monsters

Duration: 1 round per level
Range: 30'

The caster conjures one or more semi-real monsters, woven from shadow-stuff.

▶ **Hit Dice:** The monsters' total Hit Dice may not exceed the caster's level.

▶ **Type:** All monsters must be of the same type.

▶ **Hit points:** The monsters have 1d4 hit points per Hit Die (instead of the normal 1d8 hit points per Hit Die).

▶ **Control:** The monsters are under the caster's control.

Saving throw: Every creature viewing the shadow monsters may **save versus spells**:

▶ **If the save succeeds:** The subject views the monsters as they truly are: vague, shifting forms of shadow. To this subject, the shadow monsters have AC 9 [10] and inflict half of their normal damage (rounding down). This subject is unaffected by any special or magical attack forms of the monsters.

▶ **If the save fails:** The subject perceives the monsters as real creatures of the chosen type. To this subject, the shadow monsters attack as normal and inflict normal damage. They may use any special or magical attack forms they possess, but attacks such as energy drain or petrification do not really occur—at worst, they might cause an opponent to fall unconscious or be paralysed for 1d4 turns.

Illusion

Duration: 1 round per level
Range: 240'

An illusion of the caster's choosing—including sounds, smells, and thermal elements—manifests in a 20' cube area. Three types of illusions may be created:

1. **An illusionary monster:** That can be directed to attack. The monster has AC 5 [14]. If it is hit in combat, the attacker may **save versus spells**. If the save succeeds, the attacker realises the illusory nature of the monster and can no longer be harmed by it.
2. **An illusionary attack:** For example, an avalanche, a falling ceiling, a magic missile, etc. Targets who **save versus spells** are unaffected.
3. **A scene:** Either changing the appearance of the affected area or creating the appearance of something new.

Stipulations: The following apply:

▶ **Responsiveness:** The illusion behaves and responds as decided by the caster when the spell is cast. No concentration is required to maintain the illusion.

▶ **Illusionary monsters or attacks:** May appear to be harmful but never inflict real damage. A character who appears to die actually falls unconscious, a character turned to stone will actually be paralysed, and so on. Such effects last for 1d4 turns.

▶ **Illusions from imagination:** If the illusion is of something the caster has not personally seen, the referee should grant targets a bonus to any applicable saving throws.

Looking Glass

Duration: 1 round per level
Range: Touch

A finely wrought, silver mirror is enchanted to act as a scrying device, allowing the caster to fleetingly view any place or object that is brought to mind:

▶ **The clarity of the vision:** Is dependent on the scryer's familiarity with the subject.

▶ **Casting spells:** It is not possible to cast spells through the mirror into the viewed scene.

Material cost: The mirror enchanted by this spell must be of at least 1,000gp value.

Major Creation

Duration: 12 or 6 turns per level
Range: Touch

Over the course of a turn, the caster weaves a semi-real but tangible object from a tiny piece of constituent matter. For example, a sword could be formed from a splinter of steel.

▶ **Non-living:** Only objects of non-living vegetable or mineral matter may be created (e.g. fabric, rope, wood, metal, stone, etc.).

▶ **Size:** The object may be no larger than one cubic foot per level of the caster.

▶ **Food:** While it is possible to create food, its semi-real nature means that it provides no nourishment.

▶ **Duration:** If objects of vegetable matter are created, the duration is 12 turns per level, otherwise it is 6 turns per level.

▶ **When the duration ends:** The conjured item disappears. The piece of matter from which it was woven remains.

Maze of Mirrors

Duration: Varies by subject's INT
Range: 5' per level

A single subject within range is transported into a shifting, extra-dimensional mirror maze.

▶ **Duration:** The subject is trapped in the maze for a duration depending on its intelligence. See the table below.

▶ **Escaping the maze:** Once the subject has found its way out of the maze, it reappears in the location it was transported from.

Maze of Mirrors Duration	
Subject's INT	**Duration**
Less than 3	2d4 turns
3–5	1d4 turns
6–8	5d4 rounds
9–11	4d4 rounds
12–14	3d4 rounds
15–17	2d4 rounds
18 or higher	1d4 rounds

Projected Image

Duration: 6 turns
Range: 240'

An illusory duplicate of the caster appears within range.

▶ **Duplicate:** The image is an exact duplicate of the caster that can only be differentiated by touch.

▶ **Subsequent spells cast:** Appear to originate from the image. (Targets must still be visible to the caster, however.)

▶ **Spells and missiles:** The image appears unaffected by spells or missile weapons.

▶ **Melee or touch:** If the image is touched or hit in melee, it disappears.

Seeming

Duration: 12 hours
Range: 10'

This spell alters the outward appearance of one or more persons to that of another type of humanoid.

▶ **Number of subjects:** Up to one subject per two levels of the caster may be affected.

▶ **The illusionary appearance:** All subjects take on the appearance of the same type of creature (e.g. human, elf, goblin, etc.), but each remains a recognisable individual—they do not look like clones.

▶ **Size and weight:** The illusionary appearance may be at most 1' taller or shorter than the subject. Apparent weight may be altered in any way.

▶ **Clothing or equipment:** May be altered in any way.

▶ **Cloning:** The spell cannot be used to precisely copy another's appearance.

▶ **Saving throw:** Unwilling subjects may **save versus spells** to avoid being affected.

Shadowcast

Duration: Up to 6 turns +1 per level
Range: 30'

The shadows cast by the light of a candle are enchanted, causing them to re-enact events which previously occurred in the area where the spell is cast.

► **Candle:** The caster must light a candle and place it in the centre of the area to be affected, which must otherwise be in darkness. The candle burns down completely over the spell's duration.

► **Time span:** The caster may choose to look back into the past up to six turns plus one turn per level.

► **Shadow play:** Once the starting point for the shadow re-enactment has been selected, the spell lasts for that amount of time, producing a shadowy replay of the past up to the moment the spell was cast.

► **Silhouettes:** Only silhouettes of past events in the area are produced; any sound or speech which occurred is not replicated.

Enhancement: The power of the illusion may be enhanced by using a specially manufactured candle:

► **Special candle:** The candle must be formed from the earwax of a giant monster (which must be obtained by adventuring) and be inlaid with fine runes in gold leaf (at a cost of 200gp).

► **Sound:** If such a candle is used, the shadow play is also accompanied by sound, faintly reproduced in the sputtering of the candle's flame.
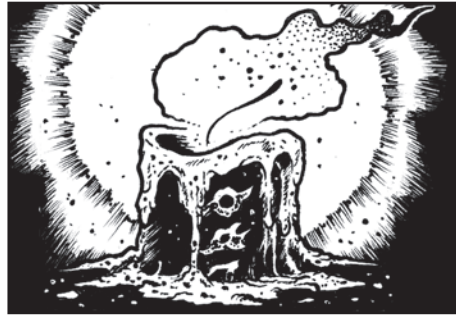
Shadowy Transformation

Duration: 1d4 rounds +1 per level
Range: The caster or an object or creature touched

An object or creature touched becomes shadowy and semi-ethereal.

If an object is touched:

► **Insubstantial:** The object becomes utterly insubstantial. It cannot be touched and provides no physical resistance. For example, a door transformed by this spell could be freely passed through.

► **Size:** The object may be no larger than one cubic foot per level of the caster.

► **Magical objects:** Magic items and objects created by spells (e.g. a *wall of stone*) cannot be targeted.

If a creature is touched:

► **Insubstantial:** The subject and everything it carries becomes insubstantial.

► **Movement:** The subject is able to pass through small holes and cracks.

► **Invulnerability:** Only ethereal creatures or magic may harm the subject.

► **Pass undead:** Undead will ignore the subject, believing them to be a phantom of some kind. Undead of 10 or more HD may **save versus spells (at a –4 penalty)** to notice the illusion.

► **Saving throw:** An unwilling subject may **save versus spells** to avoid the transformation.

Time Flow

Duration: 6 turns per level
Range: 10'

This powerful spell warps the flow of time in the location where it is cast.

▶ **Time acceleration:** For those within the area of effect, each turn that passes has the subjective effect of a whole hour. Within the affected area, spell durations pass more quickly and characters must eat and sleep at the accelerated rate.

▶ **Rest:** If enough perceptual time is spent in the affected area, hit points may be recovered due to rest and spells may be re-memorized, subject to the normal rules.

▶ **Interaction:** Any interaction between characters within the enchanted area and those outside of it occur at the normal rate—characters inside the area of time distortion do not gain or lose actions in combat, for instance.

▶ **Usage limit:** Casting *time flow* more than once in the space of a week causes a permanent loss of one point of CON.

Visitation

Duration: 5 minutes
Range: Unlimited

This spell sends an apparition to deliver a message to a named subject.

▶ **The apparition:** Takes the form of a ghostly figure of sinister or beguiling aspect, as the caster wishes.

▶ **The message delivered:** May be up to 5 minutes long.

▶ **Sympathetic item:** The caster requires an item of close personal connection to the subject (e.g. a ring, commonly worn garment, lock of hair, etc.).

▶ **Saving throw:** If the subject is un-willing, they may **save versus spells** to prevent the visitation.

6th Level Spells

Acid Fog

Duration: 1d4 rounds +1 per level
Range: 30'

A wall of roiling, acidic vapour appears at a location of the caster's choosing within range.

► **Area:** The fog bank fills a 10' cube area per level of the caster.

► **Plant-life in the fog:** Withers and dies. Small shrubs and grasses perish in two rounds, while large trees are more resilient and may take up to 16 rounds to finally blacken and die.

► **Creatures in the fog:** Suffer 1 damage on the first round they are in the fog, 2 damage on the second round, 4 damage on the third round, and 8 damage on each subsequent round.

► **Vision:** The *acid fog* blocks normal vision and infravision.

► **Movement:** Creatures moving through the fog move at one tenth of their normal movement rate.

► **Strong winds:** Only very strong winds can clear the fog before the spell's duration has expired.

► **Magical fire:** A large area of magical fire can dissipate the fog in one round.

Dream Quest

Duration: Permanent until fulfilled
Range: 60'

The caster commands a single subject to perform a specific quest or task, conveyed through a recurring dream.

► **The dream:** While the spell remains in effect, the subject experiences the recurring dream every time they sleep. In the recurring dream, the subject witnesses themselves completing the prescribed quest.

► **Examples of quests:** Rescuing a prisoner, killing a specific monster, bringing a magic item to the caster, or going on a journey to an oracle.

► **Suicidal quests:** The prescribed quest must not be obviously suicidal.

► **Saving throw:** The subject may **save versus spells**, with success indicating that the initial dream is experienced but the spell has no further effect.

► **Refusal:** The subject must undertake the quest or begin to fade from reality. Every day in which the subject does not pursue the quest, they lose 1 hit point. This damage cannot be fatal (e.g. if the subject has only 1 hit point, no further loss due to this spell will occur). However, accrued damage cannot be healed by any means except completing the quest.

► **Completion:** Once the task is completed, the spell ends. Any lost hit points are recovered.

Manifest Dream

Duration: Varies by manifestation (see examples below)
Range: The caster

This spell harnesses the malleable, imaginative potency of the dream world, manifesting the caster's wish.

▶ **Dreaming:** After casting the spell, the caster must lie down and drift off to sleep while visualising the desired manifestation. The visualisation will then be taken up by the caster's subconscious and experienced as a potent dream.

▶ **Upon awakening:** If the caster sleeps for an uninterrupted 8 hours, the desired manifestation comes to pass.

Potency: While *manifest dream* can bring about a wide range of effects, its power is not unlimited. The following are examples of the maximum potency of the spell:

▶ **Healing:** All of an individual's wounds.

▶ **Regeneration:** Of a lost body part (e.g. a hand or foot).

▶ **Revelation:** Of a route through the wilderness, a secret entrance into a fortress, or the location of a lost item. (As long as the sought location or object is not warded by magic.)

▶ **Divination:** Of the approximate strength of enemy forces. (Creatures of 7 or more Hit Dice in the force may **save versus spells** to avoid being detected in this way.)

▶ **Temporary restoration:** Of a dead creature or destroyed object for 1 turn per level of the caster.

Usage limit: This spell may be used at most once per week. A caster who oversteps this limit will become permanently insane.

Impersonation

Duration: 1 turn per level
Range: The caster or a person touched

The subject takes on the appearance of a person of the caster's choosing.

▶ **Appearance:** The subject becomes physically indistinguishable from the selected individual, becoming the same height, age, race, sex, etc.

▶ **Manner:** Even the subject's gestures, voice, mode of speech, and mannerisms are rendered identical to those of the mimicked target.

▶ **Mind:** The subject does not gain any of the memories, mental faculties, experiences, or abilities of the target.

▶ **Observers:** Who know the mimicked target may **save versus spells** to detect the illusion if the subject does or says anything that the original would not.

Sympathetic item: The caster must have a personal possession or bodily sample (e.g. drop of blood, lock of hair) of the target to be mimicked.

Mass Suggestion

Duration: 4 turns +4 per level
Range: 90'

The caster utters a suggestion to influence the behaviour of selected subjects within range.

▶ **Number of subjects:** Up to one subject per level of the caster may be targeted.

▶ **Wording:** The suggestion must take the form of a short phrase (at most one or two sentences) suggesting a course of action to the subjects.

▶ **Comprehension:** A language that is understood by the subjects must be used.

▶ **Harmful suggestions:** Suggestions that are obviously harmful to a subject cause the spell to automatically fail for that subject.

▶ **Saving throw:** A **save versus spells** is allowed to resist the suggestion. If the save fails, the subject will follow the caster's suggestion for up to the duration of the spell.

▶ **Reasonable suggestions:** A suggestion that is worded in such a way to make it sound very reasonable incurs a –2 penalty to the saving throw.

Restrictions: Undead are unaffected.

Mislead

Duration: 1 round per level
Range: The caster

This spell causes an illusory double of the caster to appear while the real caster is rendered invisible.

▶ **Appearance:** The illusion of the double includes visual, sonic, olfactory, and tactile elements. It is an entirely convincing double of the caster.

▶ **Action:** The double may act completely independently, including moving, speaking, attacking, and casting spells (that the caster has memorized).

▶ **Combat:** The double has the same combat capabilities as the caster and has a separate pool of hit points, equal to those of the caster when the spell is cast.

The caster: Is rendered invisible as follows:

▶ **Attacking:** The caster may attack while invisible.

▶ **Being attacked:** Opponents who are aware of the caster's presence (but who cannot see invisible) may detect a faint shimmering, allowing them to locate the caster. The caster gains a +4 bonus to AC and saving throws against such attacks.

▶ **Equipment:** Any gear the caster is carrying is also rendered invisible (this includes clothing and armour). Items dropped or put down become visible.

▶ **Light sources:** If a light source is made invisible (as part of the caster's gear), the light it casts is unaffected.
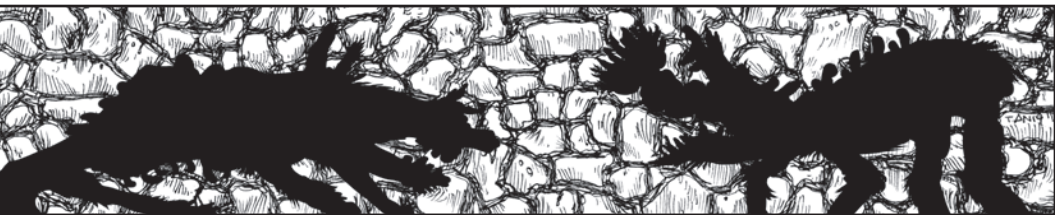
Permanent Illusion

Duration: Permanent
Range: 240'

An illusion of the caster's choosing—including sounds, smells, and thermal elements—manifests in a 20' cube area. Two types of illusions may be created:

1. **An illusionary monster:** That can be directed to attack. The monster has AC 5 [14]. If it is hit in combat, the attacker may **save versus spells**. If the save succeeds, the attacker realises the illusory nature of the monster and can no longer be harmed by it.
2. **A scene:** Either changing the appearance of the affected area or creating the appearance of something new.

Stipulations: The following apply:

▶ **Responsiveness:** The illusion behaves and responds as decided by the caster when the spell is cast.

▶ **Illusionary monsters:** May appear to be harmful but never inflict real damage. A character who appears to die actually falls unconscious, a character turned to stone will actually be paralysed, and so on. Such effects last for 1d4 turns.

▶ **Illusions from imagination:** If the illusion is of something the caster has not personally seen, the referee should grant targets a bonus to any applicable saving throws.

Shades

Duration: 1 round per level
Range: 30'

The caster conjures one or more semi-real monsters, woven from shadow-stuff.

▶ **Hit Dice:** The monsters' total Hit Dice may not exceed the caster's level.

▶ **Type:** All monsters must be of the same type.

▶ **Hit points:** The monsters have 1d6 hit points per Hit Die (instead of the normal 1d8 hit points per Hit Die).

▶ **Control:** The monsters are under the caster's control.

Saving throw: Every creature viewing the shadow monsters may **save versus spells**:

▶ **If the save succeeds:** The subject views the monsters as they truly are: vague, shifting forms of shadow. To this subject, the shadow monsters have AC 9 [10] and inflict three quarters of their normal damage (rounding down). This subject is unaffected by any special or magical attack forms of the monsters.

▶ **If the save fails:** The subject perceives the monsters as real creatures of the chosen type. To this subject, the shadow monsters attack as normal and inflict normal damage. They may use any special or magical attack forms they possess, but attacks such as energy drain or petrification do not really occur—at worst, they might cause an opponent to fall unconscious or be paralysed for 1d4 turns.

Through the Looking Glass

Duration: 1 round per level
Range: 10'

A finely wrought, full-length, silver mirror is enchanted to act as a scrying device, allowing the caster to view any place or object that is brought to mind:

▶ **The clarity of the vision:** Depends on the scryer's familiarity with the subject.

▶ **Casting spells:** Through the mirror into the viewed scene is not possible.

Stepping into the mirror: The caster may step into the divined scene:

▶ **Portal:** A faint, spatial distortion exists at the point at which the caster entered the scene. The portal is invisible, but may be perceived by the caster or by magic.

▶ **Stepping back through:** Anyone who perceives the portal may step out of the mirror and into the location whence the caster originated.

▶ **At the end of the spell's duration:** The portal disappears. Any creature (including the caster) that stepped through the portal/mirror and did not return must **save versus death** or becomes lost in another plane of reality.

Material cost: The mirror must be of at least 5,000gp value.

Triggered Illusion

Duration: Permanent until triggered,
then 1 round per level
Range: 240'

An area within range is enchanted to produce an illusion of the caster's choosing —including sounds, smells, and thermal elements—when a specified triggering condition occurs. Once triggered, the illusion manifests in a 20' cube area, remaining for up to 1 round per level. The enchantment then ends. Three types of illusions may be created:

1. **An illusionary monster:** That can be directed to attack. The monster has AC 5 [14]. If it is hit in combat, the attacker may **save versus spells**. If the save succeeds, the attacker realises the illusory nature of the monster and can no longer be harmed by it.

2. **An illusionary attack:** For example, an avalanche, a falling ceiling, a magic missile, etc. Targets who **save versus spells** are unaffected.

3. **A scene:** Either changing the appearance of the affected area or creating the appearance of something new. The scene disappears if touched.

Stipulations: The following apply:

▶ **Responsiveness:** The illusion behaves and responds as decided by the caster when the spell is cast.

▶ **Illusionary monsters:** May appear to be harmful but never inflict real damage. A character who appears to die actually falls unconscious, a character turned to stone will actually be paralysed, and so on. Such effects last for 1d4 turns.

▶ **Illusions from imagination:** If the illusion is of something the caster has not personally seen, the referee should grant targets a bonus to any applicable saving throws.

The trigger condition: May be as broad or as specific as the caster wishes, and may include conditions on objects in the enchanted area being touched or on the presence of creatures in the area. It may only take visual appearances into account (e.g. it cannot discern the alignment, class, level, etc. of creatures who pass through).

True Seeing

Duration: 1 round per level
Range: The caster or a creature touched

The subject sees all things within 60' as they truly are.

▶ **Secret doors:** Are revealed.

▶ **Invisibility:** Invisible objects and creatures are perceived.

▶ **Illusions:** Are seen through.

▶ **Enchantments:** Enchanted objects and creatures are made apparent.

Vision

Duration: 1 turn
Range: The caster

The caster calls upon a supernatural power, asking to be sent a vision in answer to a question which vexes them.

▶ **The power to be called upon:** May be selected by the caster.

▶ **Sacrifice:** In order to supplicate the power being contacted, the caster must sacrifice something either valuable to themselves or valuable to the supernatural power. More valuable sacrifices increase the chance of the caster's question being answered (see below).

The response of the power: Is determined by rolling 2d6:

▶ **2–6:** The power is angered. No vision is sent. Instead, the caster is placed under a powerful enchantment forcing them to perform some quest for the power.

▶ **7–9:** A minor vision is sent. It may not be directly related to the caster's question.

▶ **10 or higher:** A vision that answers the caster's question is sent.

Value of sacrifice: The 2d6 roll is modified by the value of the sacrifice (as judged by the referee):

▶ **Very precious:** +1

▶ **Extremely precious:** +2

▶ **Priceless:** +3

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Index of Spells

OLD-SCHOOL ESSENTIALS

ADVANCED FANTASY

Druid and Illusionist Spells

Requires Old-School Essentials Classic Fantasy

This supplement contains the complete selection of druid and illusionist spells:

► **34 druid spells:** From 1st to 5th level. Simple blessings to tame the wild, indispensable prayers to heal wounds and ward against harm, mighty invocations to unleash the destructive powers of nature.

► **72 illusionist spells:** From 1st to 6th level. Cunning glamours to beguile and deceive, flashy illusions to conjure dream and imagination, weird dweomers that warp time and twist reality.

Further Advanced Fantasy supplements

► *Advanced Fantasy: Genre Rules*
► *Advanced Fantasy: Monsters*
► *Advanced Fantasy: Treasures*

NECROTIC GNOME

EXALTED FUNERAL

1st Level Druid Spells

#	Name	Page	Rev.	Duration	Range
1	Animal friendship	6	–	Permanent	10'
2	Detect danger	6	–	6 turns/3 turns	5'/level
3	Entangle	6	–	1 turn	80'
4	Faerie fire	7	–	1 turn	60'
5	Invisibility to animals	7	–	1 turn	Caster/touch
6	Locate plant or animal	7	–	6 turns	120'
7	Predict weather	7	–	Instant	1 mile/level
8	Speak with animals	7	–	6 turns	30'

2nd Level Druid Spells

#	Name	Page	Rev.	Duration	Range
1	Barkskin	8	–	1 turn/level	Caster/touch
2	Create water	8	–	Permanent	Touch
3	Cure light wounds	8	Yes	Instant	Caster/touch
4	Heat metal	8	–	7 rounds	30'
5	Obscuring mist	9	–	1 turn/level	10'/level
6	Produce flame	9	–	2 turns/level	Caster
7	Slow poison	9	–	1 hour/level	Caster/touch
8	Warp wood	9	–	Permanent	240'

Memorizing Spells

Rest and time: A spell caster can memorize spells after an uninterrupted night's sleep. Memorizing all spells the character is capable of memorizing takes one hour.

Duplicate spells: A character may memorize the same spell more than once, as long as they are capable of memorizing more than one spell of the given level.

Casting Spells

Once only: When a spell is cast, knowledge of the spell is erased from the mind of the caster, until it is memorized again.

Freedom: The character must be able to speak out loud and move their hands.

Line of sight: Unless noted in a spell's description, the intended target (a specific monster, character, object, or area of effect) must be visible to the caster.

Spell Effects

Selecting targets: Some spells affect multiple targets, either by area or by Hit Dice total. If the spell description does not specify how targets are selected, the referee must decide whether they are selected randomly, by the caster, etc.

Concentration: Some spells specify that the caster must concentrate in order to maintain the magical effect. Unless the spell description states otherwise, performing any other action or being distracted (e.g. attacked) causes concentration to end.

Cumulative effects: Multiple spells cannot be used to increase the same ability (e.g. bonuses to attack rolls, AC, damage rolls, saving throws, etc.). Spells can be combined with the effects of magic items.

3rd Level Druid Spells

#	Name	Page	Rev.	Duration	Range
1	Call lightning	10	–	1 turn/level	360'
2	Growth of nature	10	–	12 turns/perm.	120'
3	Hold animal	10	–	1 turn/level	180'
4	Protection from poison	11	–	1 turn/level	Caster/touch
5	Tree shape	11	–	6 turns +1/level	Caster
6	Water breathing	11	Yes	1 day	30'

4th Level Druid Spells

#	Name	Page	Rev.	Duration	Range
1	Cure serious wounds	12	Yes	Instant	Caster/touch
2	Dispel magic	12	–	Instant	120'
3	Prot. from fire and lightning	12	–	1 turn/level	Caster/touch
4	Speak with plants	12	–	3 turns	30'
5	Summon animals	13	–	3 turns	360'
6	Temperature control	13	–	1 turn/level	10' around caster

5th Level Druid Spells

#	Name	Page	Rev.	Duration	Range
1	Commune with nature	14	–	1 turn	½ mile/level
2	Control weather	14	–	Concentration	240 yards
3	Pass plant	14	–	Instant	Caster
4	Prot. from plants and animals	15	–	1 turn/level	Caster
5	Transmute rock to mud	15	Yes	3d6 days/perm.	120'
6	Wall of thorns	15	–	1 turn/level	80'

Arcane Magic

Memorizing spells: Spells are memorized from the selection available in the caster's spell book, which must be at hand.

Reversing spells: The normal or reversed form of a spell must be selected when the spell is memorized.

Divine Magic

Memorizing spells: Spells are memorized through prayer to a deity. Any spell of appropriate level on the class' spell list may be chosen.

Reversing spells: The normal or reversed form of a spell may be selected when the spell is cast.

Deity disfavour: If a spell caster falls out of favour with their deity, penalties (determined by the referee) may be imposed.

Deity alignment: A divine spell caster may draw disfavour when casting spells (or their reversed versions) whose effects go against the deity's alignment.

1st Level Illusionist Spells

#	Name	Page	Rev.	Duration	Range
1	Auditory illusion	16	–	3 turns	240'
2	Chromatic orb	16	–	Instant	60'
3	Colour spray	18	–	Instant	20' cone
4	Dancing lights	18	–	1 turn	40' +10'/level
5	Detect illusion	18	–	3 turns	Caster/touch
6	Glamour	18	–	2d6 rds +2/level	Caster
7	Hypnotism	19	–	1 round +1/level	30'
8	Light	19	Yes	6 turns +1/level	120'
9	Phantasmal force	20	–	Concentration	240'
10	Read magic	21	–	1 turn	Caster
11	Spook	21	–	Until broken	10'
12	Wall of fog	21	–	1 turn	60'

2nd Level Illusionist Spells

#	Name	Page	Rev.	Duration	Range
1	Blindness / deafness	22	–	Permanent	30'
2	Blur	22	–	1 turn	Caster
3	Detect magic	22	–	2 turns	60'
4	False aura	22	–	1 turn	30'
5	Fascinate	22	–	Special	30'
6	Hypnotic pattern	23	–	Concentration	30' square
7	Improved phantasmal force	23	–	Concentration	240'
8	Invisibility	23	–	Perm. until broken	240'
9	Magic mouth	24	–	Pmt. until triggered	Touch
10	Mirror image	24	–	6 turns	Caster
11	Quasimorph	24	–	3d4 rds +2/level	Caster
12	Whispering wind	24	–	Special	1 mile/level

3rd Level Illusionist Spells

#	Name	Page	Rev.	Duration	Range
1	Blacklight	25	–	1 turn/level	60'
2	Dispel illusion	25	–	Instant	10'/level
3	Fear	25	–	1 round/level	60' cone
4	Hallucinatory terrain	25	–	Until touched	240'
5	Invisibility 10' radius	26	–	Perm. until broken	120'
6	Nondetection	26	–	1 turn/level	Caster
7	Paralysation	26	–	6 turns	10'/level
8	Phantom steed	27	–	6 turns/level	10'
9	Rope trick	27	–	2 turns/level	Touch
10	Spectral force	28	–	Concentration	240'
11	Suggestion	28	–	4 turns +4/level	30'
12	Wraithform	28	–	1 turn	Caster

4th Level Illusionist Spells

#	Name	Page	Rev.	Duration	Range
1	Confusion	29	–	12 rounds	120'
2	Dispel magic	29	–	Instant	120'
3	Emotion	29	–	Concentration	10'/level
4	Illusory stamina	30	–	3 turns/level	Touch
5	Improved invisibility	30	–	4 rounds +1/level	Caster/touch
6	Massmorph	30	–	Permanent	240'
7	Minor creation	31	–	6 turns/level	Touch
8	Phantasmal killer	31	–	1 round/level	5'/level
9	Rainbow pattern	31	–	Concentration	30' square
10	Shadow monsters	32	–	1 round/level	30'
11	Solid fog	32	–	1 turn	60'
12	Veil of abandonment	32	–	1 turn/level	10'/level

5th Level Illusionist Spells

#	Name	Page	Rev.	Duration	Range
1	Chaos	33	–	12 rounds	120'
2	Demi-shadow monsters	33	–	1 round/level	30'
3	Illusion	34	–	1 round/level	240'
4	Looking glass	34	–	1 round/level	Touch
5	Major creation	34	–	12 or 6 turns/level	Touch
6	Maze of mirrors	35	–	Depends on INT	5'/level
7	Projected image	35	–	6 turns	240'
8	Seeming	35	–	12 hours	10'
9	Shadowcast	36	–	6 turns +1/level	30'
10	Shadowy transformation	36	–	1d4 rds +1/level	Caster/touch
11	Time flow	37	–	6 turns/level	10'
12	Visitation	37	–	5 minutes	Unlimited

6th Level Illusionist Spells

#	Name	Page	Rev.	Duration	Range
1	Acid fog	38	–	1d4 rds +1/level	30'
2	Dream quest	38	–	Until fulfilled	60'
3	Impersonation	39	–	1 turn/level	Caster/touch
4	Manifest dream	39	–	Special	Caster
5	Mass suggestion	40	–	4 turns +4/level	90'
6	Mislead	40	–	1 round/level	Caster
7	Permanent illusion	41	–	Permanent	240'
8	Shades	41	–	1 round/level	30'
9	Through the looking glass	42	–	1 round/level	10'
10	Triggered illusion	42	–	Pmt. until triggered	240'
11	True seeing	43	–	1 round/level	Caster/touch
12	Vision	43	–	1 turn	Caster