

The Wizard's Spellbook

Labyrinth Lord
Compatible Product

The Wizard's Spellbook



A Supplement for
Labyrinth Lord
and other OSR Fantasy Roleplaying Games

Compiled by
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Credits

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How to Use This Book

Playing a magic-user is, ironically, a bit arcane. It can be daunting for new gamers due to the vast library of spells available to even the lowliest apprentice. Some of these would-be wizards find themselves overwhelmed by the amount of bookkeeping required to effectively utilize the magic-user during game play. They don't want to spend what little precious gaming time they have pouring over a rule book, looking for exact description of their spells, trying to remember what spells they know, and what spells they have memorized in a given day. Instead, they spend years playing fighters and thieves because these classes are quick and easy. *This Wizard's Spellbook* is designed to ease their burden and dispel these fears.

The bulk of this book is taken up by a complete list of every magic-user spell found in the *Labyrinth Lord Advanced Edition Companion*. The spells provided have been organized by level and then broken down alphabetically for quick reference at the gaming table. But *The Wizard's Spellbook* is more than just a compilation of previously published material. It includes a complete spell list along with notation on whether the spell is reversible and whether it can be found in the *Labyrinth Lord Revised* core rulebook as well as the *Advanced Edition Companion*.

The player is encouraged to write in this book and is provided with check boxes in the spell list so they can mark whether their character knows a specific spell and whether they have it memorized on a given day. This is done to allow the player to quickly update their memorized spells on a day-to-day basis. In addition, there is an Appendix which provides a complete listing on the spell progression of the magic-user class, so the player can easily look to see how many spells they can currently memorize.

Finally, *The Wizard's Spellbook* introduces cantrips as an optional rule. Inspired by and based upon the work of Michael Stewart, these tiny incantations offer low-level magic-users a bit more flexibility and fun so that they don't feel like "one-and-done" characters when they first set foot on the road to adventure.

So grab your staff, don your robes, and wear a big pointy hat. Playing a magic-user is an enchanting experience for any gamer, and *The Wizard's Spellbook* will help you make the most of your arcane character whether they're casting Magic Missile at the darkness, or trying to banish an infernal fiend to the depths of the abyss.

Spell List

Cantrips

Spell Name	Reversible?	Basic?	Known?	# Memorized
Anatomics	No	No		
Bug	No	No		
Clean	Yes	No		
Color	No	No		
Enrich	No	No		
Exterminate	No	No		
Firefinger	Yes	No		
Hairy	Yes	No		
Haunting	No	No		
Legerdmain	No	No		
Repair	No	No		
Temperature	No	No		
Unseen Hand	No	No		

First Level Spells

Spell Name	Reversible?	Basic?	Known?	# Memorized
Allure	No	No		
Burning Hands	No	No		
Charm Person	No	Yes		
Comprehend Languages	Yes	No		
Dancing Lights	No	No		
Detect Magic	No	Yes		
Enlarge	Yes	No		
Erase	No	No		
Feather Fall	No	No		
Floating Disc	No	Yes		

First Level Spells (Continued)

Spell Name	Reversible?	Basic?	Known?	# Memorized
Hold Portal	No	Yes		
Identify	No	No		
Jarring Hand	No	No		
Jump	No	No		
Light	Yes	Yes		
Magic Aura	No	No		
Magic Missile	No	Yes		
Manipulate Fire	No	No		
Mending	No	No		
Message	No	No		
Protection From Evil	No	Yes		
Read Languages	No	Yes		
Read Magic	No	Yes		
Scribe	No	No		
Shield	No	Yes		
Shocking Grasp	No	No		
Sleep	No	Yes		
Spider Climb	No	No		
Summon Familiar	No	No		
Unseen Servant	No	No		
Ventriloquism	No	Yes		

Second Level Spells

Spell Name	Reversible?	Basic?	Known?	# Memorized
Amnesia	No	No		
Arcane Lock	No	Yes		
Auditory Illusion	No	No		
Continual Light	Yes	Yes		
Darkness Globe	No	No		
Detect Evil	No	Yes		
Detect Invisible	No	Yes		
ESP	No	Yes		
False Gold	No	No		
False Trap	No	No		
Invisibility	No	Yes		
Knock	No	Yes		
Levitate	No	Yes		
Locate Object	No	Yes		
Magic Mouth	No	No		
Mirror Image	No	Yes		
Phantasmal Force	No	Yes		
Pyrotechnics	No	No		
Ray of Enfeeblement	No	No		
Rope Trick	No	No		
Scare	No	No		
Shatter	No	No		
Stinking Cloud	No	No		
Web	No	Yes		

Third Level Spells

Spell Name	Reversible?	Basic?	Known?	# Memorized
Blink	No	No		
Clairaudience	No	No		
Clairvoyance	No	Yes		
Dispel Magic	No	Yes		
Explosive Runes	No	No		
Feign Death	No	No		
Fire Ball	No	Yes		
Flame Arrow	No	No		
Fly	No	Yes		
Gust of Wind	No	No		
Haste	Yes	Yes		
Hold Person	No	Yes		
Invisibility 10' Radius	No	Yes		
Lightning Bolt	No	Yes		
Protection from Evil 10' Radius	No	No		
Protection from Normal Missiles	No	Yes		
Suggestion	No	No		
Summon Monster I	No	No		
Tiny Hut	No	No		
Tongues	Yes	No		
Water Breathing	No	Yes		

Fourth Level Spells

Spell Name	Reversible?	Basic?	Known?	# Memorized
Arcane Eye	No	Yes		
Charm Monster	No	Yes		
Confusion	No	Yes		
Dimension Door	No	Yes		
Enchant Arms	No	No		
Extend Duration I	No	No		
Fear	No	No		
Fire Shield	No	No		
Flame Charm	No	No		
Fumble	No	No		
Globe of Invulnerability, Lesser	No	No		
Hallucinatory Terrain	No	Yes		
Ice Storm	No	No		
Massmorph	No	Yes		
Mnemonic Enhancer	No	No		
Move Earth, Lesser	No	No		
Plant Growth	No	Yes		
Polymorph Others	No	Yes		
Polymorph Self	No	Yes		
Remove Curse	Yes	Yes		
Monster Summon II	No	No		
Wall of Fire	No	Yes		
Wall of Ice	No	Yes		

Fifth Level Spells

Spell Name	Reversible?	Basic?	Known?	# Memorized
Animate Dead	No	Yes		
Animal Growth	Yes	No		
Atomsphere Bubble	No	No		
Cloudkill	No	Yes		
Cone of Cold	No	No		
Conjure Elemental	No	Yes		
Contact Other Plane	No	Yes		
Distort Distance	No	No		
Extend Duration II	No	No		
Faithful Hound	No	No		
Feeblemind	No	Yes		
Hold Monster	No	Yes		
Interposing Hand	No	No		
Magic Jar	No	Yes		
Passwall	No	Yes		
Secret Chest	No	No		
Stone Shape	No	No		
Summon Monster III	No	No		
Telekinesis	No	Yes		
Teleport	No	Yes		
Transmute Rock to Mud	Yes	Yes		
True Seeing	Yes	No		
Wall of Force	No	No		
Wall of Iron	No	No		
Wall of Stone	No	Yes		

Sixth Level Spells

Spell Name	Reversible?	Basic?	Known?	# Memorized
Anti-Magic Shell	No	Yes		
Arcane Window	No	No		
Control Weather	No	Yes		
Death Spell	No	Yes		
Disintegrate	No	Yes		
Dweomer of Rage	No	No		
Extend Duration III	No	No		
Forceful Hand	No	No		
Freezing Sphere	No	No		
Geas	Yes	Yes		
Globe of Invulnerability	No	No		
Guards and Wards	No	No		
Invisible Stalker	No	Yes		
Legend Lore	No	No		
Lower Water	No	Yes		
Move Earth	No	Yes		
Part Water	No	Yes		
Project Image	No	Yes		
Reincarnate	No	Yes		
Repulsion	No	No		
Spiritwraith	No	No		
Stone to Flesh	Yes	Yes		
Summon Monster IV	No	No		

Seventh Level Spells

Spell Name	Reversible?	Basic?	Known?	# Memorized
Charm Plants	No	No		
Delayed Blast Fireball	No	Yes		
Duo-Dimension	No	Yes		
Grasping Hand	No	Yes		
Instant Summons	No	Yes		
Limited Wish	No	Yes		
Magic Sword	No	Yes		
Mass Invisibility	No	Yes		
Phase Door	No	Yes		
Power Word Stun	No	Yes		
Reverse Gravity	No	Yes		
Simulacrum	No	Yes		
Statue	No	Yes		
Summon Demon	No	No		
Summon Monster V	No	No		
Vanish	No	No		

Eighth Level Spells

Spell Name	Reversible?	Basic?	Known?	# Memorized
Antipathy/Sympathy	No	Yes		
Clenched Fist	No	Yes		
Clone	No	Yes		
Glass Like Steel	No	Yes		
Incendiary Cloud	No	Yes		
Irresistable Dance	No	Yes		
Mass Charm	No	Yes		
Maze	No	Yes		
Mind Blank	No	Yes		
Permanency	No	No		
Polymorph Any Object	No	Yes		
Power Word Blind	No	No		
Spell Resistance	No	No		
Summon Monster VI	No	No		
Symbol	No	Yes		
Trap the Soul	No	Yes		

Ninth Level Spells

Spell Name	Reversible?	Basic?	Known?	# Memorized
Astral Projection	No	No		
Crushing Hand	No	Yes		
Gate	No	No		
Imprisonment	Yes	Yes		
Meteor Swarm	No	Yes		
Power Word Kill	No	Yes		
Prismatic Sphere	No	Yes		
Shape Change	No	Yes		
Summon Monster VII	No	No		
Temporal Stasis	No	Yes		
Time Stop	No	Yes		
Wish	No	Yes		

Cantrips

(Optional)

Based on content originally written by Michael Stewart

The cantrip is a tiny spell created by practicing students of the magical arts during their apprenticeship and while a minor dweomer they still have some uses to the adventuring magic-user. Elves are also capable of learning cantrips,

Cantrips are cast like normal spells. A first-level magic-user can cast four cantrips per day. They can memorize one additional cantrip at 4th, 8th, 12th, 16th and 20th level. First-level elves memorize and cast cantrips as a magic-user of the same level, but only gain additional cantrips at 4th and 8th level.

A first-level magic-user or elf begins play with four written in their spellbook. New cantrips may be obtained during adventures just like a standard spell, typically through research or by discovering scrolls..

Rangers and other classes capable of casting magic-user spells cannot learn cantrips.

Anatomics

Duration: 1 action

Range: 30'

When this cantrip is cast, the subject will involuntarily emit a body noise or reaction of the casters choosing. Such simple reactions can be a belch, blink, nod, yawn, but nothing sophisticated such as grunts or intelligible speech. The target may make saving throw versus spells to resist the effect.

Bug

Duration: Permanent

Range: 10'

When this cantrip is used, the caster summons an insect (such as a fly or bee) from someplace — where is of no importance, for the creature appears in an instant. The bug will appear in whatever spot the caster is gazing at, up to a 10 foot distance from their location. The bug is, of course, annoyed, and it is 90% likely to sting or bite (if possible) any living creature it finds itself upon – though this inflicts no damage and is instead simply an irritant. Poisonous and giant insects cannot be summoned using this spell.

Clean (reversible)

Duration: Permanent

Range: 30'

This cantrip enables the caster to remove heavy soil, dirt, and like foreign objects from floors, walls, dishes, windows, clothing, or similar areas. It cannot effect an area larger than 4 square yards. The subject surfaces are then spotless, but care must be taken in removal of pigments and the like, so usually only one type of

material will be treated in a single application. The reverse of this cantrip, *Soil*, dirties and befouls any surface equal to the area of effect.

Color

Duration: See below

Range: 30'

The caster can permanently restore faded and aged colors to a single non-living object no larger than one cubic yard (such as a bolt of cloth, a door, or a tapestry) within the 30 feet. These renewed colors will still be affected by exposure to anything which may diminish this restoration in the future. Pigment can be restored or altered in living beings as well, allowing the caster to change the color of a target's hair or fur - though pigment restoration only lasts thirty days before fading away. If a living target wishes to avoid this effect and is able to succeed at a saving throw versus spells, they suffer no effects.

Enrich

Duration: up to 6 turns

Range: 30'

This cantrip enables the caster to give a single non-living target a superior or different aspect of its to the senses; be they sight, smell, sound, touch or taste. Thus, mush can be made to taste as if it were lobster bisque, but the dweomer will not actually affect quality or wholesomeness. It can also be used to restore faded hues or to tinge those already colored with a different hue. A rough canvas garment can be made to feel like silk or velvet. A rotten egg can smell like fresh daisies, and a irritating sound can be made to sound like a canary's song. However, the cantrip may only effect one sense per casting of this spell.

Exterminate

Area of Effect: One small creature

Duration: Permanent

Saving Throw?: See below

When this cantrip is used, the caster may kill a small pest such as a fly, mouse, (non-giant) rat, beetle, or the like with just a touch. It is useful for indoor and outdoor applications. If the subject is very small, an area of up to 1/2 cubic foot can be rid of pests. This cantrip is effective against magical creations and normal-sized creatures magically shrunk (via a reversed *Enlarge* spell) to insect-size, though these creatures are entitled to a saving throw versus spells to resist the effect. However, the dweomer has no effect on creatures under the effects any polymorph effect or similar spell.

Firefinger (reversible)

Duration: 1 round

Range: Six inches

The firefinger cantrip enables the caster to cause a jet of flame up to one-half foot in length to shoot forth from his or her finger. The flame is very hot and will ignite combustible materials such as parchment, twigs, kindling, and the like without

difficulty, providing the materials are relatively dry. The flame persists for up to 1 round.

The reverse of this cantrip, *frostfinger*, extinguishes a small flame such as used in a lantern or candle. A torch is too large of a flame to be effected by this cantrip.

Hairy (reversible)

Duration: Permanent

Range: 30'

While this cantrip is not actually one of the standard useful ones which apprentices reverse for mischievousness, it is one which is generally used for no good purpose. It causes hair, fur, or hairlike growth to thicken and lengthen on a single target within 30' of the caster. Thus, a head of hair, a peach, a beard, a cat, or whatever could be affected. The growth will cause the subject material to increase anywhere from two to twelve(2d6) inches in length. The subject material must be trimmed or cut to remove the cantrip's effect.

The reverse of this cantrip, *shave*, can be reversed to shorten growth or effectively shave. But since the effect on short material (any growth under 1 inch in length) is complete absence of growth for 2d6 days, it is not often used.

Haunting

Duration: See below

Range: 30'

This cantrip creates the illusion of any number of ghostly sounds such as a faint groan, the creak of wood, or echoing footfalls to emanate from a location up to 30' from the caster for a number of rounds equal to 1d6, plus the caster's level. Those creatures within hearing distance are allowed a saving throw versus spell, and if it succeeds, the individual will not hear the noise.

Legerdemain

Duration: 1 round

Range: 0

This cantrip enable the caster to secret or cause to appear a small object in his hand, seemingly out of thin air. Examples include a coin, key, playing card, or small knife. The item created to appear is illusory, and will disappear in 1 round, or if interacted with by anyone other than the caster. Witnesses may make a saving throw versus spell to realize the object is illusionary.

Repair

Duration: Permanent

Range: Touch

This cantrip repairs small breaks in objects. It will weld a broken ring, chain link, medallion or ripped material - provided but such a break exists - with a single touch from the caster . Small ceramic or wooden objects with multiple breaks can be invisibly rejoined as well, provided the caster can hold all the broken pieces in his hands. Repaired objects are as good as new. A hole in a leather sack or wineskin is

completely healed over by a Repair cantrip. This cantrip will not repair magic items of any kind.

Temperature

Area of Effect: One cubic foot

Range: Touch

A cantrip of this nature allows the caster to cause non-living liquid or solid material to increase or decrease by up to 40 degrees Fahrenheit, to a minimum temperature of freezing. The warming or chilling effect lasts for but an instant, after which the subject returns slowly back to ambient temperature as normal for the current climate.

Unseen Hand

Duration: 1 round

Range: 10'

By means of this cantrip, the caster causes an unseen hand to perform simple actions such as opening or closing an unlocked door, lifting and carrying a small object of no more than one pound, or poke and pinch a desired target.

If this cantrip is used on a spellcaster, the target must make a saving throw vs. magic, with success meaning that the target is not distracted. If this spell is used to distract a target while that target is attempting to cast a spell, the target receives a +4 bonus their saving throw. Those who fail their saving throw may stumble in their efforts and lose the spell they were attempting to cast.

First Level Spells

Allure

Duration: 1 round per level

Range: Self

When this spell is cast, all intelligent creatures within a 20', +20' per level diameter must save versus spells or perceive the caster as if he has an additional 2d4 Charisma. In addition, creatures that fail the saving throw feel good will, generosity and liking for the caster, and will help him within reason. Those who succeed in the saving throw perceive the caster as if he has 1d4 lower Charisma, and automatically dislike and are annoyed by the caster.

Burning Hands

Duration: 1 round

Range: See below

This spell causes a 3' long cone of searing flame to shoot from the caster's fingertips. The cone shoots out in a 120 degree arc centered on the caster. Any creature in the area of the flames takes 1 point of fire damage per caster level (no saving throw). Flammable materials burn if the flames touch them.

Charm Person

Duration: Special

Range: 120'

This spell makes a humanoid creature regard the caster as its trusted friend and ally (treat the target's attitude as friendly).

Undead creatures are unaffected by this spell, as are humanoid monsters larger than ogres. The spell does not enable the caster to control the charmed person as if it was an automaton, but it perceives the caster's words and actions in the most favorable way. The subject can be given orders, but actions it wouldn't ordinarily do based on its nature or alignment may be abstained from. An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by the caster or his apparent allies that threatens the charmed person breaks the spell. The caster must speak the person's language to communicate commands, or else be good at pantomiming. Creatures will gain additional saving throws versus spell at time intervals based on intelligence scores. An INT score of 3-8 grants a new save once every month. An INT of 9-12 grants a new save each week, and 13-18 grants a new save once every day. Otherwise, charm person can be negated by the spell dispel magic.

Comprehend Languages (reversible)

Duration: Touch

Range: 5 rounds per level

The caster can understand the spoken words of creatures or read otherwise incomprehensible written messages. In either case, the creature or the writing must be touched. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables the caster to understand or read an unknown language, not speak or write it.

Obscure languages, the opposite of comprehend languages, dispels the effects of comprehend languages, or can be used to make spoken or written language incomprehensible.

Dancing Lights

Duration: 2 rounds per level

Range: 40', +10' per level

The caster may create up to four lights that resemble either lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10' radius area in relation to each other but otherwise move as the caster desires (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights wink out if the distance between the caster and the light exceeds the spell's range, or the duration ends.

Detect Magic

Duration: 2 turns

Range: 60'

For the duration of this spell, the caster can see a magical glow on any enchanted object or creature within 60'. This includes objects that are permanently magical, such as weapons or other items, and objects or creatures that are currently under the influence of a spell or some other enchantment.

Enlarge (reversible)

Duration: 1 turn per level

Range: 5' per level

This spell causes instant growth (and corresponding increase in weight) of a single object or creature that is in visible range. This increase changes a creature's size by 20% per caster level, and up to three times the original size of the creature. The effectiveness of this spell is half of this on non-living objects, with 10% per level, but a maximum of double the original size of the object. The caster can affect 10 cubic feet of living matter per level or 5 cubic feet per level of non-living matter.

Magical item properties are not affected by this spell. For instance, a wand will have the same function even though it may be the size of a staff, and potion dosages are not increased, though they may take longer to drink. Objects do become stronger or heavier, so that a small rock gains the weight of an appropriately sized larger one, and a person enlarged will have a strength appropriate to his size (as an ogre, or any of the various giants, for example) with corresponding strength adjustments.

The reverse of enlarge, reduce, can reduce objects or creatures in size by the same proportions as enlarge. These spells cancel each other out. For either version of the spell a saving throw is allowed to negate the effect. This save may be forfeited if the recipient desires.

Erase

Duration: Permanent

Range: 30'

Erase removes writings of either magical or mundane nature from a scroll or from one or two pages of paper, parchment, or similar surfaces. The caster cannot remove explosive runes or a glyph of warding. The probability of success for magical writings is 50%, +2% for each level of the caster, or 50%, +4% per level of the caster for non-magical writings. A saving throw is allowed to negate these effects.

Feather Fall

Duration: 1 round per level

Range: 10' per level

The affected creatures or objects in range fall slowly. Feather fall instantly changes the rate at which the targets fall to that of a feather (about 10' per round), and the subjects take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling is resumed. The spell affects one or more objects or creatures (including gear and carried objects up to each creature's maximum encumbrance). The maximum volume is 10 cubic feet, and 200 pounds +200 pounds per level may be affected, such that a 1st level magic-user can affect 400 pounds. The spell can be cast with an instant utterance, quickly enough to save the caster or another creature if he unexpectedly falls, but initiative, if appropriate, must be on the side of the caster. This spell has no special effect on ranged weapons unless they are falling quite a distance. The spell may be cast on falling items or creatures and missiles, but is ineffective against creatures firmly on the ground or flying. No saving throw is permitted.

Floating Disc

Duration: 6 turns

Range: 6'

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

Hold Portal

Duration: 2d6 turns

Range: 10'

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

Identify

Duration: 1 round per level

Range: Touch

This spell may be used to determine the magical properties of a single magic item. However, the magic-user must be holding or wearing the item according to its function and the spell must be cast no later than 1 hour after it comes into the caster's possession. Weapons must be held, boots worn, etc. If such an item happens to be cursed or otherwise requires a saving throw, the spell caster receives all normal defenses. For each round the spell is in effect, there is a probability of 15%, +5% for each caster level that one power of the item is discovered. If the item is powerless this information will be gained as well. However, when using this spell, the caster must succeed in a saving throw versus spells each round. Only if this succeeds is the information gained correct. If the save is failed by 5% (1 lower than the target number) the information gained is false, to be determined by the referee. If the roll is failed by more than that, no information is gained. Note that while specific abilities or powers are revealed, the specific "+" of a weapon is not, only the fact that it is enchanted is revealed and a general sense of whether it is strong or weak. The specific number of charges, if relevant, contained in a magic item is not revealed. Knowledge of an approximation is granted, which will be in the form of a range above and below approximately 25% of the actual number.

This spell is very draining on the caster. The caster suffers temporary loss of 8 points to CON when the spell duration ends. If this should bring the magic-user to fewer than 3, he falls unconscious for 24 hours but awakens with full CON restored. Points of CON may only be restored at the rate of 1 per 6 turns of rest.

Jarring Hand

Duration: Instant

Range: 10' +2' per level

The caster of this spell causes an invisible hand to jar or push an object or creature. The weight that may be pushed is 1 pound to a distance of 1 foot, per level (1 foot pound pressure). In this way a 1 pound object may be pushed 1' away by a 1st level magic-user, in a perpendicular direction to the caster. The spell may also be used to distract or unbalance an opponent. If used in this way the opponent receives a saving throw versus spells to negate the effect, and if failed the opponent loses his attack that round. The creature cannot weigh more than the caster's level x 50 lbs. The spell may also be directed at the opponent's weapon, in which case a failed save results in the opponent suffering an attack penalty of 1 per caster level, or an equal penalty to any saving throws being tried that round (not counting against this spell).

Jump

Duration: 1 turn

Range: Touch

By use of this spell, the caster may leap straight up 10', backwards 10', or forwards 30'. For every 10' forward that is sprung, the apex of the leap is 2E. When the spell is cast, the magic-user may leap 1 time at any point during the duration, and may leap an additional time per 3 levels of the caster (2 at level 4, 3 at level 7, 4 and level 10, etc.). Note that the duration of the spell is the same no matter how many leaps are possible.

Light (reversible)

Duration: See below

Range: 120'

This spell causes an object to glow as bright as a torch, shedding bright light in a 15' radius. The effect is immobile, but it can be cast on a movable object. This spell can be cast on a monster's or character's eyes if the target fails a saving throw versus spells. If the save fails, the target is blind for duration of the spell. Light taken into an area of magical darkness (reverse of light) does not function, and vice versa. A light spell counters a darkness spell. Darkness can also be cast on a target's eyes, and a saving throw versus spells is allowed.

This spell has a duration equal to the six turns, plus the caster's level.

Magic Aura

Duration: 1 day per level

Range: Touch

The caster may alter an item's aura so that it registers to detect spells (and spells with similar capabilities) as though it were magical. If the object bearing magic aura is physically examined (touched), the examiner recognizes that the aura is false if he succeeds in a saving throw versus spells. Otherwise, he believes the aura and no amount of testing reveals what the true magic is.

Magic Missile

Duration: 1 turn

Range: 150'

A missile of magical energy darts forth from the caster's fingertip and strikes its target, dealing 1d6+1 points of damage. The missile strikes unerringly, even if the target is in melee combat or has less than total cover or total concealment. Specific parts of a creature can't be singled out. For every five caster levels, the caster gains two additional missiles -3 total at 5th level, five at 10th, seven at 15th, and so on. If the caster can shoot multiple missiles, they can be directed to strike a single creature or several creatures. A single missile can strike only one creature.

Manipulate Fire

Duration: 1 round per level

Range: 5' per level

By use of this spell the caster can manipulate the size of a nonmagical fire ranging in size from a small torch fire to a 3' diameter fire. The size of the fire may be altered only in terms of light output, to be made as small as the size of a candle or bright in a manner equivalent to the spell light. However, actual thermal energy is not diminished, so no matter how bright or dim a fire is made, it is as hot as its true size. Nonetheless, shrinking a fire cuts use of fuel by 50%, and making a fire brighter increases fuel use by 100%.

Mending

Duration: Permanent

Range: 30'

Mending repairs small breaks or tears in objects. It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists.

Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or a wineskin is completely healed over by mending. The spell cannot repair magic items, including magic rods, staffs, or wands, nor does it affect creatures.

Message

Duration: 1 round, +1 round per 2 levels

Range: 60', +10' per level

This spell grants the caster the ability to whisper messages and receive whispered replies. The caster points his finger at a creature he wants to receive the message. The target must be in direct line of sight, with no barrier. The whispered message is audible only to the target. The creature that receives the message can whisper a reply that the caster can hear if the spell duration has not expired. The spell transmits sound, not meaning. It doesn't transcend language barriers.

Protection from Evil

Duration: 12 turns

Range: 0

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

Read Languages

Duration: 2 turns

Range: 0

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

Read Magic

Duration: 1 turn

Range: 0

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

All spell books are written such that only the elf or magic-user who owns the book can decipher it without the use of this spell.

Scribe

Duration: 1 hour per level

Range: 0

This spell allows a magic-user to copy a spell into his spell book, even if it is of a level the caster cannot use, and even if the spell is unusable due to intelligence. The scribing takes 1 hour per spell level of the spell transferred. For the time the spell is written, the caster is in a deep state of concentration, and will always be surprised. The caster must succeed in a saving throw versus spells. A penalty of -1 is applied if the spell to be copied is 3 levels greater than the caster may use, and a bonus of +2 is granted if the spell is up to 1 level greater than the caster may use, or below. If this saving throw is unsuccessful, the magic-user suffers 1d4 damage per spell level of the spell to be scribed, and the strain forces the caster unconscious for an equal number of turns. The caster may only heal up to 4 hp per day of this damage.

Shield

Duration: 2 turns

Range: 0

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

Shocking Grasp

Duration: Instant

Range: Touch

The caster must touch an opponent, which deals 1d8 points of electricity damage +1 per caster level. The spell only deals damage if the caster initiates the contact, not if the opponent does.

Sleep

Duration: 4d4 turns

Range: 240'

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

Spider Climb

Duration: 1 round, +1 per level

Range: Touch

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands and feet free and bare to climb in this manner. Any objects weighing fewer than 5 pounds cling to the spell recipient's hands. No spells may be cast when under the effect of this spell. This spell may be used on another being (touch required) with no saving throw.

Summon Familiar

Duration: See below

Range: 10' per level

By casting this spell, the magic-user can obtain a familiar. The casting takes from 1-24 hours (referee's discretion) and uses up rare herbs and other materials that cost 100 gp. The materials are consumed during a ritual in which they are burned. The referee decides the probability that a creature will respond to the spell, and which type of creature is summoned within range. It is possible that no creature will respond. This spell may only be attempted one time per year. A familiar is able to grant the caster access to its own senses, and is able to communicate with the caster. In addition, a familiar is loyal, and will follow orders until its death. Familiars are more intelligent than ordinary animals; they have AC 7 and 2d4 hp. A familiar grants the caster additional hp equal to the familiar's maximum total, when the two are within 120' of one another. However, if a familiar is slain the magic-user must subtract the familiars maximum hp from his own maximum hp, permanently. A new familiar may not be summoned for one year. If a familiar is located, the referee may use the following as examples:

Familiar	Senses augmented
Bat	hearing
Cat	hearing and night vision
Hawk	much improved distance vision
Lizard	improved smell
Owl	hearing, night vision
Raven	improved vision
Toad	180 degree vision
Weasel	hearing, improved smell

Anytime a familiar is summoned there is a 5% chance it is a special familiar. The type is determined by the caster's alignment and good or evil leanings. Creatures are entitled to a saving throw versus spells, and if successful, the spell fails and the caster must wait one year before trying again. Where there is overlap in the chart below, determine the familiar randomly.

Alignment	Type
Lawful (good) or (neutral)	brownie
Lawful (evil) or (neutral)	imp
Neutral or Neutral (good)	pseudo-dragon
Neutral or Neutral (evil)	imp* or quasit*
Chaotic (good) or (neutral)	pseudo-dragon
Chaotic (evil) or (neutral)	quasit

*The familiar will try, over time, to sway the magic-user to chaos or law, as appropriate. Refer to the monster listings for the powers granted by these creatures.

Unseen Servant

Duration: 6 turns, +1 turn per level

Range: 0

An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at the caster's command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. It can open only normal doors, drawers, lids, and the like. It can lift 20 pounds or drag 40 pounds. The servant cannot attack in any way, and it cannot be killed because it is a magical force, not a living thing.

Ventriloquism

Duration: 2 turns

Range: 60'

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

Second Level Spells

Amnesia

Duration: Permanent

Range: 30'

This spell allows the caster to obliterate the memory of an opponent. The time span is equal to the previous 1 round, +1 round per 3 levels of the caster. This spell only affects memory, it does not alter any actual events that have taken place or nullify any other spell effects. The spell is capable of affecting up to 4 beings in range. Beings are allowed a saving throw versus spells, which is modified depending on how many creatures are targeted. No modifier is applied if 3 or 4 creatures are targeted, but if 2 are targeted the save is at -1, and -2 if only one being is targeted. If a victim realizes his memory has been altered, the spells heal or restoration can return the memory. Note that these spells must be specifically applied for the purpose.

Arcane Lock

Duration: Permanent

Range: 10'

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

Auditory Illusion

Duration: 2 rounds per level

Range: 60', +10' per level

The caster of this spell is able to create false sound. The sound may be centered anywhere within range, and within that range the sound can fluctuate and move, imitating approaching or receding footsteps, laughter, voices, and other possibilities. The sound produced is the approximate equivalent of noise produced by 4 human sized beings. The sound may increase by 4 for each level the caster is above the minimum required to cast this spell. Note that the sound does not have to be human-like, but could be animal or monster sounds. In these cases the referee will determine how much sound and how many individuals it might represent. For instance, the sounds of four humans might be approximately that of 6 or 8 children, or 2 ogres. Beings are allowed a saving throw versus spells to realize the effect is illusory, but only if they actively attempt to disbelieve.

Continual Light (reversible)

Duration: Permanent

Range: 120'

When cast, this spell produces light as bright as sunlight in a 60' diameter, and any creatures that suffer penalties (not including damage) for being in sunlight are affected by this spell. This spell can be cast on objects, so that an object under this spell can be

carried around. If the spell is cast on a creature, a saving throw is allowed. This spell can be cast on a creature's eyes, causing blindness. Unless dispelled, continual light is permanent.

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

Darkness Globe

Duration: 1 turn, +1 round per level

Range: 10' per level

The caster creates a 15' radius ball of darkness, centered anywhere within range. This darkness is complete, and forms of normal vision which normally can see in darkness are useless, including infravision and ultraviolet vision. The spells light or continual light render the effects of darkness globe ineffective, such that the normal lighting conditions of the environment are present.

Detect Evil

Duration: 2 turns

Range: 60'

The caster can sense the presence of evil intentions, whether from a living being or an object enchanted for evil purposes. Objects or creatures within 60' with evil intent will magically glow. Note that the Labyrinth Lord must decide what is "evil", and some things may be potentially harmful, like traps, but not "evil." This spell does not grant the ability to read minds, but only grants a general sense of evil intent.

Detect Invisible

Duration: 5 rounds per level

Range: 10' per level

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

ESP

Duration: 12 turns

Range: 60'

The caster can choose a direction and focus his concentration for 1 turn. After this turn, he can perceive the thoughts of all creatures within 60'. The caster understands the meaning of all thoughts even if he does not share the creature's language.

However, if multiple creatures are within the range of the spell, the caster must spend an additional turn to sort out one creature's thoughts, or else all thoughts mingle into a confusing jumble. The ability to hear thoughts is obstructed by lead or rock of a thickness of 2' or greater.

False Gold

Duration: 6 turns per level

Range: 10'

The caster may transform copper or brass within 1 cubic foot per level into pure gold. This is the equivalent of 400 pounds per cubic foot, and the metal could be in the form of coins, art, etc. Beings that encounter false gold can check to see if the ruse is detected, by rolling 1d20 against INT. A penalty of +1 is added to the roll per level of the caster. So if a shopkeeper has an INT of 12 and the caster is 5th level, a roll of 7 or fewer is required to detect the false nature of the gold. Alternatively, if the gold makes contact with pure iron there is a 20% chance it reverts back to its true nature.

False Trap

Duration: 6 turns per level

Range: 10'

This clever enchantment may be used by the caster to permanently create the false perception that an item, such as a small box, lock, dagger, etc., is trapped. If the thief skill detect traps is employed on the item, there is an 80% chance, -4% per level of the observer, that a trap is perceived. If an attempt is made to remove the trap, there is a slim 20% chance, +4% per level of the observer, that the trap is perceived to be removed.

Invisibility

Duration: See below

Range: Touch

The creature or object touched becomes invisible, vanishing from sight, even from infravision. If the recipient is a creature carrying gear, gear vanishes too. If the spell is cast on someone else, neither the caster nor any allies can see the subject, unless they can normally see invisible things or other magic is employed to do so. Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

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

Knock

Duration: 1 round

Range: 60'

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

Levitate

Duration: See Below

Range: 0

For a number of turns equal to the caster's level +6 turns, the caster can move up and down as he wishes. The caster mentally directs movement up or down as much as 20 feet each round. The cannot cannot move horizontally, but could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half base speed).

Locate Object

Duration: 2 turns

Range: 60' + 10' per level

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

Magic Mouth

Duration: See below

Range: See below

This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message the next time a specified event occurs. The message, which must be twenty-five or fewer words long, can be in any language known by the caster and can be delivered over a period of 1 turn. The mouth cannot utter spells or activate magical effects. It does, however, move according to the words articulated; if it were placed upon a statue, the mouth of the statue would move and appear to speak. Of course, magic mouth can be placed upon a tree, rock, or any other object, but not intelligent creatures.

The spell functions when specific conditions are fulfilled according to a command as set in the spell. Commands can be as general or as detailed as desired, although only visual, audible, or tactile triggers can be used. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A magic mouth cannot distinguish alignment, level, HD, or class except by external garb.

The range limit of a trigger is 5' feet per caster level, so a 6th level caster can command a magic mouth to respond to triggers as far as 30' away. Regardless of range, the mouth can respond only to visible or audible triggers and actions in line of sight or within hearing

distance. The duration of this enchantment is indefinite, as it is discharged only when the conditions are met.

Mirror Image

Duration: 6 turns

Range: 0

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

Phantasmal Force

Duration: See below

Range: 240'

So long as the caster maintains concentration, he can create a persistent, active illusion within a 20' cube. A passive illusion will disappear if touched by a creature. However, an illusionary monster may be created to attack a foe. Observers are allowed a saving throw versus spells to see through any illusion produced with this spell. If the save fails, the illusion persists and any illusionary monster will seem to inflict harm when it attacks an opponent. Illusionary monsters have an effective AC of 9, and they vanish if a foe successfully strikes them. If a foe appears to lose all hit points, he falls unconscious rather than dying. Similarly, other special effects will not be real and no damage is ever real. Note that the caster is not allowed to take any action while concentrating on the spell.

Pyrotechnics

Duration: See below

Range: 120'

Pyrotechnics turns a fire into a burst of blinding fireworks or a thick cloud of choking smoke, depending on the wishes of the caster.

Fireworks: The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights. The effect causes creatures within 120' of the effect to be blinded. The size of the pyrotechnics is ten times the size of the fire source. Creatures must have line of sight to the fire to be affected.

Smoke Cloud: A writhing stream of smoke billows out of the source, forming a choking cloud. The cloud obscures all vision of anything 20' or more distant and lasts 1 round per caster level. The smoke fills a total area one hundred times the size of the source.

Ray of Enfeeblement

Duration: 1 round per level

Range: 10', +5' per level

This spell effects a coruscating ray from the caster's hand. The opponent takes a penalty to Strength equal to 25%, +2% per caster level beyond level 3. This penalty applies equally to melee and missile damage inflicted by an affected creature. A successful saving throw versus spells negates the effect.

Rope Trick

Duration: 2 turns per level

Range: Touch

When this spell is cast upon a piece of rope from 5' to 30' long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space. Creatures in the extradimensional space are completely hidden. The space holds as many as five human-sized creatures. Creatures in the space can pull the rope up into the space, making the rope "disappear." Otherwise, the rope dangles in mid air unless it is removed. Anything inside the extradimensional space drops out when the spell ends, from the appropriate height. The rope can be climbed by only one person at a time. The rope trick spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space.

Scare

Duration: 3d4 rounds

Range: 10'

Unless a successful saving throw versus spells is made, the target of this spell becomes a fearful wreck. Only opponents with fewer than 6 HD or levels are affected by this spell, and clerics, undead, and demonic/devilish creatures are immune. While under the effects of this spell, a creature will not initiate combat, but if attacked will reciprocate with a -1 attack roll penalty. Likewise, any saving throws are attempted with a -1 penalty.

Shatter

Duration: Permanent

Range: 60'

Shatter creates a loud, ringing noise that destroys nonmagical objects of crystal, glass, ceramic, or porcelain. All such objects within range are smashed into dozens of pieces by the spell. Objects weighing more than 10 pounds per caster level are not affected, but all other objects of the appropriate composition are shattered. Items are entitled to a saving throw versus crushing damage.

Stinking Cloud

Duration: Permanent

Range: 30'

Stinking cloud creates a 20' cubed bank of fog centered anywhere within range, making living creatures within it helpless with nausea. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. Any creature that succeeds in a saving throw versus poison when leaving the fog is not affected for the additional rounds.

Strength

Duration: 6 turns per level

Range: Touch

The caster of this enchantment may apply it to himself or another. It confers a temporary Strength bonus, which varies depending on the recipient's class. Druids, clerics, thieves, and assassins receive +1d6; magic-users, illusionists, and monks receive +1d4; fighters, paladins, and rangers receive +1d8. A character's Strength may not go above 18.

Web

Duration: 48 turns

Range: 10'

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

Third Level Spells

Blink

Duration: 1 round per level

Range: Self

The caster of this spell is able to „blink% back and forth between the ethereal plane and the material plane, seeming to wink in and out of reality, only to reappear in another location. The caster reappears 2' from his original location, in a random direction relative to the direction he is facing. Roll 1d8: 1, forward; 2, forward right; 3, right; 4, backward right; 5, backward; 6, backward left; 7, left; 8, forward left. If the indicated position is already occupied by solid matter, the caster is shifted in a random direction from that point, but only to a distance up to 10' (and not into the area originally occupied). If matter occupies all possible routes, the caster does not reappear and is trapped on the ethereal plane. If the spell caster achieves initiative in any given round that this spell is in effect, opponents are unable to successfully attack him, as he blinks away too quickly. However, any area effect attacks which occupy the same space the caster occupies at both locations in a round will affect the caster.

Beginning the second round blink is in effect, the caster may blink and attack with hand weapons the same round. Any other activities, including spell casting, missile attacks, use of magic items, etc. fail on a roll of 1-15 on 1d20 due to misuse, effects or weapons fired in the wrong direction, or other results determined by the referee.

Clairaudience

Duration: 12 turns

Range: 60'

Clairaudience creates an invisible magical link between the caster and one creature within range. This link allows the caster to hear whatever the creature hears. The process of linking with one creature and perceiving the same sounds takes a minimum of 1 turn, such that the caster may choose a new creature once per turn. The magical link between caster and creature is obstructed by lead or rock of a thickness of 2' or greater.

Clairvoyance

Duration: 12 turns

Range: 60'

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

Dispel Magic

Duration: Permanent

Range: 120'

When cast, spell effects within a 20' cube can be negated. All spells cast by any spell casting class are automatically negated if the caster is of an equal or lower level to the caster of dispel magic. For each level an opponent is above the caster, there is a

cumulative 5% chance dispel magic does not function. For example, if a 7th level character attempts to dispel the effects of a spell cast by a 10th level character, there is a 15% chance dispel magic fails. Note: The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect.

Explosive Runes

Duration: See below

Range: Touch

The caster traces mystic runes upon a book, map, scroll, or similar object bearing written information. The runes detonate when read, dealing 6d4+6 points of damage in a 10' radius. The reader suffers full damage, no save allowed. Anyone else in the area of effect takes the full damage unless a saving throw versus spells is made for half damage. The object on which the runes were written is obliterated, unless it is unaffected by fire. The caster and any other beings specifically instructed can read the protected writing without triggering the runes. Likewise, the caster can remove the runes whenever desired. Another creature can remove them with a successful dispel magic spell. A magic-user has a 5% chance per level of detecting the runes, and a thief has a flat 5% chance.

Feign Death

Duration: 6 rounds, +1 round per level

Range: Touch

The caster of this spell causes a state of death-like paralytic arrest in himself or another willing creature. This physical state completely mimics death to any observer, even if the creature is physically examined. To affect another creature, physical contact must be made and the target must have equal or fewer levels or HD to the caster. No saving throw is permitted. Any being under the effect of this spell is conscious and can hear and smell, but cannot move and is completely numb. Thus, if the body is damaged or otherwise molested, there will be no discomfort to the spell recipient and no physical reaction.

Damage inflicted to a creature in this state is reduced by 50%, and poison, paralysis, or energy drain attacks are ineffective. However, any poison that retains its effective duration after the spell ends will affect the creature once the spell ends or is negated. The caster may negate the spell before the duration ends, but 1 round must pass for the body to resume normal life functions.

Fire Ball

Duration: Instant

Range: 240'

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

The fireball sets fire to combustibles and damages objects in the area. It can melt metals with low melting points, such as lead, gold, copper, silver, and bronze. If the damage caused to an interposing barrier causes it to shatter or break apart, the fireball may

continue beyond the barrier if the area permits; otherwise it stops at the barrier just as any other spell effect does. All beings caught within the explosion are allowed a saving throw versus spells. A successful save reduces damage by half.

Flame Arrow

Duration: 1 round

Range: Touch

The caster touches and transforms arrows or crossbow bolts into fiery projectiles (1 per caster level). Each piece of ammunition deals +1 point of fire damage to any target it hits. A flaming projectile can easily ignite a flammable object or structure, but it won't ignite a creature it strikes. All missiles must be used by the end of the round after the spell is cast, for they have been consumed by flame after that point and are useless.

Fly

Duration: See below

Range: 0

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

Gust of Wind

Duration: 1 round

Range: 0

This spell creates a severe blast of air that originates from the caster, affecting all creatures in a path 10' long and wide, +10' long per level. If flying, smaller creatures are blown back 1d6x10 feet. Human-sized creatures are unable to move forward against the force of the wind, and larger flying creatures have half movement. The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 5% chance per caster level to extinguish those lights.

Haste (reversible)

Duration: 3 turns

Range: 240'

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

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

Hold Person

Duration: 1 turn per level

Range: 120'

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

Infravision

Duration: 1 day

Range: 0

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

Invisibility 10' Radius

Duration: See below

Range: Touch

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

Lightning Bolt

Level: Dark Elf 3, Dragon 3, Metaphysician 3, Thopian Gnome 3, Wild Wizard 3

Duration: Instantaneous

Range: 180'

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

Protection from Evil 10' Radius

Duration: 12 turns

Range: 0

This spell is identical to protection from evil, except that the effective protection extends 10' around the caster, and protects companions within this area.

Protection from Normal Missiles

Duration: 12 turns

Range: Touch

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

Suggestion

Duration: 6 turns, +6 turns per level

Range: 30'

The caster may influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The *suggestion* must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell. However, the victim may be lead to believe that an action is not harmful. For instance, being told to drinking something that is poisonous and that is actually a healthy drink. The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes doing what it was asked to do. A very reasonable *suggestion* causes the save to be made with a penalty (-1 or -2). A saving throw versus spells is allowed to negate the effects of this spell.

Summon Monster I

Duration: 2 rounds, +1 round per level

Range: 30'

This spell conjures 2d4 1st-level (1 HD) creatures that arrive in 1d4 rounds to an exact location within range which is specified by the caster. The monsters summoned are chosen by the referee. Summoned monsters may be commanded to fight nearby foes, and will do so until death or until the spell duration ends. Creatures may be commanded to perform other tasks, and will do so if it is within their abilities.

Tiny Hut

Duration: 6 turns per level

Range: 0

The caster creates an unmoving, opaque 10' diameter sphere of force. Half the sphere projects above the ground, and the lower hemisphere passes through the ground. As many as 6 other human-sized creatures can fit into the field with the caster; they can freely pass into and out of the hut without harming it. However, if the caster removes himself from the hut, the spell ends. The temperature inside the hut is 70° F if the exterior temperature is between 0° and 100° F. An exterior temperature below 0° or above 100° lowers or raises the interior temperature on a 1-degree-for-1 basis. The hut also provides protection against the elements, such as rain, dust, and sandstorms. The hut withstands any wind up to 50 mph, but greater force destroys it. The interior of the hut is a hemisphere. The caster can illuminate it dimly upon command or extinguish the light as desired. Although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, but the occupants cannot be seen from outside the hut.

Tongues (reversible)

Duration: 1 turn

Range: 0

This spell grants the caster the ability to speak and understand the language of any intelligent creature within a 60' diameter area, whether it is a racial or alignment tongue. The reverse, garble, makes all language incomprehensible within the affected area, or may be used to negate a tongues spell. No saving throw is permitted.

Water Breathing

Duration: 1 day

Range: 30'

The caster or another creature can breathe water freely by means of this spell. The spell does not make creatures unable to breathe air, and creatures under the influence of the spell are not granted any additional proficiency at swimming.

Fourth Level Spells

Arcane Eye

Duration: 6 turns

Range: 240'

The caster creates an invisible magical sensor that sends visual information, and can see with 60' infravision. The arcane eye travels up to 120' each turn. The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter.

Charm Monster

Duration: Special

Range: 120'

Charm monster is identical to the spell charm person (see page xx), except that charm monster is not limited to humanoids or creatures of ogre size or smaller. Only one monster is charmed if it is 4 HD or greater. A group of monsters which are 3 HD or fewer may be affected, with their number determined by rolling 3d6.

Confusion

Duration: 12 rounds

Range: 120'

This spell causes 3d6 targets to become confused, making them unable to independently determine what they will do. Roll on the following table at the beginning of each subject's turn each round to see what the subject does in that round.

Roll 1d10	Behavior
1-4	Attack caster's group.
5-6	Do nothing but babble incoherently.
7-10	Attack creature's group.

A confused character that can't carry out the indicated action does nothing but babble incoherently.

Dimension Door

Duration: 1 round

Range: 10'

The caster instantly transfers himself or another creature from its current location to any other known spot within 360'. The being always arrives at exactly the spot desired. An unknown or unseen place may be specified. For example, 100' south and 20' high, but if the destination is already occupied by a solid body, the spell fails.

Enchant Arms

Duration: 5 rounds per level

Range: Touch

This complicated spell takes 1 turn to cast. When finished, 2 smaller weapons (arrows, crossbow bolts, daggers, etc.) or one normal to larger sized weapon (any sword, a mace, etc.) is enchanted. Such weapons become temporarily magically honed, and are capable of affecting creatures that require +1 weapons to hit. Note that these weapons do not gain any bonuses to hit or damage. Missile weapons enchanted with this spell lose their enchantment when they hit a target. Melee weapons retain the enchantment until the duration ends.

Extend Duration I

Duration: See below

Range: 0

This spell may be used to extend the duration of a spell the caster has already cast and is still in effect. Only spells of levels 1, 2, and 3 are extended in this way, and their duration is extended by 50%.

Fear

Duration: See below

Range: 0

An invisible cone (60' long, 5' wide origin, and 30' diameter at the terminal end) of terror causes each living creature in the area to become panicked and run away if they do not succeed in a saving throw versus spells. There is a 60% probability, -5% per victim's level, that the victim drops whatever he may be holding when he runs away. Victims flee as fast as their movement rates allow, for a number of rounds equal to the caster's level.

Fire Shield

Duration: 2 rounds, +1 round per level

Range: 0

This spell wreathes the caster in flames. Any creature striking the caster with its body or a handheld weapon deals normal damage, but at the same time the attacker takes double that damage. When casting this spell, the caster appears to immolate himself, but the flames are thin and wispy, giving off light equal to only half the illumination of a normal torch (15' radius). The special powers of each version are as follows, and must be chosen when the spell is cast:

Warm Shield: The flames are warm to the touch. The caster may make saving throws versus cold-based attacks with a +2 bonus, and if successful takes no damage from spells that allow a save for half damage, and he takes half damage from spells that do not normally allow a save. Should the caster fail a save versus a fire-based attack, damage is doubled.

Chill Shield: The flames are cool to the touch. The caster may make saving throws versus fire-based attacks with a +2 bonus, and if successful takes no damage from spells that allow a save for half damage, and he takes half damage from spells that do not normally allow a save. Should the caster fail a save versus a cold-based attack, damage is doubled.

Fire Trap

Duration: See below

Range: Touch

Fire trap creates a fiery explosion when an intruder opens the item that the trap protects. A fire trap can ward any object that can be opened and closed. When someone other than the caster opens the object, a fiery explosion fills the area within a 5' radius around the trapped area. The flames deal 1d4 points of fire damage +1 point per caster level. A saving throw versus spells is allowed for half damage. The item protected by the trap is not harmed by this explosion. A fire trapped item cannot have a second closure or warding spell placed on it. A knock spell does not bypass a fire trap. Fire trap is hard to detect and disable. All attempts to remove the trap are at half, and failure triggers the trap.

Flame Charm

Duration: 2 rounds per level

Range: 10'

The caster of flame charm may enchant a flame source to form a 10' radius circle of dancing, wavering magical flame that has the power to charm. All beings that see the flame must save versus spells or be mesmerized into a motionless daze. If the spell suggestion is cast on any being in this state, the save is with a -3 penalty. Should a mesmerized victim have his vision taken away from the flames, or vision is blocked, he shakes the influence of the spell. The flames are not illusion, and will inflict fire damage equal to that of the flame's source.

Fumble

Duration: 1 round per level

Range: 10'

The victim of this spell becomes horribly clumsy if a saving throw versus spells fails. Items held fall to the ground; likewise, attempts to grab, catch, or otherwise manipulate other objects is doomed to bumbling ineptitude. Running victims fall down. It takes 1 round to pick an item back up or to get up from a fall, assuming the spell duration has ended. If the victim succeeds in his saving throw, he is able to concentrate on his magical clumsiness, but his actions may only be carried on as if under the effects of slow for the duration of the spell.

Globe of Invulnerability, Lesser

Duration: 1 round per level

Range: 0

An immobile, faintly shimmering magical 10' diameter sphere surrounds the caster and excludes all spell effects of 3rd level or lower. The area or effect of any such spells does not include the area of the lesser globe of invulnerability. Such spells fail to affect any target located within the globe. However, any type of spell can be cast through or out of the magical globe. Spells of 4th level and higher are not affected by the globe, nor are spells already in effect when the globe is cast. The globe can be brought down by a dispel magic spell.

Hallucinatory Terrain

Duration: See below

Range: 240'

The caster makes some terrain look, sound, and smell like some other sort of terrain, but the entire terrain to be hidden must be encompassed by the range this spell may affect. If the illusion comes into contact with an intelligent being, the spell is negated. Otherwise, dispel magic may be used to rid the area of the illusion. The caster may affect 1' square area per caster level.

Ice Storm

Duration: 1 round

Range: 10' per level

This spell causes great magical hailstones in a 40' diameter area to pound down for 1 full round, dealing 3d10 points damage to every creatures in the area. Alternatively, the caster can bring into being a sleet storm with a diameter of 80'. Movement within its area is at half speed, with a 50% chance of slipping and falling.

Massmorph

Duration: See below

Range: 240'

Within a diameter of 240', up to 100 human-sized or equivalent creatures are given the illusory appearance of a forest. Any creatures that enter such an enchanted area become part of the illusion. Likewise, any creatures that leave the affected area become visible for what they are. This spell can be dismissed by the caster at any time, but unless dispelled by dispel magic the enchanted area is permanent.

Mnemonic Enhancer

Duration: 2 turns per level

Range: 0

This spell allows the caster to prepare additional spells or retain spells recently cast. Up to 3 levels of spells could be retained, or memorized above and beyond the number normally available for the caster's level. This can be in any combination of spell levels. For instance, one 3rd level spell or three 1st level spells. If spells are to be retained, then rather than memorize extra spells, mnemonic enhancer is cast first and then used to discharge the spells of the stated spell levels, while retaining them for one more casting.

Move Earth, Lesser

Duration: 1 round per level

Range: 30'

This lesser form of move earth allows the caster to dig or excavate areas in 5' cube increments. The caster can move a volume of 5' cubed (125 cubic feet) of soil, mud, or sand. The dirt is only moved to just around the opening of the excavation. If desired, the caster can dig a trench, or dig straight down. If digging straight down, there is a cumulative probability the walls of the pit will collapse, depending on the following medium: soil, 15% per 5'; mud, 55%; sand, 35%. Any being that comes within 1' of the opening of a pit must make a Dexterity attribute check to avoid falling in. If a pit is excavated just in front of a fast moving being, it is entitled to a saving throw versus spells

to avoid falling in. If a pit is excavated directly under a stationary creature, it will automatically fall in.

Plant Growth

Duration: See below

Range: 120'

This spell causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within a maximum of 3000square feet to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. The area must have brush and trees in it for this spell to take effect, and the effects last until a dispel magic spell is cast. This spell has no effect on plant creatures.

Polymorph Others

Duration: See below

Range: 60'

By means of this spell, one living being may be transformed into another kind of being. The creature may make a saving throw versus polymorph, but if the creature is willing this roll can be forgone and the effects are automatic. If the new creature's HD total more than twice the HD of the original creature, the spell does not work. Although the final form will retain the same number of hit points as the original, all other abilities of the new form will be acquired, including intelligence level. The creature becomes the new creature in every way, including instincts, alignment, preferences, etc. This spell may not be used to reproduce the appearance of a specific identity.

Polymorph Self

Duration: See below

Range: 0

For a number of turns equal to the caster's level +6, the caster transforms himself into another being. A particular individual may not be mimicked with this spell, but only a typical individual of a creature type. The new body must be of a creature with a number of HD equal to the caster or fewer. The caster retains his intelligence, hit points, saving throws, and ability to attack, but does gain physical abilities of the new form, including strength or strength-based attack forms and damage. Magical abilities or other special abilities are not gained. For example, if the caster transforms into a manticores, he will be able to fly. If the caster takes the form of a medusa, his gaze will not petrify. The caster is unable to cast spells when transformed. The spell dispel magic negates the effects of this spell, and if the caster dies while in a different form he will revert to his natural form in death.

Remove Curse (reversible)

Duration: Permanent

Range: Touch

Remove curse instantaneously removes one curse on a creature. Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell enables the creature afflicted with any such cursed item to remove and get rid of it. Remove curse counters and dispels bestow curse. Bestow curse (reverse of remove curse) can bring about any number of unfortunate effects upon a being, determined by the caster

and refereed by the Labyrinth Lord. Some limits of effect must be enforced. Possibilities include no more than a -2 penalty to saving throws or -4 to hit. An ability might be reduced by 50%. These effects can have any number of creative symptoms. The victim can avoid being affected by bestow curse with a successful saving throw versus spells.

Summon Monster II

Duration: 3 rounds, +1 round per level

Range: 40'

With minor differences of range and duration, this spell functions much like summon monster I, but brings forth (1d6) 2 HD creatures.

Wall of Fire

Duration: See below

Range: 60'

An immobile, opaque, blazing curtain of shimmering violet fire springs into existence and persists so long as the caster takes no other action and focuses concentration on the spell. The wall can be as large as 1,200 square feet, and may be shaped in any manner and to any dimensions the caster desires, so that it can be a straight wall or curved into a protective circle. This wall of flames is impenetrable to monsters with fewer than 4 HD. Monsters with more than 4 HD suffer 1d6 hit points of damage when they pass through the wall. The wall deals double damage to undead creatures or creatures that use cold or are accustomed to cold. The wall may not be evoked so that it appears where objects are.

Wall of Ice

Duration: 12 turns

Range: 120'

An immobile, translucent, wall of ice springs into existence for the duration of the spell. The wall can be as large as 1,200 square feet, and may be shaped in any manner and to any dimensions the caster desires, so that it can be a straight wall or curved into a protective circle. This wall of ice is impenetrable to monsters with fewer than 4 HD. Monsters with more than 4 HD suffer 1d6 hit points of damage when they break through the wall. The wall deals double damage to creatures that use fire or are accustomed to hot conditions. The wall may not be evoked so that it appears where objects are, and it must rest on a solid surface.

Fifth Level Spells

Animate Dead

Duration: Permanent

Range: 60'

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

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

Animal Growth (reversible)

Duration: 1 round per level

Range: 60'

The caster may use this spell to double the size of up to 8 animals within a 20' x 20' area. This doubling effect applies to damage inflicted by animals and applies to their HD numbers, which affects their attack values. The opposite, reduce animal, has exactly the opposite effect, reducing animals and their abilities by half.

Atmosphere Bubble

Duration: 1 turn per level

Range: 0

The caster of this spell creates a bubble of altered water in a body of water (or water-based medium). Within this bubble there is a breathable atmosphere. The bubble sinks in water; the center of the bubble is on the caster and moves with him. The area of effect is either a 20' radius globe, or a 40' radius hemisphere, caster's choice. Aquatic creatures cannot swim while in this bubble, as it is only slightly denser than air. Likewise, water breathing creatures cannot breathe within the area of affect. Intelligent aquatic creatures will not enter the area of effect by mistake.

Cloudkill

Duration: 6 turns

Range: 0

This spell generates a bank of yellowish green and poisonous fog in a diameter of 30'. The fog moves and grows away from the caster at 20 feet per round, rolling along the surface of the ground. For example, after two rounds the fog will be 40 feet long. Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. It cannot penetrate liquids, nor can it be cast

underwater. These vapors kill any living creature with 4 or fewer HD who fails a saving throw versus poison. A new save must be made each round. Otherwise, they suffer 1 hp of damage per round while in the cloud. A living creature with 5 or more HD suffers 1 hp of damage per round while in the cloud. Holding one's breath doesn't help, but creatures immune to poison are unaffected by the spell.

Cone of Cold

Duration: Instantaneous

Range: 0

Cone of cold creates an area of extreme cold, originating at the caster's hand and extending outward in a cone 5' long per level. It drains heat, dealing 1d4+1 points of cold damage per caster level.

Conjure Elemental

Duration: Permanent

Range: 240'

With this spell, the caster may summon one elemental of a particular kind per day, to a maximum of four elementals per day (1 each of fire, water, earth or air). Only 1 elemental is summoned per casting of the spell. For the duration of the spell, the caster can move at . movement but may take no other actions, because the spell requires full concentration to command the elemental. The caster can give the elemental orders for the duration of the spell, and the caster can order the elemental to return to its home plane at any time. The elemental is forced to its home plane if a dispel evil or dispel magic spell is directed at it. If the caster loses concentration at any point during the duration of the spell, the elemental will turn to attack the caster, and the caster will be unable to order it back to its home plane.

Contact Other Plane

Level: Alienist 5, Metaphysician 5, Thopian Gnome 5, Wild Wizard 5

Duration: Special

Range: 0

The caster sends his mind to another plane of existence in order to receive advice and information from powers there. See the accompanying table for possible consequences and results of the attempt. The powers reply in a language the caster understands, but they resent such contact and give only brief answers to questions. All questions are answered with "yes," "no," "maybe," "never," „irrelevant,% or some other one-word answer.

The caster must concentrate on maintaining the spell in order to ask questions at the rate of one per round. A question is answered by the power during the same round. The caster may choose how many questions to ask. The number of questions asked reflects the level of power the contacted being has, and how far away it is. The greater the number of questions asked the further away the contacted place is and the more powerful the being is. First roll on the table below to see if the power knows the answer. Then roll to see if the power answers truthfully. There is a probability that the caster will go insane after casting the spell, and the probability is related to the number of questions asked.

Questions	Don't Know	True Answer	Insanity
3	75%	50%	5%
4	70%	55%	10%
5	65%	60%	15%
6	60%	65%	20%
7	50%	70%	25%
8	40%	75%	30%
9	30%	80%	35%
10	20%	85%	40%
11	10%	90%	45%
12	5%	95%	50%

Results of a Contact

Don't Know: The entity may or may not know the answer, and may or may not tell the caster the truth of whether it knows or not.

True Answer: The caster gets a true, one-word answer. Otherwise, the entity lies and the lie is undetectable.

Insanity: The chance that the caster goes insane at the effort of communication. A character that goes insane will remain that way for the same number of weeks as the total number of questions asked, and the player cannot play the character during this time. The base chance indicated on the table is reduced by 5% for every level the caster is above 11. For example, a 14th level caster receives –15% to the insanity roll.

Distort Distance

Duration: 1 turn per level

Range: 10' per level

This spell is cast after an earth elemental has been summoned. The elemental will then obey, and spread itself over an area specified by the caster, up to 1,000 square feet per caster level. The area can be distorted to be twice long or equally short. Thus a 500' long x 200' wide cavern could be shrunk to 250' long x 100' wide, or expanded to 1000' long x 400' wide. Creatures traveling over such a distorted area do not realize it is distorted, and there is no way to detect any outside influence. The area will faintly radiate magic.

Extend Duration II

Duration: See below

Range: 0

Extend duration II is identical to extend duration I, except that the duration of spells from levels 1-4 may be extended by 50%.

Faithful Hound

Duration: 2 rounds per level

Range: 10'

This spell conjures up a phantom watchdog. It guards the area where it was conjured. The hound immediately starts barking loudly if any creature approaches that is the size of a large rat or bigger. The hound sees invisible, ethereal and creatures that are out of phase or similar. If an intruder turns its back on the hound, the dog stops barking and delivers a vicious bite (as 10 HD creature, 3d6 points). The dog also may attack all creatures, even those that can only be hit with +3 weapons. Its bite is the equivalent of a magic weapon for the purpose of damage reduction. The hound cannot be attacked, but it can be dispelled. The caster must always remain within 30' of the guarded area, else the spell is broken.

Feeblemind

Duration: Indefinite

Range: 240'

If the target creature fails a saving throw versus spell with a -4 penalty, it becomes a mental invalid. The affected creature is unable to speak, cast spells, understand language, or communicate coherently. The subject remains in this state until a dispel magic spell is used to cancel the effect of the feeblemind.

Hold Monster

Duration: See below

Range: 120'

When this spell is cast, most humanoids become paralyzed and freeze in place - including undead and any monster of a greater size than an ogre. They are aware and breathe normally but cannot take any actions, even speech. Subjects may attempt a saving throw versus spells. This spell can affect 1d4 beings, but if directed at a single monster or character, the saving throw is attempted with a -2 penalty. The duration of this spell is a number of turns equal to the casters level +6 turns.

Interposing Hand

Duration: 1 round per level

Range: 10' per level

Interposing hand creates a large magic hand that appears between the caster and one opponent. This floating, disembodied hand then moves to remain between the two, regardless of where the caster moves or how the opponent tries to get around it. The hand does not pursue an opponent, however. An interposing hand has as many hit points as the caster when undamaged. It has an AC of 9. Any creature weighing 2,000 pounds or less that tries to push past the hand is slowed to half its normal speed.

Magic Jar

Duration: Special

Range: 30'

By casting magic jar, the caster places his soul in a gem or large crystal (known as the magic jar), leaving his body lifeless. An attempt can then be made to take control of a body within 120', forcing its soul into the magic jar. The caster may move back to the jar

(thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when the caster sends his soul back to his own body, leaving the receptacle empty.

To cast the spell, the magic jar must be within spell range. While in the magic jar, the caster can sense and attack any life force. Attempting to possess a body is a full-round action. The caster possesses the body and forces the creature's soul into the magic jar unless the subject succeeds a saving throw versus spell. Failure to take over the host leaves the caster's life force in the magic jar, and the target automatically succeeds on further saving throws if the caster attempts to possess its body again.

If the caster is successful, his life force occupies the host body, and the host's life force is imprisoned in the magic jar. The caster keeps his own Intelligence, Wisdom, Charisma, level, class, and alignment. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. The creature's spells and spell-like abilities do not stay with the body. The caster can be forced out of a possessed body if a dispel evil spell is cast.

The spell ends when the caster shifts from the jar to his body. If the host body is slain, the caster returns to the magic jar, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both the caster and the host die. If the caster's life force is within the magic jar and his own body is slain, the caster is trapped in the magic jar until a creature comes within range and can be possessed. If the caster's life force is in possession of a host and the magic jar is destroyed, the caster's life force is stranded in the host. Any life force with nowhere to go is treated as slain.

Destroying the receptacle ends the spell and destroys any life force inside it.

Passwall

Duration: 3 turns

Range: 30'

The caster creates a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage is 10' deep with a 5' diameter.

Secret Chest

Duration: 60 days

Range: See below

By casting this spell, a magic-user can hide a chest on the ethereal plane for as long as sixty days and can retrieve it at will.

The chest can contain up to 1 cubic foot of material per caster level (regardless of the chest's actual size, which is about 3 feet by 2 feet by 2 feet). If any living creatures are in the chest, there is a 75% chance that the spell simply fails. Once the chest is hidden, the caster can retrieve it by concentrating (a standard action), and it appears next to him. The chest must be exceptionally well crafted and expensive. The cost of such a chest is never less than 5,000 gp. Once it is constructed, the caster must make a tiny replica (of the same materials and perfect in every detail), so that the miniature of the chest appears to be a perfect copy. The caster can have but one pair of these chests at any given time even a wish spell does not allow more. The chests are nonmagical and can be fitted with locks, wards, and so on, just as any normal chest can be.

To hide the chest, the spell is cast while touching both the chest and the replica. The chest vanishes into the ethereal plane. The caster needs the replica to recall the chest. After sixty days, there is a cumulative chance of 5% per day that the chest is irretrievably lost. If the miniature of the chest is lost or destroyed, there is no way, not even with a wish spell, that the large chest can be summoned back. There is a slim chance (cumulative 1% per week) that a denizen or some other being on the ethereal plane will find the chest. If this happens, roll on the table below for the outcome.

Roll 1d20	Result
1-3	One item is added
4-9	One item is stolen
10-16	All new contents are present
17-20	The chest is emptied

Stone Shape

Duration: Permanent

Range: Touch

This spell can form an existing piece of stone into any shape that suits the caster's purpose, to a total volume of 1' cubed per level. While it's possible to make crude coffers, doors, and so forth with stone shape, fine detail isn't possible.

Summon Monster III

Duration: 4 rounds, +1 round per level

Range: 50'

With minor differences of range and duration, this spell functions much like summon monster I, but brings forth (1d4) 3 HD creatures.

Telekinesis

Level: Alienist 5, Metaphysician 5, Thopian Gnome 5, Wild Wizard 5

Duration: 6 rounds

Range: 120'

By concentrating on nothing else and taking no other actions, the caster can move objects or creatures by concentrating on them. A total of 20 pounds per caster level may be moved 20' per round. Living beings may also be moved, but they are allowed a saving throw versus spells.

Teleport

Duration: Instantaneous

Range: 10'

This spell instantly transports the caster or another being to a designated destination, which may be any distance. Interplanar travel is not possible. If transporting another being, it is entitled to resist with a saving throw versus spell. The caster must have some clear idea of the location and layout of the destination. The clearer the mental image, the more likely the teleportation works. To determine how well the teleportation works, roll

d% and consult the table below. Refer to the following information for definitions of the terms on the table.

Familiarity: “Very familiar” is a place the caster has been very often. “Studied carefully” is a place known well, either because the caster can currently see it, he has been there often, or has used other means (such as scrying) to study the place for at least one hour. “Seen casually” is a place that the caster has seen more than once but with which he is not very familiar. “Viewed once” is a place that the caster has seen once, possibly using magic.

On Target: The caster or creature appears in the desired location.

High: The caster or creature appears 1d10x10 feet above the destination. Should this location already be occupied by solid matter, the caster or creature is instantly killed.

Low: The caster or creature appears in the ground and is killed instantly.

Familiarity	On Target	High	Low
Very familiar	01–95%	96–99%	00%
Studied carefully	01–80%	81–90%	91–00%
Seen casually	01–50%	51–75%	76–00%
Viewed once	01–30%	31–65%	66–00%

Note that the caster cannot intentionally teleport himself or another creature off target or into solid matter.

Transmute Rock to Mud (reversible)

Duration: See below

Range: 160'

This spell turns natural, uncut or unworked rock of any sort into an equal volume of mud. The volume is up to 20' cubed per caster level. The depth of the mud created cannot exceed the width or breadth of the area chosen. A creature unable to levitate, fly, or otherwise free itself from the mud sinks and may drown if the depth is great enough. The mud remains until a successful dispel magic or transmute mud to rock spell (the reverse) restores its substance but not necessarily its form. Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

True Seeing

Duration: 1 round per level

Range: Touch

The caster confers on himself or a subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the ethereal plane (but not into extradimensional spaces).

False seeing, the opposite of true seeing, makes objects, characters, and monsters appear as their “opposite.” The ugly appears beautiful, the valuable appears worthless, and so on.

Wall of Force

Duration: 1 turn, +1 round per level

Range: 30'

A wall of force spell creates an invisible wall of force. The wall cannot move, it is immune to damage of all kinds, and it is unaffected by most spells, including dispel magic. However, disintegrate immediately destroys it, as does a rod of cancellation. Breath weapons, spells, missile weapons, electrical attacks and thermal attacks cannot pass through the wall in either direction. The caster can form the wall into a sphere or hemisphere whose area is up to one 20' square per level.

Wall of Iron

Duration: Permanent

Range: 5' per level

With this spell the caster may cause a flat, vertical iron wall to spring into being. The wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall cannot be conjured so that it occupies the same space as a creature or another object. It must always be a flat plane. If not supported, the wall has a 50% chance of falling in either direction, smashing any creatures under it. A wall of iron is $\frac{1}{4}$ " thick per caster level. Total area can be 15' per caster level, and the area can be doubled if the thickness is halved. Like any iron wall, this wall is subject to rust, perforation, and other natural phenomena.

Wall of Stone

Duration: See below

Range: 60'

The caster brings a stone wall into being that can be any form the caster desires, to a maximum of 1,000 cubic feet. This wall is permanent unless otherwise destroyed or a dispel magic spell is cast upon it. The wall may not be evoked so that it appears where objects are, and it must rest on a solid surface.

Sixth Level Spells

Anti-Magic Shell

Duration: 12 Turns

Range: 0

An anti-magic barrier is created around the caster. No spells may pass through this barrier, whether from inside or outside. The caster therefore may not cast any spells other than those that affect him only. The caster may end this spell at any time before the maximum duration has expired.

Arcane Window

Duration: 1 round per level

Range: Touch

The caster of this spell is able to see through walls as if a 3' square window is present. For the duration of the spell, the caster may see through more than just one wall, but it takes one round to switch from one wall to another. The arcane window, according to the caster's preference, can be made visible to other creatures. However, if it is made visible to others it can only be applied to one wall. The window is always one way. The spell may be applied to 20' thick wood, 6' thick stone, or 4 inch thick metal. Platinum, gold, and lead block this spell.

Control Weather

Duration: See below

Range: 0

The radius is limited to a localized 240 yards in an outdoor setting only. This spell has an indefinite duration so long as the caster maintains concentration. Possible weather and their effects are detailed below.

Weather	Effects
Calm	Dissipates foul weather
Hot	Will dry wet conditions, all movement divided by 2
Cold	Water and mud freezes, all movement divided by 2
Severe Winds	All movement divided by 2, no flying or missile weapon use possible. Sandy conditions will reduce visibility to 20'. Ship speed increased or decreased by a multiple of 2 depending on if sailing with or against the wind.
Tornado	The caster can direct the tornado, which moves at 120'. The tornado can be directed to attack, using the characteristics of an air elemental with 12 HD. Sea vessels have a 75% chance of suffering 8+1d4 structural hit points damage.
Foggy	Visibility drops to 20', and all movement is divided by 2.
Rainy	Missile attacks hit at -2. Mud forms in 3 turns, and movement divided by 2.
Snowy	Visibility drops to 20', and all movement is divided by 2

Death Spell

Duration: 1 round

Range: 240'

This formidable spell kills creatures of 8 HD or fewer within a 60' cube. A total of 4d8 HD of creatures are killed, and a saving throw versus death is allowed. For example, if 20 HD is rolled and there are five 4 HD creatures in the area of effect, all may potentially die if they fail their saving throws. A successful save negates all effect.

Disintegrate

Duration: Permanent

Range: 60'

A thin, green ray springs from the caster's pointing finger. No attack to hit is necessary, but targets may save versus death to negate the effects of this spell. Any non-magical creature of any size struck by the ray is instantly disintegrated. When used against an object, the ray simply disintegrates as much as one 10' cube of nonliving matter. Thus, the spell disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, such as crushing hand, but not magical effects such as an anti-magic shell.

Dweomer of Rage

Duration: 1 round per level

Range: Self

This spell allows a magic-user to drink a potion of heroism or superheroism, and experience an amplified effect. The potion is quaffed and the spell cast. The caster becomes a wild, immensely powerful berserk fighter with +2 to damage and two attacks per round. The caster's current hp total is multiplied by two, and his AC is improved by 4. He attacks as a fighter of the same level as the caster. When the caster takes damage, it is subtracted from the addition hp, and if damage does not exceed that addition hp pool, when the spell duration ends the caster will experience no damage. However, for every hp damage beyond the extra hp pool, the caster suffers double damage from his normal hp total when the spell ends. Due to the blind blood rage induced by this spell, the caster has no choice but to continue fighting all enemies present until the spell ends.

Extend Duration III

Duration: See below

Range: 0

Extend duration III is identical to extend duration I, except that the duration of spells of levels 1-3 may be extended by 100%, and spells of levels 4 and 5 may be extended by 50%.

Forceful Hand

Duration: 1 round per level

Range: 10' per level

This spell functions like interposing hand, except that the forceful hand pushes away an opponent. The force is capable of shoving away beings that weigh 500 pounds or fewer. Creatures heavier than this but weighing 2,000 pounds or fewer may only move 10' per

round, and creatures heavier than this but not weighing more than 8,000 pounds move at half their normal rate per round. A forceful hand may be damaged (AC 9), and has the same hit points as the spell caster.

Freezing Sphere

Duration: See below

Range: See below

Freezing sphere creates one of three effects, as chosen by the caster when the spell is uttered. A frigid globe of cold energy may be formed from the caster's fingertips and thrown, where it explodes in a 10' radius burst, dealing 4d6 points of cold damage to each creature in the area. This globe of energy may also be gently formed and held or placed on the ground for a delayed effect. It will explode after 1 round per caster level, regardless of whether it has been deposited or whether it is still in the caster's hand. Creatures caught or struck by the sphere may save versus spells for half damage. The freezing sphere may be used to strike a body of water or a liquid that is principally water. It freezes the liquid to a depth of 6 inches over an area equal to 100 square feet per caster level. This ice lasts for 1 round per caster level. Finally, rather than a globe, the caster may spray a ray of freezing energy to a distance of 10' per level, dealing 4 hp damage per caster level. A successful saving throw versus spells avoids all damage from this effect.

Geas (reversible)

Duration: See below

Range: 30'

When this spell is cast on a character, a saving throw versus spells is allowed. Success indicates that the spell is not effective. If the save fails, the caster can compel the character to take on a quest. This quest can be dangerous, but the character cannot be instructed to purposefully harm himself. Should the affected character resist taking on the quest, he will be under the effect of a curse, the nature of which is decided by the Labyrinth Lord. The only way to remove the curse is to undertake the quest, and when the quest is finished the spell terminates.

Alternatively, the reverse of this spell, remove geas, can be used to remove the curse and to dispel an active geas spell. Like dispel magic, the caster of remove geas will have a lower probability of successfully countering the spell if he is a lower level than the caster of the geas spell. The probability of spell failure is 5% per level the magic-user is below the caster of geas.

Globe of Invulnerability

Duration: 1 round per level

Range: 0

This spell is identical to lesser globe of invulnerability, except that it provides complete protection from 4th level spells and lower.

Guards and Wards

Duration: 6 turns per level

Range: 0

This powerful spell is primarily used to defend a stronghold. The ward protects a 20' diameter sphere, and an additional 10' radius per caster level. The spell creates the following magical effects within the warded area.

Fog: Fog fills all corridors, obscuring all sight, including infravision, beyond 10'.

Arcane Locks: All doors in the warded area are arcane locked.

Webs: Webs fill all stairs from top to bottom. These strands are identical with those created by the web spell, except that they regrow in 10 minutes if they are burned or torn away while the guards and wards spell lasts.

Confusion: Where there are choices in direction •such as a corridor intersection or side passage •a minor confusion-type effect functions so as to make it 50% probable that intruders believe they are going in the opposite direction from the one they actually chose.

Lost Doors: One door per caster level is covered by an illusion to appear as if it were a plain wall.

In addition, the caster can place one of the following five magical effects.

- Dancing lights in four corridors.
- A magic mouth in two places.
- A stinking cloud in two places. The vapors appear in the places designated; they return within 10 minutes if dispersed by wind while the guards and wards spell lasts.
- A gust of wind in one corridor or room.
- A suggestion in one place. The caster selects an area of up to 5' square, and any creature who enters or passes through the area receives the suggestion mentally.

The whole warded area radiates strong magic. Dispel magic cast on a specific effect, if successful, removes only that effect.

Invisible Stalker

Duration: See below

Range: 0

The caster uses this spell to summon an invisible stalker, which can be ordered to undergo a task or mission. The creature will attempt to accomplish the task until it is finished or until the invisible stalker is destroyed. The spell dispel evil will send an invisible stalker back to its home plane.

Legend Lore

Duration: See below

Range: 0

Legend lore brings to the caster's mind legends about an important person, place or thing. If the person or thing is at hand or if the caster is in the place in question, the casting time is 1d4x10 turns. If the caster has only detailed information on the person place or thing, the casting time is 1d10 days. If only rumors are known, the casting time is 2d6 weeks. During the casting, the caster cannot engage in any other activity other than routine activities: eating, sleeping, or so forth. When completed, the divination brings legends or

information about the person, place or things to mind, but always in the form of riddles, puzzles, symbols or other obscure forms that must be reasoned or intuited to understand. If the person, place or thing is not of legendary importance, no information is gained.

Lower Water

Duration: 1 turn per level

Range: 120'

The caster of this spell is able to lower water or any other fluid by a percentage of its volume at 5% per caster level and in an area of 1 square foot per caster level. For instance, a 10th level caster could lower water by 50% in a 10' square area.

Move Earth

Duration: 6 turns

Range: 240'

A total of 60 cubic feet of loose soil can be moved per turn within the range provided above. Neither solid stone nor large boulders may be moved. See lesser move earth for additional applications of this spell.

Part Water

Duration: 6 turns

Range: 120'

The caster creates a path 10' wide and a maximum of 120' long through water, such as a pond, lake, or other body. The caster can dismiss the spell effects before the duration ends, thus allowing water to crash upon unwanted pursuers.

Project Image

Duration: 6 turns

Range: 240'

The caster creates a quasi-real, illusory version of himself. The projected image looks, sounds, and smells like the caster but is intangible. The projected image mimics the caster's actions (including speech) and any sound or spell effects will seem to come from the image. If the image is physically contacted by hand or with a weapon wielded by hand, it disappears. However, all missile weapons or spells will pass through the image or otherwise appear to do nothing to the caster.

Reincarnate

Duration: Permanent

Range: 0

With this spell, the caster returns life to a character by means of creating another body. Since the character is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains is not a factor. So long as some small portion of the body still exists, it can be reincarnated. The magic of the spell creates an entirely new young adult body. If the result on the table below indicates reincarnation into a PC race, determine which class randomly and roll 1d6 to determine the character's level. The level may not exceed the original character's class level. If the result on the table below indicates that the reincarnated character returns as a creature, roll on the column matching the original character's alignment. Additional creatures may be used to extend the table,

but no creature having more than 6 HD should be included, and each creature should be minimally semi-intelligent. A character brought back as a creature must either adventure as the creature or the player must retire the character. Monsters do not gain experience or advance in levels.

Roll (1d6)	Incarnation	Chaotic	Neutral	Lawful
1	Dwarf	Bugbear	Ape	Blink Dog
2	Elf	Gnoll	Baboon	Gnome
3	Gnome	Goblin	Centaur	Neanderthal
4	Halfling	Hobgoblin	Lizardfolk	Pegasus
5	Half-Elf	Kobold	Pixie	Roc (small)
6	Half-Orc	Minotaur	Werebear	Unicorn
7	Human	Ogre	–	–
8	Creature	Orc	–	–
9-10	Same race	–	–	–

Repulsion

Duration: 1 round per 2 levels

Range: 10' per level

An invisible, mobile field is brought into being for 10' in front of the caster and prevents creatures from approaching. Any creatures who come into contact with the field are repelled like similar poles of a magnet, with a minimum movement of 30' or the creature's current speed, whichever is greater. Note that when repelled, a creature must finish its full movement that round even though it is in an unintended direction.

Spiritwrath

Duration: See Below

Range: 10' + 1' per level

By using the blood of a demon or devil, depending on the intended victim, the caster constructs a powerful scroll used to torture an infernal being. This method may also be employed against a powerful vampire or a lich. The being's name must be known. The caster must also buy a valuable gem equal to 100 gp per 1 HD of the intended victim, and powder them as part of the process to fabricate the link.

When the caster reads the scroll, so long as the target is within range, it is affected if it fails a saving throw vs. spells. It is held in place and can take no actions. The first turn of the recitation the being becomes incredibly uncomfortable. After 2 turns, the victim loses 1 hp per the HD number. After 3 turns, the victim is in absolute agony and loses half its HP, and is propelled back to its home plane (the plane of negative energy for undead) and is there imprisoned for 1 year per caster level. The victim is in constant tortured pain during its imprisonment. For obvious reasons, such a victim may seek the caster at a later date for retribution. Should a target succeed in its saving throw, it is still uncomfortable

and the scroll protects the caster from attack much like a *scroll of warding*. There is a 95% chance the intended victim will flee.

Stone to Flesh (reversible)

Duration: Permanent

Range: 120'

This spell restores a petrified creature to its normal state, restoring life and goods. Any petrified creature, regardless of size, can be restored. Flesh to stone (reverse of stone to flesh) turns one creature into a statue, including all gear and any items currently held. A saving throw versus petrify is permitted to resist the transformation.

Summon Monster IV

Duration: 5 rounds, +1 round per level

Range: 60'

With minor differences of range and duration, this spell functions much like summon monster I, but brings forth (1d3) 4 HD creatures in 1d3 rounds.

Seventh Level Spells

Charm Plants

Duration: Permanent

Range: 30'

By casting this spell, a magic-user is capable of commanding plants in a 300' squared area. The plants may be directed to do anything within their ability, but intelligent plant life is allowed a saving throw versus spells at -4 to resist the enchantment. Once an area is enchanted in this way, the magic-user is able to command the plants within it indefinitely.

Delayed Blast Fireball

Duration: See below

Range: 100', + 10' per level

In most respects, this spell is identical to fireball. However, damage receives a +1 bonus per damage die, and the caster may choose for the spell to "go off" from 1 to 5 rounds after the round the spell is cast.

Duo-Dimension

Duration: 3 rounds, +1 per level

Range: 0

The spell caster causes one dimension of his being (depth) to exist in another plane, thus reducing the visible portion of himself to the two-dimensional aspects of height and width. The caster can take all normal actions, but has the ability to appear invisible if standing such that only his side is presented to an observer. The caster may also slide sideways through small cracks or other tight spaces. True seeing does allow a viewer to see the caster. This two-dimensional existence also creates vulnerability. Any damage the caster sustains while under the effects of the spell is multiplied by three, but the character cannot be struck while standing sideways to an attacker. The caster can, however, be affected by area effect attacks, which are subject to the damage multiplier stated previously.

Grasping Hand

Duration: 1 round per level

Range: 10' per level

This spell creates a ghostly and bodiless hand that can act as a barrier between the caster and another being, or can grasp the being to hold it in place. This hand can range in size from a normal-sized hand to a hand about 10' long, and can be used to hold a creature in place if it weighs 1000 pounds or fewer. The hand can also be used to push a being of 4,000 pounds or fewer so that its movement is reduced to 10' per round. Creatures of up to 16,000 pounds in weight can be pushed so that their movement rate is reduced by half. An opponent can attack a grasping hand. It has an AC of 9 and hp equal to those of the caster.

Instant Summons

Duration: Instantaneous

Range: Infinite

The caster calls some nonliving item from virtually any location directly to his hand. First, the caster must place a magical mark on the item. The item must not be more than roughly 3' long nor weigh more than 8 pounds. Then the spell is cast, which magically and invisibly inscribes the name of the item on a gem worth at least 5,000 gp. Thereafter, the caster can summon the item by speaking a special word (set by the caster when the spell is cast) and crushing the gem. The item appears instantly in the caster's hand. Only the caster can use the gem in this way. If the item is in the possession of another creature, the spell does not work. The item can be summoned from another plane, but only if no other creature has claimed ownership of it.

Limited Wish

Duration: See below

Range: Unlimited

A limited wish allows the caster to create nearly any type of effect. For example, a limited wish can duplicate any spell of 7th level or lower, undo the harmful effects of many spells, such as geas or quest, and produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a penalty on its next saving throw or attack roll. This spell may also grant special knowledge to the caster, or the answer to a riddle or question. Note that the desired effects do not have to exactly match any existing spell, but can be unique effects allowed at the Labyrinth Lord's discretion.

Magic Sword

Duration: 1 round per level

Range: 30'

The caster brings into existence a glowing energy blade that is wielded like a sword. The wielder may attack as a fighter of half the caster's level. A hit roll of 19 or higher always strikes. The energy sword can strike any creature normally only damaged by magical weapons, as well as creatures that are either out of phase, or in the ethereal or astral planes. The sword deals 6d4 hit points of damage. The spell dispel magic can cause the magic sword to disappear.

Mass Invisibility

Duration: Special

Range: 10' per caster level

This spell functions just like invisibility, but affects all creatures within a 30' square.

Phase Door

Duration: 1 passage per 2 levels

Range: Touch

This spell creates an ethereal passage through wooden, plaster, or stone walls, but not other materials. This passage is 10' deep with a 5' diameter. The phase door is invisible and inaccessible to all creatures except the caster, and only the caster can use the passage. The caster disappears when entering the phase door and reappears when exiting. If the

caster desires, he can take one other creature (human-sized or smaller) through the door. This counts as two uses of the door. The door does not allow light, sound, or spell effects through it, nor can it be seen through. A phase door is subject to dispel magic. If anyone is within the passage when it is dispelled, he is harmlessly ejected just as if he were inside a passwall effect.

Power Word Stun

Duration: See below

Range: 5' per level

The caster utters a single word of power that instantly causes one creature of his choice to become stunned for 2d4 rounds, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that has 91 or more hit points is unaffected by power word stun. There is no saving throw against this spell.

Hit Points	Duration
30 or less	4d4 rounds
31–60	2d4 rounds
61–90	1d4 rounds

Reverse Gravity

Duration: 1 round

Range: 5' per level

This spell reverses gravity in a 30' squared area, causing all unattached objects and creatures within that area to “fall” upward 20'. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the maximum height without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward.

Simulacrum

Duration: Permanent

Range: Touch

Simulacrum creates a pseudo-duplicate of any creature. The spell is cast over a rough snow or ice form, and some piece of the creature to be duplicated (hair, nail, or the like) must be placed inside the snow or ice. The simulacrum appears to be the same as the original, but it has only one-half of the real creature's hit points. The duplicate has a faulty memory of the original's life, but will remember most details 30% of the time. At all times the simulacrum remains under the caster's absolute command. No special telepathic link exists, so command must be exercised in some other manner. A simulacrum has no ability to become more powerful. It cannot increase its level or abilities. However, if the spell reincarnation is cast on a simulacrum, it will gain 35% +3d10% of the original's memories and will have the class abilities of the original at 10% + (1d4 x 10%) of the level of the original. If reduced to 0 hit points or otherwise destroyed, a simulacrum reverts to snow and melts instantly into nothingness. A

simulacrum will radiate magic with a detect magic spell, and true seeing will reveal a simulacrum's true nature.

Statue

Duration: 6 turns per level

Range: Touch

A statue spell turns the caster or a subject to solid stone, along with any garments and equipment worn or carried. The subject can see, hear, and smell normally, but it does not need to eat or breathe. Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body. Chipping is equal to a mere scratch, but breaking off one of the statue's arms constitutes serious damage. The subject of a statue spell can return to its normal state, act, and then return instantly to the statue state if it so desires, as long as the spell duration is in effect.

Summon Demon

Duration: See below

Range: 10'

This complicated spell is cast after a circle of protection for the caster, and a pentacle-bound 30' diameter area of imprisonment for a demon, is constructed with various magical markings and candles made from the fat of a humanoid. The caster may summon a demon of power up to a higher order demon, but for standard and higher order demons the demon's specific name must be known. The summoning takes 1 turn per HD of the demon. Demons are allowed a save versus spells to resist the summoning.

This spell may be used and combined with spiritwrath to coerce a demon into service. The summon demon spell creates a pact once the demon agrees, and it must perform the act desired by the caster. The service cannot take longer than 9 weeks.

Alternatively, the caster can bribe the demon for this service via human sacrifice or a sacrifice of the demon's choosing. Finally, this spell may be combined with the spell trap the soul, which traps the demon in an object, and once released it must perform a service for the caster. After any service is performed, the demon is propelled back to its home plane. There is a base 5% chance that the bargaining is grossly mishandled, setting the demon loose to wreak vengeance on the caster. This chance is lowered by 1% per caster level above 15.

Summon Monster V

Duration: 6 rounds, +1 round per level

Range: 70'

With minor differences of range and duration, this spell functions much like summon monster I, but brings forth (1d2) 5 HD creatures in 1d2 rounds.

Vanish

Duration: See below

Range: Touch

By casting this spell, a magic-user may teleport an object as per the spell teleport, or may banish the object to the ethereal plane, in which case the object is replaced in the material plane with stone that matches the objects shape. A total of 50 pounds per level not to exceed a volume of 3' cubed per level may be caused to vanish in this manner. If the spell dispel magic is cast upon a stone item replaced by this spell, it may bring back the original item.

Eighth Level Spells

Antipathy/Sympathy

Duration: 12 turns per level

Range: 30'

The caster causes an object or location to emanate magical vibrations that repel or attract either a specific kind of intelligent creature or creatures of a particular alignment, as defined by the caster. The kind of creature to be affected must be named specifically, or specific alignment to be repelled must be named.

Antipathy

Creatures of the designated kind or alignment feel an overpowering urge to leave the area or to avoid the affected item. A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect. A creature that makes a successful saving throw can stay in the area or touch the item but feels extremely uncomfortable doing so. This distracting discomfort reduces the creature's Dexterity score by 1 point per round, to a maximum of 4 points.

Sympathy

Creatures of the specified kind or alignment feel elated and pleased to be in the area or desire to touch or to possess the object. The compulsion to stay in the area or touch the object is overpowering. If a saving throw is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6 turns later. If this save fails, the affected creature attempts to return to the area or object.

Clenched Fist

Duration: 1 round per level

Range: 5' per level

This spell creates a large, ghostly and bodiless hand that can strike one opponent that the caster selects per round. The attacks always strike the opponent, and the severity of the blow is determined by rolling 1d20 and consulting the chart below. If a target becomes stunned, subtract 4 from die rolls on the table for attacks that occur when the target is stunned. This reflects the stunned target's inability to attempt to dodge the giant fist.

Roll 1d20	Damage
1 or below	4d6 + stun for 3 rounds
2-4	3d6 + stun for 1 round
5-8	2d6
9-20	1d6

An opponent can attack a clenched fist. It has an AC of 9 and hp equal to those of the caster.

Clone

Duration: Permanent

Range: Touch

This spell makes a duplicate of a creature. To create the duplicate, the caster must have a piece of flesh (not hair, nails, scales, or the like) taken from the original creature's living body. The piece of flesh need not be fresh, but it must be kept from rotting. Once the spell is cast, the duplicate must be grown in a laboratory for 2d4 months. Once the duplicate reaches maturity, if the original being is alive the two beings will share a psychic link for 1 week. During this time each will seek to destroy the other. If this proves to be impossible, there is a 95% probability that either the clone or the original will lose his sanity. If this occurs, 25% of the time it will be the original, otherwise it is the clone that becomes insane. There is a 5% probability that both beings lose their sanity. After 1 week if neither being destroys the other, the psychic link dissolves and there is no longer a compulsion to destroy each other. The spell duplicates only the original's body and mind, not its equipment.

Glass Like Steel

Duration: Permanent

Range: Touch

The caster may give glass the strength of steel in a quantity up to 10 pounds multiplied by caster level. The glass must consist of a finite object. For example, a complete window could be made to have the strength of steel, but not just part of a large window.

Incendiary Cloud

Duration: 4 rounds, +1d6 rounds

Range: 30'

An incendiary cloud spell creates a cloud of roiling smoke shot through with white-hot embers. The smoke obscures all sight, and is 20' x 20' x 10'. In addition, the white-hot embers within the cloud begin to deal damage after 3 rounds. Initially, damage is equal to half the spell caster's level. This heat reaches a peak on the 4th round, dealing damage equal to the caster's level. During the 5th round the cloud is in existence, the damage decreases to half that of the caster's level, and the cloud deals no more damage after the 5th round. All creatures caught within the cloud receive a saving throw versus spells on the third round of the cloud's existence. If successful, all damage inflicted by the cloud is reduced to half for the entire duration they are exposed to the cloud. Otherwise, a new saving throw is allowed on the 4th and 5th rounds to reduce damage.

Mass Charm

Duration: Special

Range: 5' per level

This spell functions like charm monster. However, the total number of HD affected can be up to a number of HD equal to twice the caster's level. All creatures to be affected must be within a 30' square area. All affected creatures make their saving throw with a penalty of -2.

Maze

Duration: Special

Range: 5' per level

The caster banishes the subject into an extradimensional labyrinth of force planes. The number of turns or rounds the subject wanders is determined by his intelligence.

Intelligence	Wandering Time
2 or below	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

Minotaurs are not affected by this spell.

Mind Blank

Duration: 7 rounds, +1 per level

Range: 30'

The subject is protected from all devices and spells that detect, influence, or read emotions or thoughts. This spell protects against all mind-affecting spells and effects as well as information gathering by divination spells or effects. Mind blank even foils limited wish and wish spells when they are used in such a way as to affect the subject's mind or to gain information about it. In the case of scrying that scans an area the creature is in, such as a crystal ball, the spell works but the creature simply isn't detected. Scrying attempts that are targeted specifically at the subject do not work at all.

Permanency

Duration: Permanent

Range: See below

This spell makes certain other spells permanent. The caster can make the following spells permanent in regard to himself: comprehend languages, detect evil, detect invisibility, detect magic, infravision, protection from evil, protection from normal missiles, read magic, tongues, and unseen servant. The desired spell is cast and then followed with the permanency spell. These spells cannot be cast on other creatures. The magic-user loses 1 point of Constitution. This application of permanency can be dispelled only by a higher level magic-user. In addition to personal use, permanency can be used to make the following spells permanent on another creature, or an object (as appropriate): enlarge, fear, gust of wind, invisibility, magic mouth, prismatic sphere, stinking cloud, wall of fire, wall of force, and web. The latter application of this spell may be dispelled by dispel magic used normally.

Polymorph Any Object

Duration: Variable

Range: 5' per level

This spell functions like other polymorph spells, except that it changes one object or creature into another. A saving throw versus polymorph is permitted. The duration of the spell depends on how radical a change is made from the original state to its enchanted state. The duration is determined by using the following guidelines, but the Labyrinth Lord will have to decide the specific duration of each use of this spell based on the circumstances.

Power Word Blind

Duration: See below

Range: 5' per level

The caster utters a single word of power that causes one or more creatures of his choice to become blinded, whether they can hear the word or not. A total of 100 hp of beings may be affected. The duration of the spell depends on the hit point total of creatures affected. Any creature that has more than 100 hit points is unaffected by power word blind.

Hit Points	Duration
50 or fewer	1d4+1 turns
51–100	1d4+1 rounds

Spell Resistance

Duration: 1 turn per level

Range: Touch

The caster can use this spell to grant resistance to mind-affecting spells. Spells that charm, command, cause fear, and similar effects are granted a saving throw bonus of +8. Extremely powerful compulsive spells such as geas are granted a bonus to a saving throw of +5. The caster may affect 1 creature for 4 turns, per level, or multiple creatures with the duration divided among them.

Summon Monster VI

Duration: 7 rounds, +1 round per level

Range: 80'

With minor differences of range and duration, this spell functions much like summon monster I, but brings forth (1d2) 6 HD creatures in 1d3 rounds.

Symbol

Duration: See below

Range: Touch

This spell allows the caster to scribe a potent rune of power upon a surface. There are eight different kinds of symbol, each with a different effect. Symbols are triggered by being read, touched, or if a creature passes through a door with a symbol

inscribed on it. The only way a symbol may be identified is by reading it, which automatically triggers the effects. The kinds of symbols the caster may inscribe are detailed below.

Symbol of Conflict: When triggered, all creatures in the area will argue for 5d4 rounds. Any beings of differing alignment may (50% chance) fight for 2d4 rounds.

Symbol of Death: When triggered, a symbol of death slays one or more creatures whose total hit points do not exceed 80.

Symbol of Despair: Any beings in the area must succeed in a saving throw versus spells, or leave the area in hopelessness. This feeling lasts for 3d4 turns, during which time affected creatures will cower, surrender, and otherwise lack enthusiasm. Only 75% of affected creatures will act in a given round, the remaining creatures will either leave the area or hang around doing nothing.

Symbol of Fear: All creatures must succeed in a saving throw versus spells with a penalty of -4 or suffer from the effects of a fear spell.

Symbol of Insanity: When triggered, a symbol of insanity causes all nearby creatures whose total hit points do not exceed 120 to become permanently insane (as the confusion spell). This effect can be negated with the spells heal or wish.

Symbol of Pain: Each creature suffers wracking pains that impose a -4 penalty on attack rolls and -2 to DEX. These effects last for 2d10 turns.

Symbol of Sleep: All creatures of 8 HD or fewer fall into a catatonic slumber for 1d12+4 turns. Unlike with the sleep spell, sleeping creatures cannot be awakened by non-magical means before this time expires.

Symbol of Stunning: When triggered, a symbol of stunning causes all nearby creatures whose total hit points do not exceed 160 to become stunned and unable to act for 3d4 rounds. Any held items will be dropped

Trap the Soul

Duration: Permanent

Range: 10'

Trap the soul forces a creature's life force (and its material body) into a gem. The gem holds the trapped entity indefinitely or until the gem is broken and the life force is released, which allows the material body to reform. Before the actual casting of trap the soul, the caster must procure a gem of at least 1,000 gp value for every Hit Die possessed by the creature to be trapped. The spell can be triggered in one of two ways.

Spell Completion: First, the spell can be completed by speaking its final word as a standard action as if one were casting a regular spell at the subject. This allows the victim a saving throw versus spell to avoid the effect. If the save is successful, the gem shatters.

Trigger Object: The second method is far more insidious, for it tricks the subject into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap. To use this method, both the creature's name and the trigger word must be inscribed on the trigger object when the gem is enchanted. A sympathy spell can also be placed on the trigger object. As soon as the subject picks up or accepts the trigger object, its life force is automatically transferred to the gem without the benefit of a saving throw.

Pinth Level Spells

Astral Projection

Duration: See below

Range: Touch

By freeing his spirit from the physical body, this spell allows the caster to project an astral body onto another plane altogether. The caster can bring the astral forms of five other willing creatures, provided all subjects are linked in a circle at the time of the casting. These fellow travelers are dependent upon the caster and must accompany him at all times. If something happens to the caster during the journey, his companions are stranded.

The caster projects his astral self onto the astral plane, leaving the physical body behind on the material plane in a state of suspended animation. The spell projects an astral copy of the caster, but only items that exist in the astral plane may be taken along. Since the astral plane touches upon other planes, the caster can travel astrally to any of these other planes. To enter one, the caster leaves the astral plane, forming a new physical body on the plane of existence entered.

While on the astral plane, the astral body is connected at all times to the physical body by a silvery cord. If the cord is broken, the caster is killed, astrally and physically. Luckily, very few things can destroy a silver cord. When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to the body where it rests on the material plane, thereby reviving it from its state of suspended animation. Although astral projections are able to function on the astral plane, their actions affect only creatures existing on the astral plane; a physical body must be materialized on other planes.

The caster and companions may travel through the astral plane indefinitely. Their bodies simply wait behind in a state of suspended animation. The spell lasts until the caster desires it to end, or until it is terminated by some outside means.

Crushing Hand

Duration: 1 round per level

Range: 5' per level

This spell creates a large, ghostly and bodiless hand that can grasp and squeeze one opponent that the caster selects per round. The attacks always strike the opponent, and the severity of the damage is determined by the duration of the squeezing. The target suffers 1d10 hit points of damage per round grasped, to a maximum of 4d10.

An opponent can attack a crushing hand. It has an AC of 9 and hp equal to those of the caster.

Gate

Duration: see below

Range: 30'

Casting a gate spell has two effects. First, it creates an interdimensional connection between the caster's plane of existence and a specified plane, allowing travel between those two planes in either direction. Second, the caster may then call a particular

individual or kind of being through the gate. The caster must utter the name of the being, which can be any demonic or otherworldly being, or even a god, which he desires to come through the gate. Gods will most likely send representatives rather than come through a gate personally. Some creature will always come through the planar portal, and will behave in a way that is completely dependent on the situation, including factors like the caster's alignment, the power level of any foes, and the nature of the being itself. The being will simply turn around and go back to its original plane 20% of the time if the reason for its summoning is trivial. It will leave 15% of the time if the reason is only slightly important.

Otherwise there is up to a 50% chance the being may leave, with the lowest chance (01%) if the situation is not only important but one that the being can handle easily, and a higher chance if the situation is dangerous to the being or the being is angry at being summoned.

The Labyrinth Lord must rule these situations carefully. Chaotic beings may betray the summoner if they can, or may have their own motives that will influence their actions. It must be emphasized that summoned beings are not mindlessly controlled by the summoner.

Imprisonment (reversible)

Duration: Permanent

Range: Touch

When the caster casts imprisonment and touches a creature, it is entombed in a state of suspended animation (see the temporal stasis spell) in a small sphere far beneath the surface of the earth. The subject remains there unless a freedom spell (reverse of imprisonment) is cast at the locale where the imprisonment took place. Magical search by a crystal ball, a locate object spell, or some other similar divination does not reveal the fact that a creature is imprisoned.

Meteor Swarm

Duration: Instantaneous

Range: 40', +10' per level

Meteor swarm is a very powerful and spectacular spell that is similar to fireball in many aspects. When the spell is cast, either four 2' diameter spheres or eight 1' diameter spheres spring from the caster's outstretched hand and streak in straight lines to the spots selected. The meteor spheres leave a fiery trail of sparks. Any creature struck directly by one of the larger spheres takes 1d4x10 points of damage and receives no saving throw. Otherwise, these larger spheres fly through the air 20' apart and impact the ground 20' apart, having an area of effect of 30' each. The blast areas overlap one another as four 30' overlapping fire blasts which do the damage indicated above in the radius. The smaller spheres inflict 5d4 points of damage and have a blast radius of 15'. They will also have overlapping blast radii, in the shape of an eight-sided star. A saving throw versus spells is permitted for the smaller spheres, and success reduces damage by half.

Power Word Kill

Duration: Permanent

Range: 2.5' per level

The caster utters a single word of power that instantly kills one or more creatures within a diameter of 20', whether the creatures can hear the word or not. This spell will kill multiple creatures if they have under 11 hit points each, or the spell will kill a single creature that has 60 or fewer hit points. The caster must choose whether he is attempting to kill one creature or multiple creatures when he casts the spell. If multiple creatures are targeted, a maximum of 120 hit points total of creatures may be killed. Any creature that has 61 or more hit points is unaffected by power word kill. There is no saving throw against this spell.

Prismatic Sphere

Duration: 1 turn per level

Range: 0

The caster conjures up an immobile, opaque globe of shimmering, multicolored light that surrounds him and offers protection from all forms of attack. The sphere flashes in all colors of the visible spectrum. The sphere has a blindness effect on creatures with less than 8 HD, which lasts 2d4 turns. The caster can pass into and out of the prismatic sphere and remain near it without harm. However, when inside it, the sphere blocks any attempt to project something through the sphere (including spells). Other creatures that attempt to attack the caster or pass through suffer the effects of each color, one at a time. Typically, only the upper hemisphere of the globe will exist, since the caster is at the center of the sphere, so the lower half is usually excluded by the floor surface.

Color	Order	Effect of Color	Negated By
Red	1 st	Stops non-magical ranged weapons. Deals 10 points of fire damage.	Passwall
Orange	2 nd	Stops magical ranged weapons. Deals 20 points damage.	Fly
Yellow	3 rd	Stops poisons, gases, and petrification. Deals 40 points of damage.	Disintegrate
Green	4 th	Stops breath weapons. Poison (Kills; saving throw versus poison).	Passwall
Blue	5 th	Stops divination and mental attacks. Turned to stone (saving throw versus petrify negates).	Magic Missile
Indigo	6 th	Save versus spell-like devices or become insane.	Continual Light
Violet	7 th	Energy field that sends creatures to another plane (saving throw versus spells negates).	Dispel Magic

Shape Change

Duration: 1 turn per level

Range: 0

This spell enables the caster to assume the form of any single non-unique creature (of any type) except for particularly powerful creatures like demons, devils, or demi-gods. The caster's hit points remain the same. The caster gains all extraordinary and supernatural abilities (both attacks and qualities) of the assumed form, except for any abilities relying on knowledge or intelligence of the monster, because the caster's mind remains his own. The caster can change form once each round for the duration of the spell.

Summon Monster VII

Duration: 8 rounds, +1 round per level

Range: 90'

With minor differences of range and duration, this spell functions much like summon monster I, but brings forth (1d2) 7 HD creatures in 1 round, or (1) 8 HD creature in 2 rounds.

Temporal Stasis

Duration: Permanent

Range: 10'

The caster must succeed on an attack roll. The subject is placed into a state of suspended animation, and for the creature, time ceases to flow. The creature does not grow older, and its body functions virtually cease. This state persists until the magic is removed (such as by a successful dispel magic spell). No saving throw is permitted.

Time Stop

Duration: 2 rounds

Range: 0

This spell seems to make time cease to flow for everyone but the caster within a shimmering sphere of 30' diameter. The caster may act for 2 rounds within this area of effect, while all other creatures are frozen in time. If the caster leaves the sphere, the spell ends. If monsters enter the sphere from outside, they become frozen.

Wish

Duration: See below

Range: Unlimited

Wish is the mightiest spell that can be cast. By simply speaking aloud, the caster can alter reality. This spell can accomplish any effects described for limited wish, and may mimic other 9th level spells or create comparable effects. Ultimately, the Labyrinth Lord will have to decide the limits of a wish spell. Events can be reversed; the dead can be brought back to life or an entire army might be healed of damage. An entire group could be teleported to any location with no chance of error.

Powers or ability bonuses may be wished for at the Labyrinth Lord's discretion, and these might be permanent or temporary. Wishes will be fulfilled according to the letter of the request, and the Labyrinth Lord can exercise some regulation of wishes based on this strict enforcement. Although another character may be wished dead, such an act disrupts balance and the Labyrinth Lord should think of a method to fulfill the wish but in a way

that the character wished dead is unaffected. For instance, if a character is wished dead, the caster may be transported through time to a point where the victim has already died of natural causes, or the caster might be sent to an alternate dimension where the victim has died.

Magic-User Spell Progression

Level	Cantrips	1 st Level Spells	2 nd Level Spells	3 rd Level Spells	4 th Level Spells	5 th Level Spells	6 th Level Spells	7 th Level Spells	8 th Level Spells	9 th Level Spells
1	4	1	–	–	–	–	–	–	–	–
2	4	2	–	–	–	–	–	–	–	–
3	4	2	1	–	–	–	–	–	–	–
4	5	2	2	–	–	–	–	–	–	–
5	5	2	2	1	–	–	–	–	–	–
6	5	2	2	2	–	–	–	–	–	–
7	5	3	2	2	1	–	–	–	–	–
8	6	3	3	2	2	–	–	–	–	–
9	6	3	3	3	2	1	–	–	–	–
10	6	3	3	3	3	2	–	–	–	–
11	6	4	3	3	3	2	1	–	–	–
12	7	4	4	3	3	3	2	–	–	–
13	7	4	4	4	3	3	2	1	–	–
14	7	4	4	4	4	3	3	2	–	–
15	7	5	4	4	4	4	3	2	1	–
16	8	5	5	4	4	4	4	3	2	–
17	8	5	5	5	4	4	4	4	3	1
18	8	5	5	5	5	4	4	4	4	2
19	8	6	5	5	5	5	4	4	4	3
20	9	6	6	5	5	5	5	4	4	4

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