

Druid Spell Reference

PC

Class

Level

OLD-SCHOOL ESSENTIALS

CHARACTER RECORD SHEET

Tick spells memorized. Normal / reversed version chosen at time of casting.

1ST LEVEL SPELLS

Per day: 1st level: 1, 2nd–6th level: 2, 7th–8th level: 3, 9th–10th level: 4, 11th–12th level: 5, 13th–14th level: 6

- Animal friendship** (D Perm., R 10', SV Negates, Max 2HD/level)
- Detect danger** (D 3/6 turns, R 5'/lvl., 10'×10': 1 turn, cr./obj.:1 rnd)
- Entangle** (D 1 turn, R 80', 20' rad., targets immobilised, SV ½ move)
- Faerie fire** (D 1 turn, R 60', counters invis., attacks in low light +2)
- Invis. to animals** (D 1 turn, R Touch, undetectable to all senses)
- Locate plant or animal** (D 6 turns, R 120', Sense dir. not distance)
- Predict weather** (D Instant, R 1 mile/level, Next 12 hours)
- Speak with animals** (D 6 turns, R 30', 1 type, Reaction unaffected)

2ND LEVEL SPELLS

Per day: 3rd level: 1, 4th–6th level: 2, 7th–8th level: 3, 9th–10th level: 4, 11th–13th level: 5, 14th level: 6

- Barkskin** (D 1 turn/level, R Touch, +1 AC and non-magical saves)
- Create water** (D Permanent, R Touch, 50 gallons + 50/level above 8)
- Cure light wounds** (D Instant, R Touch, 1d6+1hp / cure paralysis)
- Heat metal** (D 7 rounds, R 30', 1 target/2 levels, effects by round)
- Obscuring mist** (D 1 turn/level, R 10'/level, Blocks infra/vision)
- Produce flame** (D 2 turns/level, R Caster, 30' light, on/off at will)
- Slow poison** (D 1 hour/level, R Touch, Revive: 1 turn/level)
- Warp wood** (D Permanent, R 240', 1 arrow-sized object/level)

3RD LEVEL SPELLS

Per day: 5th level: 1, 6th–7th level: 2, 8th–9th level: 3, 10th–11th level: 4, 12th–14th level: 5

- Call lightning** (D 1 turn/lvl., R 260', 1/turn, 10' rad., 8d6 dmg., SV ½)
- Growth of nature** (D 12 turns/Perm., R 120', Animal: 2×size, dmg.)
- Hold animal** (D 1 turn/level, R 180', Max 1HD/level, SV Negates)
- Protection from poison** (D 1 turn/level, R Touch, Revive: 10 rds.)
- Tree shape** (D 6 turns +1/level, R Caster, Incl. gear, normal senses)
- Water breathing** (D 1 day, R 30', Single subject breathe water/air)

4TH LEVEL SPELLS

Per day: 5th–6th level: 1, 7th–8th level: 2, 9th–10th level: 3, 11th–12th level: 4, 13th–14th level: 5

- Cure serious wounds** (D Instant, R Touch, 2d6+2hp)
- Dispel magic** (D Instant, R 120', End non-instant spells in 20' cube)
- Prot. fr. fire and lightning** (D 1 turn/lvl., R Touch, 1 type, 6hp/lvl.)
- Speak with plants** (D 3 turns, R 30', Choose normal or monstrous)
- Summon animals** (D 3 turns, R 360', HD: level, may limit species)
- Temperature control** (D 1 turn/level, R 10' around caster)

5TH LEVEL SPELLS

Per day: 6th–7th level: 1, 8th–9th level: 2, 10th–11th level: 3, 12th–13th level: 4, 14th level: 5

- Commune with nature** (D 1 turn, R ½ mile/lvl., 1 turn, 1 fact/lvl.)
- Control weather** (D Concentration, R 240 yards, One weather type)
- Pass plant** (D Instant, R Caster, 240–600 yards, by tree species)
- Prot. from plants and animals** (D 1 turn/level, R Caster)
- Transmute rock to mud** (D 3d6 days, R 120', Up to 3,000 sq ft)
- Wall of thorns** (D 1 turn/level, R 80', Up to 1,200 sq ft)

Illusionist Spell Reference

PC

Class

Level

Tick spells in spell book / spells memorized. Note if the reversed version of a spell is memorized.

1ST LEVEL SPELLS

Per day/in spell book: 1st level: 1,
2nd–6th level: 2, 7th–10th level: 3,
11th–14th level: 4

- Auditory illusion** (D 3 turns, R 240', Volume: max 4 humans/level)
- Chromatic orb** (D Instant, R 60', Damage + effect by gemstone)
- Colour spray** (D Instant, R 20' cone (20' wide end), 1d6 targets)
- Dancing lights** (D 1 turn, R 40' +10'/level, Move within range)
- Detect illusion** (D 3 turns, R Touch, Illusions up to 10'/level away)
- Glamour** (D 2d6 rounds +2/level, R Caster, SV Detect duplicate)
- Hypnotism** (D 1 round +1/level, R 30', 1d6 targets, SV Negates)
- Light** (D 6 turns +1/level, R 120', 15' radius light / blind / dispel dark)
- Phantasmal force** (D Concentration, R 240', 20' cube, visual)
- Read magic** (D 1 turn, R Caster, Decipher scrolls, spell books, etc.)
- Spook** (D Until save, R 10', Target flees, SV Neg., new save / round)
- Wall of fog** (D 1 turn, R 60', 10' cube/level, blocks infra/vision)

2ND LEVEL SPELLS

Per day/in spell book: 3rd level: 1,
4th–7th level: 2, 8th–11th level: 3,
12th–14th level: 4

- Blindness/deafness** (D Perm., R 30', SV Neg., curing: not a disease)
- Blur** (D 1 turn, R Caster, Direct magic: +1 saves, foes: -4/-2 to attack)
- Detect magic** (D 2 turns, R 60', Magic glows)
- False aura** (D 1 turn, R 30', Detect: deflected, divination: opposite)
- Fascinate** (D Until broken, R 30', Besotted with caster, SV Neg.)
- Hypnotic pattern** (D Conc., R 30' sq, HD: max 24, SV Neg.)
- Impr. phant. force** (D Concentration, R 240', 20' cube, vis.+sound)
- Invisibility** (D Perm. until broken, R 240', Attack/cast spell ends)
- Magic mouth** (D Perm. until triggered, R Touch, Up to 25 words)
- Mirror image** (D 6 turns, R Caster, 1d4 dups., Attacks cancel one)
- Quasimorph** (D 3d4 rounds +2/level, R Caster, Size ±50%)
- Whispering wind** (D 1 turn/mile, R 1 mile/level, Up to 100 words)

3RD LEVEL SPELLS

Per day/in spell book: 5th level: 1,
6th–8th level: 2, 9th–12th level: 3,
13th–14th level: 4

- Blacklight** (D 1 turn/level, R 60', 30' diameter illumination)
- Dispel illusion** (D Inst., R 120', End non-inst. illusions in 20' cube)
- Fear** (D Instant, R 60' cone (30' wide end), Flee 1 rd/level, SV Neg.)
- Hallucinatory terrain** (D Until touched, R 240', Fit in range)
- Invisibility 10' radius** (D Perm. until broken, R 120', Att./spell ends)
- Nondetection** (D 1 turn/lvl., R Caster, Invisible to scrying/location)
- Paralysation** (D 6 turns, R 10'/level, 20' cube, HD: level×2, SV Neg.)
- Phantom steed** (D 6 turns/level, R 10', Mv: 30' (10') / level)
- Rope trick** (D 2 turns/level, R Touch, Up to 6 humans)
- Spectral force** (D Concentration, R 240', 20' cube, all senses)
- Suggestion** (D 4 turns +4/level, R 30', Follow suggestion, SV Neg.)
- Wraithform** (D 1 turn, R Caster, Pass small holes, invulnerable)

OLD-SCHOOL ESSENTIALS

CHARACTER RECORD SHEET

4TH LEVEL SPELLS

Per day/in spell book: 7th level: 1,
8th–9th level: 2, 10th–13th level: 3,
14th level: 4

- Confusion** (D 12 rounds, R 120', 3d6 subj. within 60', SV Negates)
- Dispel magic** (D Instant, R 120', End non-instant spells in 20' cube)
- Emotion** (D Concentration, R 10' per level, All in 40' sq, SV Neg.)
- Illusory stamina** (D 3 turns/level, R Touch, 4 persons)
- Improved invisibility** (D 4 rds. +1/level, R Touch, +4 AC / saves)
- Massmorph** (D Permanent, R 240', All within area)
- Minor creation** (D 6 turns/level, R Touch, Veg. matter, 1 cu ft/level)
- Phantasmal killer** (D 1 round/level, R 5'/level, SV+2 Neg.)
- Rainbow pattern** (D Conc., R 30' sq, HD: max 24, SV Neg.)
- Shadow monsters** (D 1 round/level, R 30', HD: level, 1d2hp)
- Solid fog** (D 1 turn, R 60', 10' cube/level, blocks infra/vision, 1/10 move)
- Veil of abandonment** (D 1 turn/level, R 10'/level)

5TH LEVEL SPELLS

Per day/in spell book: 9th level: 1,
10th–11th level: 2, 12th–14th level: 3

- Chaos** (D 12 rounds, R 120', 60' diameter area, SV Negates)
- Demi-shadow monsters** (D 1 round/level, R 30', HD: level, 1d4hp)
- Illusion** (D 1 round/level, R 240', 20' cube, all senses)
- Looking glass** (D 1 round/level, R Touch, View any place or object)
- Major creation** (D 12/6 turns/level, R Touch, Non-liv., 1 cu ft/level)
- Maze of mirrors** (D By INT, R 5'/level, Single subject lost in maze)
- Projected image** (D 6 turns, R 240', Touch reveals)
- Seeming** (D 12 hours, R 10', Disguise 1 subject/2 levels, height: ±1')
- Shadowcast** (D Up to 6 turns +1/level, R 30', Shadows show past)
- Shadowy trans.** (D 1d4 rounds +1/level, R Touch, Obj: 1 cu ft/level)
- Time flow** (D 6 turns/level, R 10', In area: 1 hour passes per turn)
- Visitation** (D 5 minutes, R Unlimited, Send message, SV Negates)

6TH LEVEL SPELLS

Per day/in spell book: 11th level: 1,
12th level: 2, 13th–14th level: 3

- Acid fog** (D 1d4 rounds +1/level, R 30', 10' cube/level, 1/2/4/8 dmg.)
- Dream quest** (D Until completed, R 60', SV Neg., refuse: 1 dmg./day)
- Impersonation** (D 1 turn/level, R Touch, Exactly duplicate person)
- Manifest dream** (D Varies, R Caster, 8 hours sleep)
- Mass suggestion** (D 4 turns +4/level, R 90', 1 subject/level, SV Neg.)
- Mislead** (D 1 round/level, R Caster, Double + caster invisible)
- Permanent illusion** (D Permanent, R 240', 20' cube, all senses)
- Shades** (D 1 round/level, R 30', HD: level, 1d6hp)
- Through the looking glass** (D 1 round/level, R 10', View/portal)
- Triggered ill.** (D Perm. until triggered, R 240', 20' cube, all senses)
- True seeing** (D 1 rd./level, R Touch, See secret doors/ill./invis./ench.)
- Vision** (D 1 turn, R Caster, Sacrifice for vision from supern. power)