

Theorems & Thaumaturgy

Advanced Arcana for the Discerning Magic-User



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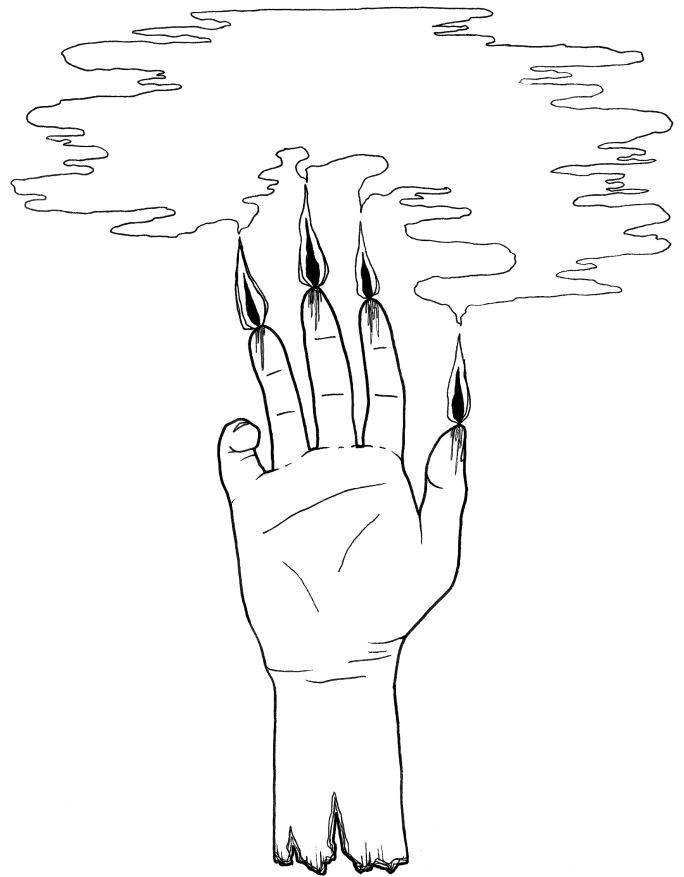
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Dedications and Thanks

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Two final dedications: to the OSR blogosphere for its unending inspiration, and to Andrea for once asking me if I was into roleplaying games.



Introduction

Spells – I love them! So I decided to write a book full of them.

Actually the seeds of this project were planted several years ago, when I'd just started playing old-school D&D again, in the form of AD&D 2nd edition. I began writing some spells to fill out two of my favourite schools of magic: necromancy and dimensionalism. Shortly afterwards I discovered the unstoppable explosion of creativity that is the Old School Revival / Renaissance and began to share some of my creations. The positive feedback I received from the community inspired me to write more, and more, and more spells... and now here you are with this book.

So what's in here?

The book is divided into five sections:

1. *New classes*: three new magic-user classes (the elementalists, the necromancer and the vivimancer), each with many new spells.
2. *Variant classes*: a fey-flavoured variation on the standard elf class, for those who want their elves to be different from their magic-users, and an expansion to the illusionist class, including spells all the way up to 9th level.
3. *Tomes*: a selection of magical books, which can be introduced into a campaign as treasure, each containing a number of spells around a specific theme.
4. *Appendices*: some extra bits and pieces which may be of use... new monsters, new magic items, and some optional rules which can be used to modify the workings of arcane magic in a campaign. Also included is a set of example memorized spell lists for each magic-user class, for casters ranging from 1st to 10th level. These are provided as a tool for Labyrinth Lords who need to quickly determine which spells an NPC spell-caster has memorized.
5. *Spell index*: here you'll find an alphabetical index of all the spells in this book and the *Advanced Edition Companion*.

I hope that you find some fun and inspiration in these pages.

How to Use this Book

This book is designed as a companion to the *Labyrinth Lord Advanced Edition Companion* (AEC), building upon the spell selection therein. The AEC is required purely as this book refers to many of the spells it describes.

It is, however, perfectly possible to use the new classes in basic *Labyrinth Lord*, without using the split between race and class which is introduced in the AEC. In this case all elementalists, necromancers, and vivimancers would be humans. The fey elf in section 2 is also described as both a separate race and class, for use with the AEC, and as a race-class, for compatibility with basic *Labyrinth Lord*.

Otherwise, little need be said here, as each Labyrinth Lord will have their own ideas about how to use all these new spells in their own campaign. As presented, the bulk of the new spells is divided between the various types of magic-user – the three new classes and the two variant classes. However, it is of course absolutely fine to simply pick and choose spells from this book for use by existing magic-user characters, without ever specifically creating characters of the new classes.

In short, do with the new material as you will!

A Note on Spell Lists and Spell Acquisition

In the basic *Labyrinth Lord* game there are only two arcane spell-casting classes: the magic-user and the elf, both of whom use the same list of spells. The *Advanced Edition Companion* introduces the illusionist, with its own almost completely unique spell list. Now in this book you will find three further types of spell-caster: the elementalists, the necromancer and the vivimancer; again each with their own spell list containing many new spells unique to that class. The underlying principle here is that each type of magic-user studies a totally separate form of magic, so a standard magic-user cannot learn a spell from the necromancer spell list, and vice versa. Some spells are shared – both magic-users and necromancers can learn the fear spell, for example – but the crossover is minimal.

With the addition of more types of magic-user, however, comes a problem. The usual way in which magic-users can expand their repertoire of spells is by finding scrolls as treasure. In the basic *Labyrinth Lord* rules, any magic-user or elf can learn any spell from any scroll, subject to the normal level restrictions. With the AEC comes the addition of illusionist scrolls as treasure, which are of no use to magic-users, except perhaps as a commodity to sell. Now with the addition of three *more* types of magic-user, a scroll found in a treasure hoard stands little chance of actually being usable by any given PC magic-user. This is a shame, because this should be a very exciting moment for the player – the chance of learning a new spell!

One solution to this problem is to allow magic-users of all types to learn and cast spells from other spell lists, but with certain limitations, in order to keep some "niche protection" for each type of specialist. It is suggested that magic-users of all types be allowed to memorize up to one spell per spell level which is not on their normal spell list. This allows a magic-user to learn a smattering of other types of magic, and to have a few tricks up his or her sleeve, while still remaining fundamentally tied to the style of magic he or she was originally trained in.

The Labyrinth Lord may wish to reduce the spell learning probability for spells not on the magic-user's normal spell list (a penalty of -10% to -25% is suggested). A process of spell research may also be required in order to learn such spells, as the magic-user must search out books on the topic, discuss with other magic-users and perhaps even undertake training of some kind. Such research should clearly be cheaper to undertake than the the process of creating an entirely new spell – one week and 250gp per spell level is suggested.

Of Vivimancers and Druids

One of the new classes presented in the book, the vivimancer – whose area of speciality is in warping and controlling the forces of nature – clearly has some amount of overlap with the druid class described in the AEC. The vivimancer is, however, a very different type of character. Where druids act as sacred protectors of the balance of nature, and are thus inherently and strictly neutral in alignment, vivimancers have no such philosophy, being simply versed in the arcane manipulation of the forces of nature.

The vivimancer was in fact designed to some degree as an arcane replacement for the druid, which I've personally never been a big fan of. Thus in my own campaign, vivimancers are the ones who command the powers of nature, and druids do not exist at all (at least as a class of adventurer). Each Labyrinth Lord is of course free to use the classes as they wish, and may decide to allow both druid and vivimancer adventurers in a campaign. In this case it is advisable for the Labyrinth Lord to come up with some rationale as to how and why vivimancers and druids exist side by side.



Section One - New Classes



Elementalist

Requirements:	None
Prime Requisite:	INT
Hit Dice:	1d4
Maximum Level:	None

Elementalists are a specialized form of magic-user. They can use some spells in common with both magic-users and druids, but also have a wide selection of new spells allowing them to invoke the powerful forces of the elements.

Elementalists have the same weapon and armour restrictions as magic-users, and can use the same types of magic items, including those items usable to characters of all classes. However elementalists are generally only able to create magic items which have a connection to the elements – for example a wand of ice or a censer of controlling air elementals. Elementalists can use scrolls containing spells on their spell list, but not scrolls of other magic-user or illusionist spells.

Elementalists advance using the same experience and spell acquisition tables as standard magic-users.

Elementalist Spells

Amalgam of Earth and Air

Level: 8
Duration: 1 turn
Range: See below

With this powerful spell an elementalist can conjure a large quantity of a supernatural substance possessing the qualities of both earth and air. This amalgam can be formed into any shape the caster desires, of a volume up to 10 cubic feet per caster level. The caster has complete control over the amalgam for the spell's duration, being able to determine its properties from any of the following: solid or substanceless, heavy or weightless, breathable or suffocating.

The amalgam's form and properties can be altered incredibly quickly, with a mere thought from the caster, and he is able to move it at will up

to 60' per round. Creatures inside the volume of the amalgam may, at the caster's option, suffer 3d6 hit points damage per round due to crushing or suffocation. A save versus paralysis is allowed for half damage.

At the end of the spell's duration the amalgam disappears instantly.

Amalgam of Fire and Water

Level: 8
Duration: 1 turn
Range: See below

Similar to the spell *amalgam of earth and air*, this spell creates a like quantity of a substance which possesses the qualities of both fire and water. The properties which the amalgam can exhibit include any of the following: cold or hot, smothering or burning, falling or rising. The amalgam can cause up to 3d6 hit points damage per round to creatures inside its volume, due to extreme cold, heat or burning. A saving throw versus paralysis is allowed for half damage.

Banish Elemental

Level: 3
Duration: Instant
Range: 120'

This spell targets creatures which are native to the elemental planes, causing them to return to their plane of origin. A single elemental of any number of Hit Dice is affected. Mindless or controlled elementals are automatically banished, but free-willed beings from the elemental planes are allowed a saving throw to resist the effect.

Banish Elementine

Level: 1
Duration: Instant
Range: 120'

This spell causes summoned elementines to return to their plane of origin. The number of creatures affected depends on the caster's level – up to 1 HD per level.



Brimstone Monolith

Level: 9
Duration: 4d6 rounds
Range: 30'

This powerful and dangerous spell creates a short-lived dimensional rift, summoning forth the destructive powers of the elemental planes of fire and earth.

The incantations required to cast this spell are more complex than usual, taking several rounds to complete. During each round of the casting a different effect occurs, as follows.

- **1st round:** An *earthquake* occurs, as the 7th level spell, centred on the caster.
- **2nd round:** A monolith of brimstone rips through the fractured surface of the earth within range of the caster. The monolith is approximately 20' high and 10' in diameter. All creatures within 60' of the monolith, including the caster, but excluding those with immunity to fire, suffer 2d6 hit points damage per round due to the searing heat and flames which surround it.
- **3rd round:** Upon the final round of the incantation, the dimensional gateway is opened, summoning forth violent elemental creatures (see table below). The summoned creatures are not under the caster's control, and are bent on causing as much destruction as possible.

The casting of the spell during the first three rounds cannot be disrupted by damage caused as a direct result of the spell's effects (from the *earthquake* or flames). However if the casting of the spell is interrupted in any other way, the effects described for any subsequent rounds do not occur.

Once the spell is complete, the monolith begins to shudder, emitting a deafening roar, and shooting out jets of magma and sheets of flame. Every round after the third there is a 1 in 4 chance of a randomly chosen target within 100' being hit by one of the monolith's emissions, causing 5d6 damage (save versus wands for half damage).

To determine which creatures pass through the dimensional rift, roll 2d6:

Brimstone monolith, summoning results

2d6	Creature(s) Summoned
2	Imix, prince of evil fire creatures*.
3 – 5	An efreeti and 1d4 8HD lava** or fire elementals.
6 – 8	1d4 flame terrors**.
9 – 11	1d4 flame salamanders.
12	A flame salamander, an efreeti and 1d4 8HD lava** or fire elementals.

* See the AD&D Fiend Folio.
** Described in Appendix II.

The gateway allows travel both ways between the connected planes, thus it can be used (presumably in unusual circumstances) as a means of gaining entry into the elemental planes of fire or earth.

When the spell's duration comes to an end, the monolith recedes into the earth, all summoned creatures disappear, and the dimensional rift closes.

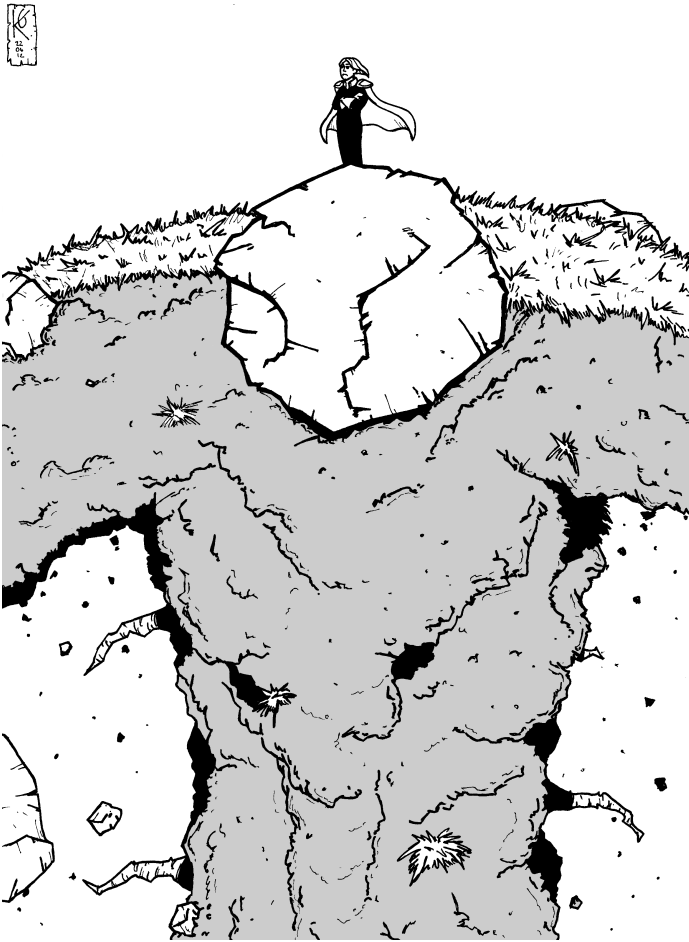
In addition to the dangers inherent in casting this spell, there is a 20% chance that the gaze of Imix is cast upon the elemental. The attention of this being is seldom sympathetic.

Command Elemental I

Level: 5
Duration: 1 turn per level
Range: See below

This spell has two possible effects, chosen by the caster in the moment he casts the spell. Firstly it may be used to take control of an elemental of up to 8HD within 120'. A free-willed elemental is allowed a saving throw versus spells to resist, but if it fails it must obey the caster's commands unfailingly for the spell's duration. If the targeted elemental is already under the control of another wizard (either by use of this spell, or as the result of a summoning), there is a base 50% chance that the caster can gain control of it. The chance of success is modified by 5% per experience level difference between the caster and the controlling wizard, in the same way as *dispel magic*.

Alternatively, the spell may be used to augment a subsequent casting of *summon elemental I*, cast within the duration of 1 turn per level. In this case the duration of the summoning is reduced to the remaining duration of this spell, but the elemental can be controlled without concentration, and without any risk of it turning on the caster.



Command Elemental II

Level: 6
Duration: 1 turn per level
Range: See below

This spell works in the same way as *command elemental I*, but can either be used to gain control of an elemental of up to 12HD, or to augment a casting of *summon elemental II*.

Command Elemental III

Level: 7
Duration: 1 turn per level
Range: See below

This spell works in the same way as *command elemental I*, but can either be used to gain control of an elemental of up to 16HD, or to augment a casting of *summon elemental III*.

Contact Elemental Spirit

Level: 4
Duration: 1 turn
Range: 120'

This spell allows an elementalist to awaken the latent elemental spirits which inhabit natural features on the prime material plane such as lakes, rivers, great vistas, mountains and volcanoes. An elemental spirit of the land, which is friendly to the caster, is summoned. The caster is then able to converse with it for the duration of the spell. The elemental cannot serve the caster in any way except to divulge information the caster desires to know which is within its feasible sphere of knowledge.

Contact Other Plane (Elementalist)

Level: 5
Duration: Special
Range: 0

This spell is identical to the magic-user spell of the same name, except that elementalists can only use it to contact powerful beings dwelling on the elemental planes.

Demand

Level: 9
Duration: Instant
Range: 60'

Cast in the presence of a summoned djinni or efreeti, this spell forces the creature to grant the caster a single *wish* (as the 9th level magic-user spell). The creature cannot deny the caster's demand, but will always attempt to twist the intent of the *wish* by fulfilling it to the letter. Once the *wish* has been granted, the summoned creature is released and has a 50% chance of returning to its home plane and a 50% chance of immediately attacking the caster. The granted *wish* itself cannot be used to prevent the possibility of the summoned creature attacking the caster.

Elemental Cancellation

Level: 2
Duration: Permanent
Range: 120'

Similar to the 3rd level magic-user spell *dispel magic*, this spell enables an elementalist to cancel ongoing elemental-based magical effects. When invoking this spell the caster must choose which of the four primary elements (fire, air, earth, water) will be affected. Only magic of the chosen element may be dispelled, but in all other respects this spell functions in the same manner as *dispel magic*.

Elemental Gate

Level: 9
Duration: See below
Range: 30'

Working in the same manner as the 9th level magic-user spell *gate*, this spell can only be used to contact beings on the elemental planes.

Elemental Plane Protection

Level: 5
Duration: 1 day
Range: Touch

This spell grants the target the ability to survive the natural environmental hazards of one of the elemental planes. The target gains the ability to breathe and to move freely through the matter of the chosen plane, and is unharmed by any pervasive damaging effects such as the omnipresent flames on the plane of fire. The spell has no effect outside of the elemental planes.

Elemental Plane Protection, 10' Radius

Level: 7
Duration: 1 day
Range: 10'

This spell grants protection from the harmful effects of one elemental plane, in the same manner as the 5th level spell *elemental plane protection*. All creatures remaining within the area of effect are protected.

Elemental Portal

Level: 8
Duration: 1 hour per level
Range: 30'

This spell opens a connection from the prime material plane directly to one of the elemental planes as chosen by the caster. The portal is 10' in diameter, and allows creatures to travel both ways – the caster and allies may use it to enter the elemental plane, but it also allows elemental creatures to enter the material world. The portal can only be created in a location where there is an abundance of the appropriate element – a volcano, an ocean, a mountain top, etc.

Elemental Portal, Greater

Level: 9
Duration: See below
Range: 30'

Similar to the 8th level spell *elemental portal*, this spell allows the caster either to open a permanent portal to an elemental plane or to open a temporary portal in a location without an abundance of the appropriate element. In the latter case the portal lasts for 1 hour per caster level.

Elemental Wrath

Level: 8
Duration: 1 turn per level
Range: 120'

This dangerous spell allows an elementalist to unleash a powerful and violent elemental being which embodies the wild and destructive nature of the elements. The spell requires an 8 hour ritual to cast, including the sacrifice of 1,000gp worth of rare materials, and can only be cast in the presence of a large quantity of the appropriate element – a huge fire or volcano, a hurricane, a waterfall or raging ocean, a barren mountain side. The summoned being has the qualities of a normal 16HD elemental, with the following differences: 32HD, AC -4, can only be damaged by +3 or greater enchanted weapons, 6d8 damage, double movement rate. Additionally the destruction wrought is so great that any creature coming within 20' suffers 1d8 damage per round.

The conjured being is 100' tall, non-intelligent and incredibly violent. It cannot be controlled or banished by the caster or by any spell or magic



item, and has the sole aim of causing as much destruction as possible during the duration of its summoning.

Wise casters seldom use this spell, and those who do ensure that they have some readily available means of escaping from the path of the summoned creature.

Even if the caster avoids the creature's wrath, casting this spell is extremely taxing, and there is a 5% chance that the caster's Constitution will be permanently reduced by 1d4 points.

Firelight

Level: 1

Duration: 1 hour, +1 turn per level

Range: 90'

The elemental conjures forth a ball of flickering flame, which sheds light but not heat. The ball of flame can be manifested around the caster's hand, around an object he holds (such as a staff), or floating above his shoulder.

The flame produced cannot be used to ignite other objects, and cannot cause damage. However at any point during the spell's duration, the caster may cause the flame to flare suddenly, dazzling any creatures within 30' who fail a saving throw versus spells. Dazzled creatures suffer -2 to attack rolls for 2 rounds. The caster is not affected by the flare, but his allies may be, unless warned to shut their eyes. After the firelight flares it disappears and the spell ends.

Incinerate / Uncinerate

Level: 2

Duration: Special

Range: 20'

This spell is cast as part of a ritual resulting in the transformation of an object into a pile of enchanted ashes which can later be reinstated with the reversed form of the spell.

To create the enchanted ashes the caster must produce a fire of some kind (either magically or through normal means) into which the object must be cast. Any single non-living, non-magical object can be affected, although it cannot be larger than a 5' cube. The affected object need not be normally combustible – the magic of the spell can consume any substance.

The spell must be cast as the object is placed into the fire, and the elemental must continue the ritual casting until the fire has died down and the burned object has crumbled to ash. At this point the ashes of should be collected by the caster and stored in a suitable container.

At a later date, using the reversed form of the spell, enchanted ashes can be transformed back into the original object as it existed before it was burned. The reinstatement takes 1d6 rounds, during which time an eerie black fire surrounds the ashes. The fire causes 1d4 hit points damage to any creature in contact.

Lasting Breath

Level: 1

Duration 1 turn

Range: 10'

The creature touched gains the ability to go without oxygen for the duration of the spell. This can grant water-breathing creatures the ability to function in an air medium, and air-breathing creatures to function underwater, for example. One creature per caster level can be affected.

Meld Elemental

Level: 8

Duration: 1 turn

Range: 60'

Cast in the presence of two elementals of differing elements, this spell causes them to merge into a single being, unifying the disparate and possibly contradictory elements. The melded elemental has the combined hit points of both individuals, the immunities of both, and can choose on a round by round basis to use the special abilities and attacks of one of its constituent elements.

If he does not already command them, the caster does not specifically gain control of the elementals as a result of this spell.



Pact of Brass

Level: 9

Duration: 101 days

Range: 0

This powerful spell allows a caster to bind a summoned efreeti into service for 101 days, as detailed in the creature's description. The efreeti must first be summoned with another spell or magic item. The binding of the pact also requires the caster to prepare two brass amulets – one which he must wear and one to be worn by the efreeti. These amulets must be inscribed with magical writing, and cost at least 4,000gp each. The power of the spell is such that the summoned efreeti cannot deny the pact and must accept the wizard's amulet. Once the pact is made, it can only be broken if either of the amulets leaves its owner's possession. The bound efreeti cannot discard its amulet of its own accord; however, they are intelligent, chaotic and wily creatures, and often contrive ways to trick the caster to command them to do so, thus breaking the pact. If the pact is broken before its proper end, the efreeti is 90% likely to attack the wizard who bound it. A wizard may only bind one efreeti to service at any one time.

Ray of Fire / Cold

Level: 1

Duration: 1 round, +1 round per 3 levels

Range: 40'

A jet of flame or icy cold shoots from the caster's fingertip, causing 1d8+1 hit points damage to a single target in range if a successful attack roll is made. The ray may be used to attack once per round for the spell's duration, and can be targeted against a new opponent each round.

The caster must choose which effect to create (fire or cold) when memorizing the spell.

Read Magic (Elementalist)

Level: 1

Duration: 1 turn

Range: 0

This spell works in exactly the same way as the magic-user spell of the same name, except it allows an elementalist to understand spells on the elemental spell list. Other spells can be recognised using *read magic*, but cannot be understood by an elementalist.

Seasong / Windsong / Firesong

Level: 1

Duration: 1 turn per level

Range: 30'

This spell weaves a subtle enchantment into the natural sounds of the wind, sea, rivers, waterfalls or fire. A source of such sound must already be present – the spell cannot artificially create or enhance it.

The enchanted sound takes on a hypnotic song-like quality which can affect creatures in range in one of two possible ways (chosen by the elementalist upon casting the spell).

Firstly the spell can be used to lull all creatures failing a saving throw versus spells into a state of drowsiness and non-alertness. Alternatively the spell can be used to bring about a soothing and refreshing sleep in willing targets, allowing them to heal 1d3hp of damage after a full night's rest.

Shapes

Level: 1

Duration: See below

Range: 20'

This spell gives the caster the ability to form patterns and shapes in a chosen elemental substance within range.

Typically this spell is used to create forms in the motion of flames, the flow of water or the spiralling of smoke, but it can also be used to inscribe patterns in soft earth or dust. The forms created have no magical effect, but may be used to entertain or frighten on-lookers, or perhaps to pass messages.

The spell's effect lasts as long as the caster maintains concentration and performs no other actions.

Summon Elemental I

Level: 3

Duration: Permanent

Range: 240'

This spell functions in the same way as the 5th level magic-user spell *conjure elemental*, but summons an elemental of the weakest type – with 8HD. In addition to the standard fire, air, earth and water elementals, elementalists are also able to summon a variety of alternative elementals using this spell (see Appendix II).

Summon Elemental II

Level: 4

Duration: Permanent

Range: 240'

This spell functions in the same way as the 3rd level *summon elemental I* spell, but summons an elemental of the middle type – with 12HD.

Summon Elemental III

Level: 5

Duration: Permanent

Range: 240'

This spell functions in the same way as the 3rd level *summon elemental I* spell, but summons an elemental of the greatest type – with 16HD.

Summon Elemental Horror

Level: 4

Duration: 1 turn per level

Range: 120'

This spell allows the caster to conjure forth a variety of evil creatures from the elemental planes. The caster can choose to summon one of the following, which is bound to serve unerringly for the duration: a fluid beast, a soil fiend, a flame terror, a wind horror (see Appendix II).

Summon Greater Elemental Kin

Level: 6

Duration: 1 turn per level

Range: 120'

This spell allows the caster to conjure forth a variety of creatures from the elemental planes. At 11th level the caster can choose to summon a djinni, sea serpent, wind walker or xorn. At 13th level he may alternatively summon a flame salamander. At 15th level he may summon a frost salamander, and at 17th level an efreeti.

The summoned creature is bound to serve the caster unerringly for the duration.

Summon Elementine

Level: 1

Duration: 6 turns, +1 turn per level

Range: 60'

This spell summons a lesser elementine of a type chosen by the caster, which appears within range. The caster has complete control of the elementine for the duration of the spell, and can command it to attack nearby foes or perform other tasks within its capabilities. Unlike the *summon elemental* spells, the caster does not need to concentrate to control the elementine.



Summon Greater Elementine

Level: 2

Duration: 6 turns, +1 turn per level

Range: 60'

This spell functions in the same way as *summon elementine*, but conjures a greater elementine of a type chosen by the caster.

Tidal Force

Level: 2

Duration: 1 round per level

Range: 60'

This spell creates an amplified tidal force which enables the caster to influence the movements of bodies of water and creatures whose physical structure is water-based. This includes most humanoids, plants and animals. Each round the caster must choose which direction the tidal force will push. All affected creatures in range must make a saving throw versus spells or be pushed 20' in the chosen direction. The spell does not have the force to lift creatures off the ground or to prevent them from falling.

Vacuum

Level: 3

Duration: 1 round per level

Range: 240'

This spell causes the instantaneous removal of all forms of gas, including air, from a spherical volume of 5' radius per level of the caster, creating a vacuum. Creatures inside the vacuum suffer 1d4 damage per round due to de-pressurization, but may move freely. Air-breathing creatures will begin to suffocate if they remain in the affected area, and will die in 2d6 rounds. Sound is also prevented from propagating through and from entering the vacuum, creating an area of absolute silence.

When the spell's duration comes to an end, the surrounding air rushes back in, filling the vacuum.

Due to its gas removing effect, this spell is occasionally useful as a defence against spells such as *cloudkill*.

Elementalist Spell List

Spells from the standard spell lists in the AEC are marked: C (cleric), D (druid), I (illusionist) or MU (magic-user).

1st level

1. Banish elementine
2. Burning hands (MU)
3. Create water (reversible) (C)
4. Feather fall (MU)
5. Firelight
6. Lasting breath
7. Manipulate fire (MU)
8. Purify water (D)
9. Ray of fire / cold
10. Read magic
11. Resist cold (C)
12. Seasoning / windsong / firesong
13. Shapes
14. Summon elementine
15. Unseen servant (MU)
16. Wall of vapor (I)

2nd level

1. Detect magic (MU)
2. Elemental cancellation
3. Fire trap (MU)
4. Fog cloud (I)
5. Heat metal (reversible) (D)
6. Incinerate / uncinate (reversible)
7. Produce flame (D)
8. Pyrotechnics (MU)
9. Resist fire (C)
10. Summon greater elementine
11. Tidal force

3rd level

1. Banish elemental
2. Fireball (MU)
3. Fly (MU)
4. Gust of wind (MU)
5. Protection from fire (D)
6. Stone shape (D)
7. Summon elemental I
8. Water breathing (D)
9. Vacuum

4th level

1. Contact elemental spirit
2. Fire shield (MU)
3. Flash fire (reversible) (D)
4. Ice storm (MU)
5. Lower water (D)
6. Move earth, lesser (MU)
7. Summon elemental II
8. Summon elemental horror
9. Temperature control (D)
10. Wall of fire (MU)
11. Wall of ice (MU)

5th level

1. Atmosphere bubble (MU)
2. Command elemental I
3. Cone of cold (MU)
4. Contact other plane
5. Control winds (D)
6. Distort distance (MU)
7. Elemental plane protection
8. Flame strike (C)
9. Passwall (MU)
10. Summon elemental III
11. Transmute rock to mud (reversible) (MU)
12. Wall of stone (MU)

6th level

1. Command elemental II
2. Control weather (MU)
3. Freezing sphere (MU)
4. Move earth (MU)
5. Part water (MU)
6. Stone to flesh (reversible) (MU)
7. Summon aerial servant (C)
8. Summon greater elemental kin

7th level

1. Command elemental III
2. Control weather, greater (D)
3. Delayed blast fireball (MU)
4. Earthquake (D)
5. Elemental plane protection, 10' radius
6. Fire storm (reversible) (D)
7. Statue (MU)
8. Wind walk (C)

8th level

1. Amalgam of earth and air
2. Amalgam of fire and water
3. Elemental portal
4. Elemental wrath
5. Incendiary cloud (MU)
6. Meld elemental

9th level

1. Brimstone monolith
2. Demand
3. Elemental gate
4. Elemental portal, greater
5. Imprisonment (MU)
6. Meteor swarm (MU)
7. Pact of brass





Necromancer

Requirements:	None
Prime Requisite:	INT
Hit Dice:	1d4
Maximum Level:	None

Necromancers are a specialized form of magic-user. They have access to some of the same spells as the standard magic-user, as well as some spells in common with clerics. Necromancers also have a large number of unique spells which give them great power over the forces of death and undeath.

Necromancers have the same weapon and armour restrictions as magic-users, and can use the same types of magic items, including those items usable to characters of all classes. However necromancers are generally only able to create magic items which have a connection to the undead or to the forces of death (for example: a staff of withering, or the new items in Appendix III). Necromancers can use scrolls containing spells on their spell list, but not scrolls of other magic-user or illusionist spells.

Necromancers advance using the same experience and spell acquisition tables as standard magic-users.

Necromancer Spells

Bind Spirit

Level: 6
Duration: Special
Range: Touch

This spell allows the caster to summon a spirit from beyond the grave and to bind it into an object. The object is thus imbued with the power of one of the following necromantic spells: *darkness globe*, *exterminate*, *haunting*, *preserve dead*, *unseen servant*, *feign death*, *resist turning*, *seal tomb*. The object's power is permanent in duration (unless the imbued spirit is released or dispelled, see below), and moves with the object.

There is a 2% chance per month that the bound spirit will escape. Alternatively, when within 60' of the object, the caster may choose to release the spirit at any time.

The released spirit manifests as a wraith, and is free-willed, not under the caster's control. Once the spirit has been released it cannot be returned to the object, ending the spell.

The cast may also choose to give the enchanted object a command word. Speaking of the command word within 30' of the object will release the trapped spirit.

The imbued object radiates magic and is treated as undead. In addition to the normal means of dispelling, the bound spirit can be released by a successful turning attempt (as a 6HD monster).

The summoning and binding of the spirit takes the form of a two hour ritual, and requires the use of a substance composed of 500gp worth of rare oils and the ashes of six cremated humans.

Charm Undead

Level: 4
Duration: Special
Range: 120'

This spell functions in the same way as the magic-user spell *charm monster* but only affects undead.

Choke

Level: 2
Duration: 1 round per level
Range: 90'

This spell causes a pair of spectral hands to clasp the throat of a single target and to begin choking them. Each round of the spell the victim suffers 1d4 damage and makes attack rolls at -2. The victim is allowed a saving throw when the spell is cast, with success reducing the choking damage by half (rounded up).

Due to the ghostly nature of the choking hands, it is not possible for the victim to wrench them away. However the spell is negated if the caster is killed or knocked unconscious.



Command Dead

Level: 1
Duration: 1 turn
Range: 60'

This spell allows the caster to control up to 2d8 HD of recently deceased creatures, reanimating them as undead for a short time.

The reanimated dead are mindless and are fully under the caster's control. They have 1d8 hit points, fight as monsters with HD equal to those they had in life, and can be turned as zombies.

The caster cannot command the reanimated creatures to use any special abilities (poison, breath weapons, magical abilities, etc.) or to make more than one attack per round. When the duration expires the deceased fall immediately back into the grip of death.

Command Undead (reversible)

Level: 1
Duration: See below
Range: 60'

This spell allows the caster to attempt to control undead creatures, binding them to his will.

A roll on the cleric's Turning Undead Table is made, as a cleric of the caster's level. A success indicates that the affected creature(s) will obey the caster's commands for 1d4 rounds. An automatic turning result (T) means they will obey the caster's commands for 1d4 hours, and a result of D means that they can be commanded for 1d4 days. In any case, the spell's effect is broken if the controlled creatures are successfully turned or commanded by another.

Turn undead, the reverse of *command undead*, allows the caster to attempt to turn undead creatures in the same way as a cleric. (The reversed version may not be available in some campaigns, at the Labyrinth Lord's discretion.)

Contact Spirit

Level: 6
Duration: See below
Range: Unlimited

This spell works similarly to *speak with dead*, but allows the caster to communicate with the spirit of any deceased being whose name is known. The duration, number of questions and maximum age of the spirit depend on the caster's level, exactly the same as with *speak with dead*.

The spirit communicates as a faint voice from beyond the grave, audible to all characters within 30' of the location where the spell is cast.

Powerful spirits may be allowed a saving throw versus spells to resist being contacted.

Corpse Visage

Level: 2
Duration: 1 day per level
Range: Touch

This spell allows the caster to take on the facial appearance and voice of the corpse of someone recently dead (within one week).

The caster's face reflects the exact state of the corpse, and will decay as it decays. Nonetheless the spell is often enough to achieve the desired deception.

Curse of Undeath

Level: 6
Duration: Permanent
Range: 30'

The necromancer places a curse on a single target in range, declaring that their fate upon death is to rise again as undead. The target may make a saving throw versus spells to resist. If the save fails, the doom is unavoidable, except if dispelled by *remove curse* or *limited wish*.

The exact form of undead which the victim becomes depends on the victim's level or Hit Dice, and is determined by the Labyrinth Lord.

Death Geas

Level: 7
Duration: See below
Range: 30'

Similar to the cleric spell *quest*, this spell compels the target to undertake a quest determined by the caster. The *death geas* functions identically to the clerical spell, with the addition that if the victim dies while performing the quest he will rise as undead and not rest until the quest is fulfilled.

The type of undead the victim rises as depends on the victim's level or Hit Dice, and should be determined by the Labyrinth Lord.

Death Recall

Level: 2
Duration: 1 turn
Range: Touch

Upon casting this spell and touching the body of a creature which has died within the last 24 hours, the caster enters a trance state. While in the trance the caster experiences a vision of the last 10 minutes of the creature's life, ending with its death, at which point the caster wakes from the trance. The vision is from the point of view of the target creature, and overwhelms the caster's own senses for the duration.

Detach / Graft

Level: 4
Duration: See below
Range: Touch

Casting this spell and touching a body part causes it to detach from its owner, who can then control the part as an independent entity. Thus hands may crawl around, legs may hop, and even heads can be detached and rolled. If the target is unwilling, a save versus spells is allowed to resist the detachment.

The detached body part can be controlled for up to 1 turn per level of the caster, after which it must be retrieved and reattached to the body (which happens automatically). If the body part is not reattached during the spell's duration it dies.

Using the reversed version of the spell, *graft*, body parts lost in any way may be replaced either by reattaching the missing part or by grafting on replacement parts cut from another living or recently dead creature. It is entirely possible to graft body parts from incongruous species together. The graft is permanent, but the recipient (which may be the caster himself) must make a transformative shock roll. If the roll fails the graft does not take, and will wither and fall off in 1d6 weeks.



Detect Disease

Level: 1
Duration: Instant
Range: 30'

This spell enables the caster to detect whether a single object or creature carries a disease. Both normal and magical diseases can be detected, and the caster has a 5% chance per level of detecting the exact type of disease carried.

Detect Undead

Level: 1
Duration: 3 turns
Range: 60'

This spell enables the caster to detect the presence of any kind of undead creatures within range. The spell does not indicate the precise location or type of any undead detected, only their direction. It is blocked by 1 foot of stone, 3 feet of earth or a thin layer of metal.

Dying Words

Level: 1
Duration: See below
Range: 60'

This spell causes a corpse to speak, uttering a short phrase (up to a maximum of a few sentences) as determined by the caster. While the spell is often used to put words into the mouths of the recently deceased, the corpse to be affected may be of any age – even a skull may be made to speak.

The affected corpse may either be made to speak immediately as the spell is cast, or enchanted to deliver its message at a later date. In the latter case the message will be uttered when any intelligent being other than the caster comes within 10' of the corpse.

Exterminate

Level: 1
Duration: Instant
Range: 15'

This spell instantly kills vermin creatures, including small rodents, insects and spiders. If used against extremely small creatures (1 hit point or less), all creatures in an area up to 1 cubic foot per level of the caster are killed. Larger creatures (up to 6 hit points), including giant versions of normal vermin, can also be targeted, but are allowed a saving throw versus death. The caster is able to kill one such creature per level.

Summoned familiars and creatures of greater than animal intelligence are not affected.

Gaseous Form

Level: 5
Duration: Special
Range: 0

This spell causes the caster and everything he is carrying to transform into a cloud of mist. While in gaseous form the caster can only be harmed by magic, and can neither attack nor cast spells. The caster can move at 20' per round, and can pass through small cracks and holes.

The spell lasts as long as the caster desires, however once he has left gaseous form and returned to physicality the spell ends.

Ghoul Touch

Level: 2
Duration: 1 round per level
Range: Touch

This spell causes any humanoid creatures touched by the caster to be paralysed for 2d4 turns. The target is allowed a saving throw versus paralysis to resist the effect. Elves and humanoids larger than ogres are not affected by this spell.

Guardian Spirit

Level: 5
Duration: 1 day per level
Range: 0

The caster summons a lost soul from the underworld and tasks it to guard the location where this spell is cast. Once summoned, the spirit lies dormant and invisible in the locale to be protected, but will manifest in one of a number of ways when any living being enters the area.

Firstly, the caster may choose for the spirit to manifest as a wraith and to attempt to fight off intruders. Secondly, the caster may wish the spirit to manifest at his current location, warning of the intrusion. Lastly, the caster may choose for the spirit to manifest as a chilling fog, having the same effects as the *fog cloud* spell, but additionally causing 1hp of cold damage per round.

All forms of manifestation of the guardian spirit will only happen once, after which the spirit is released from its task.

The summoning and binding of the guardian spirit takes the form of a two hour ritual, and requires the dust of sixteen humanoid skulls and a black opal worth 250gp to be sprinkled throughout the area.

Haunting

Level: 1
Duration: 1 turn per level
Range: 60'

This spell places an enchantment on the area where cast, causing it to exhibit signs of being haunted. At the caster's choice, objects may rattle or fall of their own accord, phantasmal noises may be heard, or a ghostly form may manifest.

A haunting may be dispelled by the cleric spell *bless*, and is susceptible to turning, as a 1 HD monster.

Inter (reversible)

Level: 4
Duration: Permanent
Range: 60'

Inter causes one target within range to be pulled into the earth over the course of 2d4 rounds. A save versus death is allowed to resist the spell, and the interment may be prevented if the victim is aided by four or more creatures of average STR. Otherwise the victim is dragged 10' down with no way out.

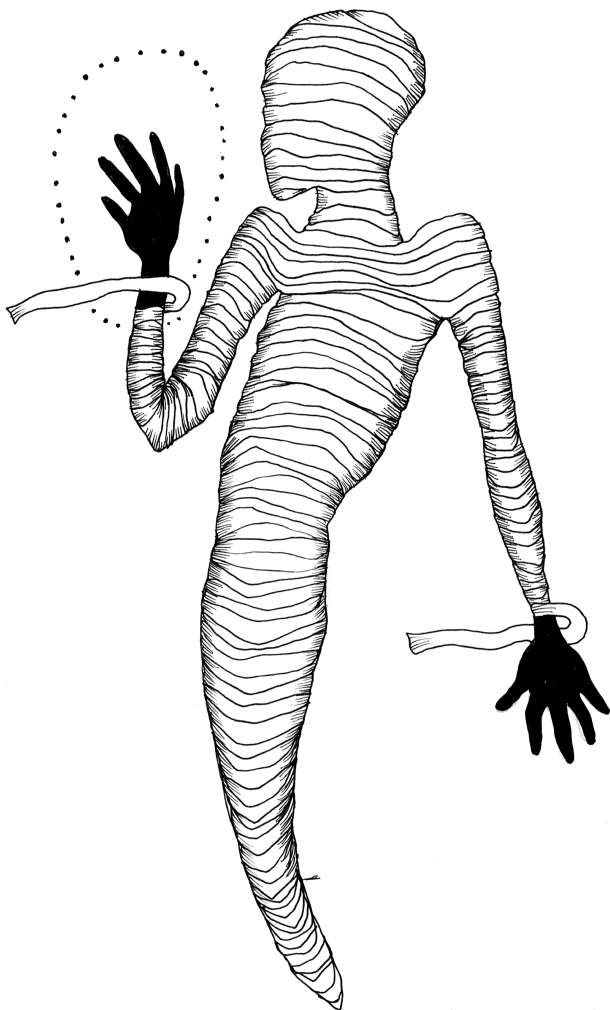
The reversed spell, *exhume*, causes buried bodies within range to rise to the surface of the earth. The caster may optionally choose which bodies are exhumed, perhaps by reading names from gravestones. Corpses buried deeper than 20' cannot be exhumed.



Knowledge of Life

Level: 6
Duration: Instant
Range: 60'

The caster gains an instant insight into the history and personality of an undead creature during its former mortal life. The objective answer to one specific question may also be gained, though secrets known only to the target cannot be divined. Very powerful undead such as vampires or liches are allowed to make a saving throw to resist.



Lend Strength or Fortitude (reversible)

Level: 2
Duration: 1 turn per level
Range: Touch

This spell allows the caster to transfer his physical strength or constitution to the target. The caster temporarily loses up to 1 point of STR or CON per 3 levels, and the target gains the same number of points in the selected attribute.

The reversed version of the spell, *leech strength or fortitude*, allows the caster to attempt to steal the physical strength or constitution of other beings. The target is allowed a saving throw versus paralysis, which, if failed, results in the loss of 1 point of STR or CON per 3 levels of the caster. The caster temporarily gains the leached attribute points.

This spell has no effect on undead creatures.

Lich Touch

Level: 6
Duration: 1 round per level
Range: Touch

The caster's touch has the power to inflict 1d10 points of cold damage and permanent paralysis. A saving throw versus paralysis is permitted to avoid the latter effect, which can otherwise only be cured by magic.

Locate Remains

Level: 1
Duration: 1 turn, +1 turn per 2 levels
Range: 60'

This spell allows the caster to detect the location of the remains of any dead creatures in range. This includes corporeal undead such as skeletons, zombies and ghouls, although the caster cannot distinguish them from normal corpses.

Alternatively, if the caster possesses a personal item or small body part of a specific individual, then that individual's remains can be sought with this spell. In this case the remains of other creatures are not detected.

Mummy Touch

Level: 4
Duration: 1 round per level
Range: Touch

This spell causes any creature touched by the caster to be afflicted with the hideous curse of rotting which is transmitted by the touch of a mummy. The victim cannot receive the benefit of magical healing, and heals naturally at 1/10th of the normal rate. The curse can be cured with the spell *remove curse*.

Organ Transference

Level: 6
Duration: Permanent
Range: Touch

This spell enables the transplantation of various bodily organs from one being to another. The affected creatures must both be of the same species and must both be alive. The organs to be transferred must be physically cut from the bodies of the subjects and transplanted – this spell only causes the fusing of the new organs into place and the healing of any wounding inflicted by the process.

Commonly transferred organs include the eyes and the heart, but any organ except the brain may be transferred. Transplanting a healthy heart can restore CON lost due to ageing, disease or magic.

The caster has the option of actually exchanging the organs of both creatures, or of simply removing an organ from one and transferring it to the other.

Organ Transference, Greater

Level: 8
Duration: Permanent
Range: Touch

This spell functions in the same way as the 6th level *organ transference*, and additionally enables the transplantation of the brain from one being to another, essentially causing a permanent body swap.

It is rumoured that some necromancers have discovered a technique allowing them to use this spell to transfer their own brain into the body of a victim.

Pass Undead

Level: 1

Duration: 1 turn per level

Range: Touch

This spell renders the creature touched completely undetectable to undead. The spell's recipient can take any non-hostile actions in the presence of undead and will be ignored. If the target attacks any undead creatures, his presence is revealed, but even then only to the individuals which were attacked.

Undead with greater than 5 Hit Dice are allowed a saving throw to detect anyone protected by this spell, and undead with 9 or more Hit Dice are never deceived by the spell.

Portent of Doom

Level: 5

Duration: 1 day per level

Range: 60'

With this spell, the necromancer has the ability to place a powerful curse upon a single target within range.

The target is allowed a saving throw versus spells to resist the portent. If the saving throw fails the victim will fall under a deathly curse invoking the powers of Orcus, prince of the undead.

Once the curse is in place, the victim will be visited once per day of the spell's duration by an undead assailant. The attackers will be of Hit Dice equal to the victim's level, up to a maximum of 6HD (spectres). They will appear out of nowhere within 60' of the victim, pronounce the victim's doom, and proceed to attack. The time of their appearance each day cannot be predicted.

Preserve Dead (reversible)

Level: 1

Duration: 1 day per level

Range: 30'

This spell prevents the onset of decay in one or more dead bodies in range. One corpse per two levels of the caster can be affected. For the spell's duration the condition of the bodies is perfectly preserved. Also, for the duration of the spell, creatures who are destined to rise as undead (such as those slain by a ghoul) will not do so.

Use of this spell extends the amount of time at which *raise dead* is effective. It can also be used in conjunction with *animate dead* in the creation of zombies – corpses which are first preserved and then animated gain one additional hit point per Hit Die.

The reverse of this spell, *rot*, causes an equal number of corpses to rot completely away in the course of a turn. Only skeletons remain.

Raise Dead, Lesser

Level: 4

Duration: See below

Range: 120'

This spell works similarly to the cleric spell *raise dead*, enabling the necromancer to bring the dead back to life. The only difference is that this spell does not have the power to permanently resurrect. The raised creature suffers the two week period of weakness, as described in *raise dead*, and may then act as normal for one day per level of the caster. Once this grace period has passed, the creature must roll each day on the following table, with a cumulative +3% modifier per day.

Raise dead, lesser, daily effects

d%	Result
01 – 24	Lose 1d4 hit points.
25 – 34	Lose one point of CON.
35 – 44	Lose one point of DEX.
45 – 54	Lose one point of STR.
55 – 59	Fingers, teeth or hair start rotting away or falling out. CHA reduced by one.
60 – 64	A limb dies and drops off.
65 – 69	Lose one experience level.
70 – 73	Overcome with murderous lust.
74 – 78	Overwhelmed with sorrow.
79 – 83	Can no longer bear to eat – starvation begins.
84 – 87	Can only gain sustenance through cannibalism – otherwise starvation begins.
88 – 91	Become semi-corporeal – AC improves by 2 points, but unable to manipulate fine objects.
92 – 94	Become fully incorporeal – can only be harmed by magical weapons, but cannot affect the physical world in any way.
95 – 99	Become undead (the Labyrinth Lord decides which type).
00+	Death.

Ray of Pain

Level: 2

Duration: Instant

Range: 15' per level

This spell creates a ray of shadowy energy which leaps from the caster's hand towards the chosen target, who must make a saving throw versus spells. If the save is successful the victim takes 1d4 hit points of damage. If the save fails the victim suffers 1d6 points of damage plus one point per level of the caster, and is affected by a wracking pain lasting until the end of the next round. The pain causes a -1 penalty to attack rolls, saving throws, Armour Class and ability checks.

Undead are not affected by this spell.

Read Magic (Necromancer)

Level: 1

Duration: 1 turn

Range: 0

This spell works in exactly the same way as the magic-user spell of the same name, except it allows a necromancer to understand spells on the necromancer spell list. Other spells can be recognised using read magic, but cannot be understood by a necromancer.

Reassemble

Level: 4

Duration: Instant

Range: 60'

This spell allows a necromancer to repair damage done to all forms of corporeal undead. A total of 1d6 hit points per three levels of the caster can be repaired. The hit points may be divided between any number of undead within range. Note that unlike clerical healing spells, even undead which have been killed (i.e. reduced to 0 or lower hit points) within the last turn may be restored with this spell.



Reinstate Spirit

Level: 9

Duration: Permanent

Range: Unlimited

This spell allows the caster to summon the spirit of a deceased being whose name is known and to cause it to be reinstated into a corpse which is in the caster's presence. The maximum age of spirit which can be reinstated is dependant on the caster's level, as with *speak with dead*.

The reinstated spirit retains its personality and all knowledge of its life (and beyond). Once reinstated it becomes an undead creature equivalent to a wight.

The newly undead creature is not necessarily in any way favourably disposed towards the caster, and may resent being forcibly brought into a state of undeath. Powerful spirits may be allowed a saving throw versus spells to resist being reinstated.

The casting of this spell to revive the spirits of the long-dead can be extremely taxing on the caster's sanity. When reinstating a spirit which has been deceased for 70 years or more, the caster must make a saving throw versus spells or permanently lose one point of WIS. For spirits of 140 years or older the save at a -2 penalty, and for those of 1,000 years or older a -4 penalty applies.

Resist Turning

Level: 2

Duration: 2 rounds per level

Range: 15' radius

This spell protects undead creatures in the area of effect from being turned by a cleric or by the reversed form of *command undead*. The spell is effective against a single turning attempt made within the duration. When a turning attempt is made, the Labyrinth Lord should roll 1d20, adjusted by the difference between the caster's level and the level of the turning character. If the result of the roll is 10 or greater the turning attempt is nullified.

The spell's effects can be centred on the caster, another creature, or on a chosen object or location.

Sacrificial Resurrection

Level: 6

Duration: Permanent

Range: Touch

By making a bargain with the powers of death, the necromancer can exchange one soul for another, bringing a dead creature back to life in return for a sacrifice of equal magnitude. The spell functions in basically the same manner as *raise dead*, but requires the sacrifice of one or more intelligent beings, whose total Hit Dice must equal that of the creature being revived.

Seal Tomb (reversible)

Level: 2

Duration: See below

Range: 60'

This spell places a magical seal upon a single crypt door within range, causing it to close and become magically locked in the same manner as the magic-user spell *hold portal*. The caster himself can pass through the door unhindered, and can optionally grant access to undead. The spell may also be used to seal closed a single sarcophagus or coffin lid. The seal lasts for one year.

The reversed version, *open tomb*, causes a crypt door or coffer lid to open, bypassing any warding magic placed upon it. Spells such as *seal tomb* and *arcane lock* are simply dispelled, while other warding spells are bypassed for 1 turn. Spells of 5th level or above are unaffected.

Skeletal Army

Level: 8

Duration: 1 hour per level

Range: 120'

Cast in a graveyard, or at the site of a battle, this spell causes up to 1d6 HD of skeletons per level of the caster to reanimate and rise up from the earth ready to do the caster's bidding.

When the duration ends the raised skeletons crumble to dust.

Skeletal Servitor

Level: 1

Duration: 6 turns, +1 turn per level

Range: Touch

This spell causes a single humanoid skeleton to reanimate under the caster's control for the duration. Apart from the short duration and the limitation of a single skeleton, it functions in the same way as *animate dead*.

Skull Sight

Level: 3

Duration: 1 turn

Range: Unlimited

This spell allows the caster to see through the eye sockets of a skull which he has specially prepared by anointing it with a mixture made from rare herbs (costing 500gp) and the eyeball of an undead creature.

If the caster has anointed several skulls for use with this spell, he can freely switch between them within the spell's duration.

Skull Speech

Level: 3

Duration: 1 turn

Range: Unlimited

This spell allows the caster to hear and speak through a skull which he has specially prepared by anointing it with a mixture made from rare herbs (costing 500gp) and the tongue of an undead creature. It is not possible to cast spells through the enchanted skull. The range of the skull's hearing is 20'.

If the caster has anointed several skulls for use with this spell, he can freely switch between them within the spell's duration.

Shadow Touch

Level: 1

Duration: 3 rounds, +1 round per level

Range: Touch

The caster's hands are enveloped with a blue glow which can be used to damage the life energy of any living creature touched – causing 1d4 hit points damage and the loss of one point of STR. The touched creature is allowed a saving throw versus spells to avoid the effects of the chill touch. Creatures who do not have a rated STR score instead suffer a -1 penalty to attacks each time they are touched. Lost points of strength are recovered at a rate of one per hour.



Spectral Hand

Level: 2

Duration: 2 rounds per level

Range: 100', +10' per level

A ghostly glowing hand appears within the spell's range which the caster can direct as willed. While the hand exists it can be used to deliver any touch spell of 4th level or lower which the necromancer casts, granting a +2 attack bonus.

Controlling the hand requires the caster's full concentration. If he performs any other actions during the spell's duration, the hand returns and hovers close by.

The hand is formed of the caster's life force, thus is vulnerable to attack. It can only be harmed by magical weapons or spells, and has an Armour Class of -2. If the hand is damaged it disappears and the caster suffers 1d4 hit points of damage.



Steal Life Force

Level: 9

Duration: Permanent

Range: Touch

This spell ages the target and rejuvenates the caster. It is used by some evil necromancers to indefinitely extend their lifespan by stealing the lives of victims. If the target fails a saving throw versus death, he is aged 1d10 years, and the caster is rejuvenated the same number of years.

If the target is aged beyond his natural lifespan, he dies. The caster cannot rejuvenate himself to younger than 20 years old.

Each time this spell is used there is a 1 in 10 chance that the caster will permanently lose one point of CON. When the number of CON points lost equals the caster's original CON ability score, the caster enters an undead state.

Summon Demon (Necromancer)

Level: 7

Duration: See description of magic-user spell

Range: 10'

This spell is identical to the magic-user spell of the same name, but can only be used by necromancers to summon servitors of the demon lord Orcus, prince of the undead.

Summon Familiar (Necromancer)

Level: 1

Duration: See description of magic-user spell

Range: 10' per level

This spell works in basically the same way as the magic-user spell, with several differences. The same types of creatures may respond to the spell, but in the case of a necromancer they are often reanimated corpses – an undead cat or raven, for example. Necromancers casting this spell may also summon creatures such as an unusually large spider or centipede.

The probability of a special familiar remains at 5%, but only an imp or quasit will respond to this spell.

Summon Swarm

Level: 2

Duration: Special

Range: 100'

This spell conjures a seething mass of vermin creatures such as bats, rats, spiders, flying insects, centipedes and so on. The swarm consists of a single type of creature, which the caster can choose.

The swarm fills a 10' cube area, which can be moved with the caster's direction at up to 20' per round. Any creatures engulfed by the swarm suffer 1d4 points of damage per round due to the numerous bites or stings inflicted by the vermin. Victims can choose to forgo all other actions, including movement, to reduce the swarm's damage to 1.

The swarm can only be damaged by fire or other area effects, and it disperses after taking 2 points of damage per level of the caster. It lasts until destroyed or as long as the caster maintains complete concentration. If the caster's concentration lapses, the swarm disperses after two rounds.

Summon Undead I

Level: 3

Duration: 2 rounds, +1 round per level

Range: 30'

This spell works in the same way as the magic-user *summon monster I*, but can only summon undead creatures of 1HD (skeletons). 2d4 summoned creatures arrive at the specified location in 1d4 rounds.

Summon Undead II

Level: 4

Duration: 3 rounds, +1 round per level

Range: 40'

This spell works in the same way as the magic-user *summon monster II*, but can only summon undead creatures of 2HD (ghouls or zombies – determined at random). 1d6 summoned creatures arrive at the specified location in 1d4 rounds.

Summon Undead III

Level: 5
Duration: 4 rounds, +1 round per level
Range: 50'

This spell works in the same way as the magic-user *summon monster III*, but can only summon undead creatures of 3HD (wights, leprotic dead – see Appendix II). 1d4 summoned creatures arrive at the specified location in 1d4 rounds.

Summon Undead IV

Level: 6
Duration: 5 rounds, +1 round per level
Range: 60'

This spell works in the same way as the magic-user *summon monster IV*, but can only summon undead creatures of 4HD (ghosts or wraiths – determined at random). 1d3 summoned creatures arrive at the specified location in 1d3 rounds.

Summon Undead V

Level: 7
Duration: 6 rounds, +1 round per level
Range: 70'

This spell works in the same way as the magic-user *summon monster V*, but can only summon undead creatures of 5HD (mummies). 1d2 summoned creatures arrive at the specified location in 1d2 rounds.

Summon Undead VI

Level: 8
Duration: 7 rounds, +1 round per level
Range: 80'

This spell works in the same way as the magic-user *summon monster VI*, but can only summon undead creatures of 6HD (spectres). 1d2 summoned creatures arrive at the specified location in 1d3 rounds.

Summon Undead VII

Level: 9
Duration: 8 rounds, +1 round per level
Range: 90'

This spell works like the magic-user *summon monster VII*, but can only summon undead creatures of 7HD or 8HD (vampires). 1d2 7HD monsters arrive in 1 round, or one 8HD monster arrives in 2 rounds.

Swarm Transformation

Level: 4
Duration: Special
Range: 0

Upon casting this spell the caster instantaneously transforms into a swarm of rats, spiders or insects. While in swarm form the caster can move at 20' per round and can choose to attack by engulfing victims, who suffer 1d4 damage per round (as per *summon swarm*). The caster is immune to normal damage, but can be harmed by fire, spells or area attacks.

The caster remains in swarm form as long as he wishes, or until death. Any damage inflicted on the swarm is reflected on the caster's body when he returns to normal. Once the caster has returned to his normal form the spell ends.

Symbol (Necromancer)

Level: 8
Duration: See below
Range: Touch

This spell functions as the magic-user spell of the same name. Necromancers may only inscribe symbols of death, fear, insanity or pain.

Undead Regeneration

Level: 7
Duration: 1 round per level
Range: 60'

Up to 2d8 HD of undead creatures of the caster's choosing within range are enchanted so as to be indestructible for the duration. The affected creatures may be damaged as normal, and appear to perish upon reaching 0 hit points or lower, however the following round they will rise again, regaining 2d8 hit points.

Enchanted undead which are destroyed by a cleric's turning ability (the D result), or by very powerful magic such as the *disintegrate* spell are unable to regenerate. Otherwise, the creatures' bodies will reform, enabling them to continue fighting.

This spell cannot be used to enchant undead creatures of greater than 3 Hit Dice.

Unhallow (reversible)

Level: 3
Duration: Permanent
Range: 60'

This spell disrupts any magical wards in the affected area which protect against the entry or creation of undead. Affected warding spells are permanently dispelled.

The reversed version, *hallow*, is rarely used by necromancers, but effects a permanent ward which prevents the dead remains of any creatures from rising as undead while within the protected area. It has no effect on existing undead.

Valour in Death

Level: 3
Duration: Special
Range: Touch

This spell causes a character killed in combat to rise again and continue fighting. It can only be cast while a battle is in progress, and the target must be recently deceased – within one turn at most.

The risen combatant is not considered undead, and is not controlled by the caster, maintaining their own goals and personality. However a character raised by this spell has the sole purpose of participating in the ongoing battle – he or she will perform no actions to other ends.

The raised character will use whatever abilities he or she deems most helpful in the situation, and may cast spells or use magic items as normal, if such are available for use. The character is also immune to all fear effects, and possesses an eerie strength, granting +1 to melee attacks and damage.

The spell lasts either until fighting stops or the affected character reaches -20 hit points. At this point the character drops to the ground, truly dead. Characters reanimated by this spell suffer a -10% adjustment to their chance of surviving subsequent resurrection attempts.



Vampiric Enslavement

Level: 3
Duration: One month
Range: Touch

Enchanting a quantity of his own blood (causing a loss of one point of CON for the day), the necromancer creates a potion having effects similar to the magic-user spell *charm person*.

The enchanted blood must be consumed by the victim, presumably either by force or subterfuge. If the victim fails their saving throw they come under the charm for one month. At the end of this period the necromancer must cast this spell again to provide more blood for the victim, who now craves the caster's blood. Indeed if the spell's duration ends without being refreshed, charmed victims are likely to attack the caster to drink his blood. This blood lust wears off after a further month.

Wall of Gloom

Level: 5
Duration: See below
Range: 60'

The necromancer summons forth a sinister barrier of pure darkness 5' thick, 20' high, and up to 20' long per caster level. Anyone touching the wall must save versus spells or be affected by *fear*. Creatures unaffected by the fear effect may attempt to pass through the wall, however doing so incurs a second saving throw. If this save fails the creature is paralysed as per *hold person*, and remains stuck in the darkness of the wall until its duration ends.

The caster, all undead creatures and creatures with a connection to darkness or shadow are unhindered by the wall.

The spell lasts as long as the caster concentrates and performs no other actions. Once concentration ends, the wall persists for 6 turns.

Zombie Servitor

Level: 2
Duration: 6 turns, +1 turn per level
Range: Touch

This spell causes a single humanoid corpse to reanimate as a zombie under the caster's control for the duration. Apart from the short duration and the limitation of a single zombie, it functions in the same way as *animate dead*.

Zone of Creeping Terror

Level: 5
Duration: Permanent
Range: 60'

This spell enchants the area where it is cast, causing it to take on an atmosphere of dread. Anyone spending longer than one minute inside the zone must make a save versus spells or be overcome with terror and the desire to leave the area as soon as possible.

Zone of Death

Level: 9
Duration: Permanent
Range: 60'

This spell enchants the area where it is cast, causing it to become inimical to life. Any living creature within the zone suffers 1d4 points of damage per round. A zone of death is often littered with corpses of its victims.

Zone of Sinister Stillness

Level: 3
Duration: Permanent
Range: 60'

This spell enchants the area where it is cast, causing it to take on an unsettling air of silence. Sound is not magically suppressed in the zone, but characters within its area will have the feeling that any sound they make is disturbing something which is better left in peace. Inside the zone fear effects are more difficult to resist (-2 to saves) and morale boosting effects cannot function.

Zone of Weakness

Level: 7
Duration: Permanent
Range: 60'

This spell enchants the area where it is cast, causing all living creatures inside to be affected by a crippling weakness. A saving throw versus spells is allowed to resist the effect, but failure means the character's STR is reduced by 5 points while in the zone. Creatures without a rated STR score suffer -2 to attacks and damage.

A creature whose STR is reduced to less than 3 becomes crippled and unable to move while in the zone.



Necromancer Spell List

Spells from the standard spell lists in the AEC are marked: C (cleric), I (illusionist) or MU (magic-user).

1st level

1. Cause light wounds (C)
2. Command dead
3. Command undead
4. Darkness globe (MU)
5. Detect disease
6. Detect undead
7. Dying words
8. Exterminate
9. Haunting
10. Locate remains
11. Pass undead
12. Preserve dead (reversible)
13. Ray of enfeeblement (MU)
14. Read magic
15. Scare (MU)
16. Shadow touch
17. Skeletal servitor
18. Summon familiar
19. Unseen servant (MU)

2nd level

1. Choke
2. Corpse visage
3. Death recall
4. Detect magic (MU)
5. Feign death (MU)
6. Ghoul touch
7. Lend strength or fortitude
8. Ray of pain
9. Resist turning
10. Seal tomb (reversible)
11. Speak with dead (C)
12. Spectral hand
13. Summon swarm
14. Zombie servitor

3rd level

1. Animate dead (MU)
2. Cause disease (C)
3. Fear (MU)
4. Hold person (MU)
5. Skull sight
6. Skull speech
7. Summon undead I
8. Unhallow
9. Valour in death
10. Vampiric enslavement
11. Zone of sinister stillness

4th level

1. Bestow curse (MU – reverse of *remove curse*)
2. Cause serious wounds (C)
3. Charm undead
4. Detach / graft
5. Inter
6. Mummy touch
7. Raise dead, lesser
8. Reassemble
9. Summon undead II
10. Swarm transformation

5th level

1. Cause critical wounds (C)
2. Death spell (MU)
3. Gaseous form
4. Guardian spirit
5. Magic jar (MU)
6. Portent of doom
7. Summon shadow (I)
8. Summon undead III
9. Wall of gloom
10. Zone of creeping terror

6th level

1. Bind spirit
2. Contact spirit
3. Curse of undeath
4. Harm (C – reverse of *heal*)
5. Knowledge of life
6. Lich touch
7. Organ transference
8. Sacrificial resurrection
9. Spiritwrath (MU)
10. Summon undead IV

7th level

1. Death geas
2. Destruction (C – reverse of *resurrection*)
3. Drain energy (C – reverse of *restoration*)
4. Necrosis (C – reverse of *regenerate*)
5. Summon demon
6. Summon undead V
7. Undead regeneration
8. Zone of weakness

8th level

1. Clone (MU)
2. Organ transference, greater
3. Power word blind (MU)
4. Skeletal army
5. Summon undead VI
6. Symbol
7. Trap the soul (MU)

9th level

1. Power word kill (MU)
2. Raise dead (C)
3. Reinstate spirit
4. Steal life force
5. Summon undead VII
6. Zone of death





Vivimancer

Requirements:	None
Prime Requisite:	INT
Hit Dice:	1d4
Maximum Level:	None

Vivimancers are a specialized form of magic-user. They use some of the same spells as standard magic-users, as well as some spells in common with druids, but can also master a range of unique spells which manipulate the forces of life and nature. Nature is cruel and kind in equal measure, meaning that vivimancers command magic of both weal and woe.

Vivimancers have the same weapon and armour restrictions as magic-users, and can use the same types of magic items, including those items usable to characters of all classes. However vivimancers are generally only able to create magic items which have a connection to the forces of life, nature and transformation (for example: a staff of the serpent, a wand of polymorphing, a cloak of arachnida, and so on). Vivimancers can use scrolls containing spells on their spell list, but not scrolls of other magic-user or illusionist spells.

Vivimancers advance using the same experience and spell acquisition tables as standard magic-users.

Vivimancer Spells

Accelerated Healing

Level: 2
Duration: 1 turn per level
Range: Touch

This spell enhances the natural healing process of the recipient's body, granting the ability to heal physical damage at a rate of 1 hit point per turn.

Creatures without a natural capacity for self-healing (undead or constructs, for example) gain no benefit from this spell.

Accelerated Immune System

Level: 2
Duration: 1 turn per level
Range: Touch

This spell enhances the functioning of the recipient's immune response, granting +4 to saving throws versus diseases. If the recipient is already suffering from a disease he gains a new saving throw immediately, including the +4 bonus.

Creatures without an immune system (undead or constructs, for example) gain no benefit from this spell.

Accelerated Metabolism

Level: 2
Duration: 1 turn per level
Range: Touch

This spell enhances the metabolic rate of the recipient. The target's increased metabolism enables the quick flushing of toxins from the system, granting a +4 bonus against poison saves, and a new saving throw against any existing poisons (including the +4 bonus).

The target burns energy at such a heightened rate that it is ravenously hungry when the spell's duration ends.

Creatures without a metabolism (undead or constructs, for example) gain no benefit from this spell.

Artificial Intelligence

Level: 9
Duration: Permanent
Range: Touch

This strange and powerful spell brings about the creation of a disembodied intelligence, which the caster can choose to imbue into an object or a location. The Labyrinth Lord should roll 3d6 to determine the INT, WIS and CHA scores of the magically created mind, and should also roll 1d20 and consult the following table to determine additional characteristics of the mind. The mind's alignment should also be randomly determined.

Artificial intelligence, mind characteristics

d20	Mind Characteristics
1-2	Insane (harmless)
3	Insane (subtly psychotic)
4-5	Unfathomable and alien
6	Obsessed with a certain goal
7	Impressionable – picks up personality traits of those whom it first encounters
8	Capable of learning to cast spells
9	Claims to be a reincarnation
10-11	Has an innate detection power (roll on the table for sapient swords, LL p.122)
12-13	Has an innate spell-like power (roll on the table for sapient swords, LL p.122)
14	Completely empty – can learn, but has no pre-formed knowledge or personality
15	Expert in an obscure field
16	Driven and manipulative
17	Hateful
18	Replica of the caster's mind
19	Roll twice*
20	Roll three times*

* Re-roll further results of 19 or 20.

Cannibalize

Level: 3

Duration: Instant

Range: Touch

This gruesome spell enables a vivimancer to magically absorb the living tissue of other creatures and transmute its energy to regenerate damage to his own body.

Unless the target is willing or helpless, a successful attack roll is required in order to touch the target. If the attack roll succeeds, the caster's touch inflicts 2d6 points of damage. This damage manifests as a visible reduction in the volume of the victim's body – chunks of flesh or limbs may be ripped off, the target may become emaciated, and so on. The caster instantly regenerates an equal number of hit points to the damage taken by the target.

The damage inflicted by this spell can generally only be healed by magical means.

Chimera I

Level: 4

Duration: 2 rounds, +1 round per level

Range: 30'

In the round this spell is cast, a formless, throbbing blob of flesh appears at the chosen location within range. Over the course of the next two rounds the blob grows and mutates, rapidly forming into a bizarre hybrid creature which will do the caster's bidding. The creature is genetically unstable, and will dissolve into a pool of protoplasm when the spell's duration expires.

The mutant creature has 2d4 HD and a movement rate of 90' / 30'. Its form, armour class and abilities are determined by rolling a d12, d10, d8 and d6, and consulting the following tables. The Labyrinth Lord and player are free to add any further descriptive details desired.

Chimera, body and head types

d12	Body Type (AC)	d10	Head Type (Damage)
1	Blubbery (AC 6)	1	Bear (bite, 1d8)
2	Fungoid (AC 7)	2	Bull (gore, 1d6)
3	Furry (AC 6)	3	Frog (bite, 1d4)
4	Insectoid (AC 5)	4	Insect (bite, 1d6)
5	Mossy (AC 8)	5	Lion (bite, 1d6)
6	Ooze-like (AC 5)	6	Lizard (bite, 1d6)
7	Ribbed (AC 3)	7	Rat (bite, 1d4)
8	Scaly (AC 2)	8	Snake (bite, 1d6)
9	Segmented (AC 6)	9	Spider (bite, 1d6)
10	Serpentine (AC 4)	10	Wolf (bite, 1d6)
11	Transparent (AC 7)		
12	Worm-like (AC 7)		

Chimera, head attacks

d8	Head Special Attacks
1	None
2	Blood sucking – attaches after a successful attack and causes 1d4hp damage automatically in following rounds, until killed.
3	Gaping maw – swallow attack on a natural 20.
4	Giant tongue – may attack up to 10' with tongue, doing 1d4 damage. A successful attack indicates the target is dragged to the mouth on the next round and suffers a bite attack for automatic damage, unless it can successfully attack the tongue before then.
5	Breath attack (fire, cold, gas) causing 2d6 damage. Can be used once.
6	Poisonous bite – save versus poison or suffer 2d6 additional damage.
7	Two heads, each able to attack once per round.
8	Three heads, each able to attack once per round.

Chimera, appendages

d6	Appendages
1	Two claws which can attack for 1d6 damage.
2	Many legs – 120' / 40' movement rate.
3	Wings – can fly.
4	Tentacles – 1d6 tentacles which can each attack for 1d3 damage.
5	Suckers or grippers – can climb walls.
6	Springing – can make a jumping attack up to 30' distant, gaining +2 to hit.

Chimera II

Level: 6

Duration: 2 rounds, +1 round per level

Range: 30'

This spell works in a similar manner to the 4th level *chimera I*, creating a blob of tissue from which mutant life will emerge. This enhanced version may either be used to create a single monster with 2d4 + 4 HD, or two identical 2d4 HD creatures.



Chimera III

Level: 8

Duration: 2 rounds, +1 round per level

Range: 30'

This spell works in a similar manner to the 4th level *chimera I*, creating a blob of tissue from which mutant life will emerge. This enhanced version may either be used to create a single monster with 2d4 + 6 HD, or three identical 2d4 HD creatures.

Detect Poison

Level: 1

Duration: Instant

Range: 30'

This spell enables the caster to detect whether a single object or creature is venomous. The presence of natural, artificial and magical poisons can all be detected, and the caster has a 5% chance per level of detecting the exact type of poison present.

Devolution (reversible)

Level: 5

Duration: Permanent

Range: 60'

This spell causes a single intelligent target to undergo an evolutionary regression, reverting to a primitive ancestral form and behaviour. Generally the target's INT is greatly reduced (5 at most), while its STR and CON are increased. A human, for example, would regress to an ape-like state, incapable of understanding speech or of performing complex tasks of planning or visualisation.

A save versus spells is allowed to resist the effect. If the save fails, the spell can be reversed with *dispel magic* or *remove curse*. Magical creatures, which have no evolutionary ancestors, cannot be affected.

The reversed version of the spell, *evolutionary leap*, grants human-level intelligence to a target animal or plant. The affected being does not gain the ability to communicate, though it may be able to learn in time.

Divide Body

Level: 3

Duration: 1 turn per level

Range: 0

This spell causes the caster to physically split into two identical copies, which can be controlled individually.

During the first turn of the spell's effect, the caster undergoes a horrific process of transformation, during which his body swells and mutates. At the end of this period a second body splits away, leaving the caster with two separate and identical forms.

Each body can be controlled completely independently of the other, and both may engage in speech and spell-casting, sharing all knowledge and experience. As the two bodies share one mind, they effectively have a continuous telepathic link, experiencing everything which the other does.

The two bodies must, however, share the caster's hit points, having half of his current total each. If either body is killed while the spell is in effect, the remaining body must make a saving throw versus death or fall unconscious for 2d6 turns.

When the spell comes to an end one of the two bodies (chosen at random) weakens and dies. The hit points possessed by the dead body are not regained, and must be regenerated by natural or magical means.

Divide Mind

Level: 5

Duration: 1 turn per level

Range: Touch

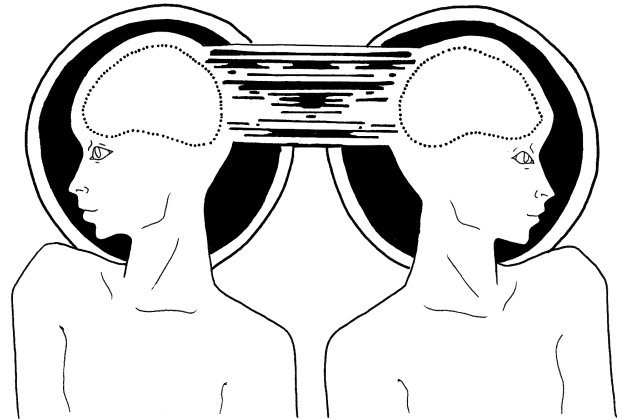
This spell allows the caster to imbue a fragment of his living consciousness into another being. The target must be touched, and is allowed a saving throw versus spells to resist.

Once the mind fragment is imbued, the caster experiences everything the target does, in addition to the perceptions of his own body, and is able to communicate telepathically with the target.

The caster can also attempt to control the target's body, overriding the mastery of its own mind. Each round the caster has a base 50% chance of being able to control the target's body, modified by 5% per point of difference in INT scores. It is only possible to control the target's body in this manner – the caster has no access to the target's mind, and it is thus not possible, for example, to force the target to reveal information or to cast spells.

If the target dies during the spell's duration, the caster must make a save versus death or fall unconscious for 1d6 turns.

If the caster's own body is killed while his mind is divided, he must make a saving throw versus spells. Failure indicates that the mind fragment imbued in the target also dies. If the save succeeds, the caster's mind takes refuge in the target, and continues to exist beyond the normal duration of this spell. In this case the caster's mind may be retrieved from the target's body by spells such as *magic jar* or *limited wish*, and will automatically return to the caster's real body if he is raised from the dead.



Drone

Level: 2

Duration: Special

Range: 120'

Mimicking the organisational structure of hive insects, this spell causes a single humanoid creature to become a bound drone of the caster. The effects are similar to the magic-user spell *charm person*, with the difference that the drone generally defers its own opinions and goals to that of the caster, and takes on an odd, mindless manner when not in the presence of its master or carrying out his instructions. Similarly to *charm person*, the caster does not have complete control of the drone, rather having the status of a trusted friend.

The target gains a saving throw against the effects of the spell when it is cast, and then at intervals depending on its INT, the same as with *charm person*.

Edibility (reversible)

Level: 1
Duration: Permanent
Range: Touch

This spell transforms a quantity of inedible plant or animal matter into edible and nourishing food. Toxins and poisons in the affected material are rendered harmless, and non-nutritive or indigestible substances such as bark or grass become nourishing. A quantity of matter sufficient to feed one human for a day is transformed per level of the caster.

The reversed version of the spell, *inedibility*, renders normally edible food toxic. Anyone consuming food transformed by this spell must make a save versus poison or be afflicted by an illness of shaking and vomiting lasting for 1d6 days.

Egg of Life

Level: 7
Duration: Permanent
Range: 5' per level

Through this spell, a vivimancer wields the power to create life. A single egg (from any bird or reptile) is required, which must be cracked open upon casting the spell. The contents of the egg must be allowed to fall onto the ground, where they cause a chain reaction of magical growth to occur. Over the course of the following turn a panoply of life springs into existence within the area of effect, creating a full habitat complete with plants, insects and small animals. The type of habitat created (forest, jungle, marsh, grasslands, etc.) can be chosen by the caster.

Note that geological conditions such as soil or water sources are not created or modified by this spell. Thus, while the plants and animals conjured will theoretically live to their natural lifespan, they may perish more rapidly if created in an otherwise hostile environment.

Explosive Growth

Level: 8
Duration: See below
Range: 120'

A single target in range begins to grow at a rapid and alarming rate – potentially reaching gigantic proportions within a matter of rounds. During the spell's duration a target of normal human stature will grow in size and unarmed damage potential as follows:

Explosive growth, effects per round

Round	Height	Unarmed Damage
1st	10'	1d8
2nd	12'	2d6
3rd	14'	3d6
4th	16'	4d6
5th	18'	5d6
6th	20'	6d6
7th	22'	7d6

The maximum size is maintained after the 7th round for one additional round per level of the caster above 15. Subsequently the target will return to its normal size, shrinking one step on the size scale per round.

Clothes or armour worn by the affected creature are destroyed in the first round, and, if it is in a confined space, the creature's body will either break out of the confinement or be crushed to a pulp.

The target is allowed a saving throw versus polymorph to avoid the effect.

Extinction

Level: 9
Duration: Instant
Range: 240'

This spell brings about the instantaneous death of living creatures of a single named species within range. Up to 40 Hit Dice of creatures are affected. A saving throw versus death is allowed to completely avoid the effect.

If greater than 40 Hit Dice worth of individuals of the chosen species are within range, the affected targets should be determined randomly – the caster is not able to choose.

Magical creatures and those with greater than 8HD are not affected.

Extraordinary Regeneration

Level: 9
Duration: 1 round per level
Range: 0

This spell grants the caster immunity to all physical damage, poison and disease for the duration.

While the spell lasts the caster can only be harmed by spells or magical weapons. All other damage is regenerated at a startling rate – wounds heal over instantly, severed limbs regrow, and so on.

Flesh Blast

Level: 6
Duration: Up to 6 rounds
Range: 60'

The living tissue of a single target within range is caused to swell, bulge and pulsate. This process causes the target 2d4 hit points' damage per round, and is accompanied by agonising pain, preventing the target from performing any actions, including movement.

The vivimancer can choose to maintain the process of flesh distortion for up to 6 rounds. After this period elapses, or immediately if the target dies, the target's swollen flesh explodes outwards in a radius of 20'. This explosion is fatal to the target (if it is not already dead), and causes 2d6 damage to other creatures in range. A save versus spells reduces damage by half.

The target may make a saving throw versus polymorph to resist the spell's effects. If the save succeeds, the target avoids the eventual explosion of its body, and is able to resist the pain of the swelling process and is able to act during the initial period. However even on a successful save, the target still suffers damage from the process.

Creatures of greater than 8HD, or those of a magical nature, cannot be targeted by this spell.

Fungal Growth

Level: 2
Duration: Permanent
Range: 60'

A patch of livid mutant fungus erupts in a 10' diameter area as indicated by the caster. The conjured fungal growth is formed of a wide variety of species of mushrooms and moulds, of diverse form and colour. Contained within the patch are 1d4 monstrous fungi, selected by the Labyrinth Lord – shriekers, violet fungi, giant death caps or monstrous fly agarics (see Appendix II).

Genesis

Level: 9
Duration: Permanent
Range: 30'

This spell has two distinct uses, which the caster may choose between at the time of casting.

Firstly, it may be used to instantly conjure living beings of any species desired. Up to 2HD of creatures per level of the caster may be conjured, in any combination of species. The conjured creatures are typical examples of their race – the spell cannot be used to summon specific individuals. The conjured creatures are not in any way bound to obey the caster, and will follow their natural behaviour.

The spell may alternatively be used to create a single individual of a completely new species. Anything the caster can imagine is possible, and the created creature may have up to 1HD per level of the caster. Other characteristics of the creature must be worked out in collaboration with the Labyrinth Lord.

Hibernate

Level: 3
Duration: Up to 6 months
Range: Touch

This spell puts a single mammalian creature into a deep sleep wherein its metabolism is reduced to the barest minimum. The target can survive in this way without food or water for up to 6 months. The caster may cast this spell on himself.

During its hibernation the creature can be awakened by force, and will awaken automatically if it is harmed in any way.

Hive Mind

Level: 4
Duration: 1 turn per level
Range: Unlimited

This spell enables the caster to communicate telepathically with any creatures who are currently bound to him under the effects of the *drone* spell.

Hive Sight

Level: 4
Duration: 1 turn per level
Range: Unlimited

This spell enables the caster to see through the eyes of any creatures who are currently bound to him under the effects of the *drone* spell.

Immunity to Disease

Level: 4
Duration: 1 turn per level
Range: Touch

The spell's recipient gains complete immunity to all forms of disease for the duration.

Immunity to Poison

Level: 5
Duration: 1 round per level
Range: Touch

The spell's recipient gains complete immunity to all forms of poison for the duration.

Impregnate

Level: 6
Duration: Permanent
Range: Touch

This spell provides a strange arcane means of bypassing the norms of sexual reproduction. The caster must first select the female who is to be impregnated and the male who is to be the sire. Neither of the pair need be willing participants in this spell, and no saving throw is allowed. The pair may be of any species, and in this manner it is possible to create unusual hybrids. In the case of highly disparate species, the Labyrinth Lord may wish to impose a percentage chance of the impregnated foetus dying.

The spell must be cast twice – firstly on the male, and again (within one week) on the female. In both cases the spell takes the form of an hour-long ritual, during which the target must be within touch range of the caster. The ritual requires the use of rare herbs and ointments costing 500gp per casting.

Life Cycle

Level: 6
Duration: Permanent
Range: Touch

This spell causes the advancement of a single target's life cycle. Two effects are possible.

Firstly, for creatures which have a series of one or more distinct life phases, the creature may be advanced immediately to the next phase. So, for example, an egg may be caused to hatch, a caterpillar to pupate, or foetus to be born.

Alternatively the caster's touch may cause the target to age 1d6 years.

In either case, a save versus polymorph is allowed to resist the effect.

Life Energy Protection

Level: 2
Duration: 6 turns
Range: Touch

The target's life energy is augmented for the duration, granting a resistance to energy draining attacks. All forms of energy drain are counteracted, including the attacks of undead creatures and the *drain energy* spell. During the spell's duration, up to one level of energy drain per three levels of the caster can be resisted, having no effect whatsoever.

Mass Devolution (reversible)

Level: 8
Duration: Permanent
Range: 60'

This spell causes all creatures of a single named species in range to be affected by the 5th level spell *devolution*, or its reversed form *evolutionary leap*.

Mass Mutation

Level: 9
Duration: Permanent
Range: 60'

This spell functions in exactly the same manner as the 7th level spell *mutate*, except that it affects all creatures within range, including the caster.



Mutate

Level: 7

Duration: Permanent

Range: Touch

This spell causes a random alteration to the target's genetic structure, resulting in the instantaneous development of a strange mutation. The exact form and effects of the mutation should be determined by the Labyrinth Lord, but there should be some risk of a dysfunctional or hindering mutation occurring. The mutation tables in *Mutant Future* are recommended.

Use of this spell additionally carries a risk of an accidentally fatal modification of the target's genetic structure, and entails a roll against transformative shock (AEC p.5), with a bonus of +10%.

Unwilling targets of this spell may make a save versus polymorph.

Natural Weaponry

Level: 1

Duration: 6 turns

Range: Touch

The target of this spell develops some form of natural weapon, such as clawed hands or a vicious bite, for the duration. The character is thus able to make unarmed attacks which can inflict 1d6 damage.

Natural Weaponry, Improved

Level: 3

Duration: 6 turns

Range: Touch

This spell causes the target to develop natural weapons, in the same way as the 1st level spell *natural weaponry*. The improved version of the spell grants the additional ability for the target to exude poison from the newly gained claws or fangs. One poisonous attack per three levels of the caster can be made within the spell's duration. The poison causes death in 1d10 rounds if a saving throw is failed.

Parasitic Implantation

Level: 7

Duration: Permanent

Range: Touch

With a subtle touch the caster infects the subject with a magical parasite, which will grow inside its host, causing one of a variety of effects. The subject is allowed to make a save versus poison to resist the implantation of the parasite, however if the save fails the parasite will take hold and begin to grow. For the first 1d6 days after the subject is infected, no noticeable effects occur. However once this initial period has passed, the parasite begins to cause one of the following effects, chosen by the caster at the time of casting.

Spying: The parasite sends its subject's sensory experiences to the caster telepathically, enabling the caster to spy on every moment of the subject's life.

Geas: The subject is compelled to complete a certain task, in the same manner as the *quest* spell, with the one difference that the target is not consciously aware of the quest with which it is tasked. Instead it receives a series of sub-conscious urges pushing it in the desired direction. If the target resists these urges the parasite will inflict internal pains, causing the target to lose 1d4 points of CON or DEX per day of resistance. If the task is completed the parasite will die.

Death: The subject must make a saving throw versus death once every 24 hours or meet his doom.

Suggestion: The presence of the parasite gives the caster great influence over the target, allowing him to make a *suggestion* (as per the 3rd level magic-user spell) to the target once per day.

All types of parasite can be detected by spells which detect disease or magic, but can only be removed by *dispel magic* or *limited wish*.

Plant Metabolism

Level: 4

Duration: 1 day per level

Range: Touch

The targeted creature's metabolism is modified so that it can survive by photosynthesis – the production of energy purely by absorbing sunlight. This means that the subject can survive without food while the spell's duration lasts, as long as sunlight and water are available. On the other hand, a creature under this spell's effects which is kept underground, away from sunlight, will slowly starve to death. A saving throw versus polymorph is allowed to resist this spell's effects.

Plant Symbiosis

Level: 4

Duration: 1 day per level

Range: Touch

The caster is able to meld his physical body with nearby plants. While in this symbiotic state, the caster can survive without food or water, being nourished purely by the root systems of the host plants. At the caster's option he may meld his body completely so that it disappears inside the plants, may leave sensory organs exposed so that he can still see or hear while in symbiosis, or may choose to leave larger portions of his body outside of the host.

This spell may be used to target a single intelligent plant-based creature, providing it is of at least twice the caster's volume. The creature is allowed a saving throw versus polymorph to resist the symbiosis, but if it fails it is affected by a charm (in the same way as *charm person*) while the caster remains in symbiosis.

The caster can choose to end the symbiosis at any time during the spell's duration.

Polyvorousness

Level: 2

Duration: Permanent

Range: 30'

With this spell the caster can alter the nature and dietary preferences of a single living creature. The targeted creature is allowed a saving throw versus polymorph to resist the effect.

A carnivorous creature targeted by this spell will lose any natural weapons such as teeth and claws, and become docile in nature, only using violence to defend itself. Males may grow horns which can be used to inflict 1d6 damage.

A herbivore, on the other hand, will develop the ripping teeth and claws of a meat eater, capable of inflicting 1d6 damage, and take on an aggressive predatory nature.

Creatures such as humans which are naturally omnivorous can be pushed to one extreme or the other.

Despite the radical transformation, the affected creature is completely able to subsist with its new dietary preferences, though it may not be able to continue to function normally in the social structure of its species (a herbivorous lion, for example, would have no place in its pride).



Read Magic (Vivimancer)

Level: 1
Duration: 1 turn
Range: 0

This spell works in exactly the same way as the magic-user spell of the same name, except it allows a vivimancer to understand spells on the vivimancer spell list. Other spells can be recognised using read magic, but cannot be understood by a vivimancer.

Regeneration

Level: 5
Duration: 1 round per level
Range: 0

While under the effects of this spell the caster regenerates 1 hit point of damage per round. Even if reduced to 0 hit points or less, while the spell's duration lasts the caster will continue to regenerate damage, and may return to life.

Additionally, the caster can reattach severed body parts by simply holding them together.

Regeneration, Greater

Level: 7
Duration: 1 round per level
Range: 0

This spell functions in the same way as the 5th level *regeneration*, except that the caster regenerates at the faster rate of 3 hit points of damage per round.

Regenerative Pupation

Level: 8
Duration: Permanent
Range: 0

Similar to the 6th level *transformative pupation*, this spell involves a 3 hour ritual during which the caster enters a state of pupation lasting 1d6 weeks.

While in the pupa the caster undergoes a process of regeneration, having one of several effects. Firstly, up to three levels lost due to energy drain may be regained. Secondly, any physical damage, including lost limbs or disease, may be healed. Alternatively, the caster may rejuvenate himself – becoming 1d8 years younger.

Each time this spell is used for rejuvenation, there is a 1 in 10 chance that the caster will permanently lose one point of CON. When the number of CON points lost equals the caster's original CON ability score, the caster dies permanently.

Replicate Lifeform

Level: 7
Duration: Permanent
Range: Touch

Cast upon a small piece of matter taken from a living creature, this spell causes a new creature of the same species to grow instantly from the genetic seed. Typically pieces of fur, teeth or bones are used, but the spell will take effect on any part of a creature. The newly grown creature is a typical example of the species from which the piece of source material was taken – it is not an exact recreation of the original, making

this spell ineffective as a means of resurrection. The caster is able to replicate a creature with HD no greater than his level. The replicated creature behaves as a typical adult of its species, but has no knowledge of complex behaviours which are typically learned over many years, such as language, limiting the spell's usefulness in replicating creatures of greater than animal intelligence.

Reptilian Metabolism

Level: 1
Duration: 3 days, +1 day per level
Range: Touch

This spell modifies the metabolism of a single mammalian creature (including humans and demi-humans) – causing them to metabolise like a reptile for the duration.

A creature affected by this spell can survive with one tenth of its normal food requirements, and, unless in a state of starvation before the spell was cast, suffers no ill effects from not eating at all. However the target become far more susceptible to temperature, suffering a -1 penalty to attacks when in a cool environment, and a -4 penalty to saves against cold.

Revert Shapechange

Level: 3
Duration: Instant
Range: 60'

Cast upon a target which is subject to a mutation or shape-changing effect, this spell causes the transformation to end and the target to return to its previous form.

Shapechanges due to spells of 3rd level or lower are automatically reverted, as are the abilities of natural shapechangers such as lycanthropes. Higher level spells have a base 50% chance of being dispelled, adjusted by 5% for each level difference between the caster and the character who created the effect to be reverted.

Skin Transformation

Level: 1
Duration: 6 turns
Range: Touch

The target's skin undergoes a rapid mutation and gains one of the following features, chosen as the spell is cast:

Camouflage: The target's skin gains the ability to change colour to match its surroundings. The camouflage takes several rounds to adapt to a new situation, and is only effective for areas of the target's skin which are exposed (i.e. not covered with armour or clothing). If a sufficient area of skin is exposed, a silent and immobile camouflaged creature has a 5 in 6 chance of remaining unnoticed.

Protection: The target's skin becomes hard and scaly, granting a natural armour class of 5 (modified by DEX). Characters already wearing chain mail or better armour gain a +1 AC bonus from the extra protection granted by their scaly skin.

Spines: A mass of sharp spines or thorns emerge from the target's skin. The spines will rip through the target's clothing, but if the target is wearing armour they will be unable to emerge, and thus ineffective. Any creature using natural weapons, or a very short weapon such as a dagger, suffers the risk of being stabbed by the spines when attacking the target. The spine-covered target may, in this situation, make an attack roll in return. If successful, the attacker suffers 1d6 damage from the spines.

Spore Blast

Level: 4
Duration: 1 round per level
Range: 240'

This spell conjures a cluster of fungal spores anywhere in range. The spores can be triggered to explode at any time in the spell's duration from the second round onwards (and will explode automatically once the duration ends), causing 1d6 damage to any creatures within 20'. Creatures in the blast radius must also make a saving throw versus poison or die from choking in 6 rounds.

Spore Cloud

Level: 1
Duration: 2d6 rounds
Range: 60'

A cloud of sickly yellow mould spores erupts from a point within range, filling a 10' radius volume. All creatures in the affected area must make a saving throw versus poison or be overcome with coughing and choking, unable to attack, speak or perform any action more complex than staggering or crawling at half movement. Upon emerging from the cloud, or once the spell's duration ends and the spore cloud dissipates, affected creatures regain the ability to act after 1d4 rounds.

Staunch Blood Flow (reversible)

Level: 2
Duration: 1 round per level
Range: Touch

This spell causes the recipient's blood to flow less rapidly, making the effects of wounds less severe. The spell can instantly cure 1d4 hit points of damage from existing wounds, and while the duration lasts any further wounds inflicted on the target by piercing or cutting attacks are reduced in severity by one hit point.

The reverse of this spell *bleeding wounds*, causes the recipient's blood to flow more freely. This results in an instant loss of 1d4 hit points from any existing wounds, and increases the damage of further wounds by one point while the duration lasts.

Survival of the Fittest

Level: 8
Duration: Instant
Range: 60'

This dangerous spell forces all living creatures within range, including the caster and allies, to make a saving throw versus death or die immediately.

Symbiotic Familiar

Level: 2
Duration: Permanent
Range: 0

This spell has two distinct uses.

Firstly, it can behave as a variation of the 1st level *summon familiar*, which, instead of summoning a familiar for the caster, causes one to grow within his own body. In this way the caster can acquire a plant or fungal based familiar which exists within and on the surface of his own body. This use of the spell entails casting time and costs as per *summon familiar*. Some possible symbiotic familiars, and the advantages they grant the caster, are given in the following table.



Symbiotic familiar, example familiars

Familiar	Advantage
Mimosa	Sensitivity to vibrations in the air up to 60' distant
Deadly nightshade	+2 to saves versus plant-based poisons
Blue mould	Immunity to the negative effects of fungal or mould spores
Yellow mould	Cast <i>spore cloud</i> once per day, centred on self (caster is immune)
Toadstools	-1 reaction adjustment to fey creatures
Fly agaric	Cast a lesser version of <i>insect swarm</i> once per day – the swarm inflicts only 1 hp damage per round

The caster also gains an additional 2d4 hit points due to the presence of the familiar, as described in *summon familiar*.

The second use of this spell is to allow an existing animal familiar to meld with the caster's body, giving it the ability to conceal itself within the caster's own flesh. The symbiotic familiar is able to freely enter and leave the caster's body.

When the caster takes damage while in symbiosis with a familiar of either type, there is a 1 in 4 chance that one point of the damage will be subtracted from the familiar's total. The death of the familiar is handled in the manner described in the standard *summon familiar* spell.

The degree to which the presence of the symbiotic familiar alters the caster's appearance is left to the imagination of the player and Labyrinth Lord.

Transfer Pregnancy

Level: 5
Duration: Permanent
Range: Touch

This sinister spell effects the transference of an unborn child from its mother to the womb of another female. Females of any species can be affected, and both the original and the receiving mother must be present as the vivimancer casts the spell.

The casting requires an hour-long ritual, and the expenditure of 500gp of incense and oils, including a glowing blue balm which must be applied to the body of the original mother.

It is possible to use this spell to transfer a baby to the womb of a creature of another species. In this situation it is up to the Labyrinth Lord whether the child survives. If it does it may exhibit unusual qualities related to its second mother.

Transformative Pupation

Level: 6
Duration: Permanent
Range: 0

By means of this spell the caster can permanently alter his physical form to that of any humanoid race of approximately equal size.

The spell takes the form of a 3 hour ritual, and requires the possession of a large quantity of magical silk, such as that produced by certain species of monstrous giant spiders. Throughout the ritual the caster becomes slowly entwined within the silken threads, and finally enters a pupa-like state, where he will remain for 1d6 weeks. While in the pupa the caster is unconscious and vulnerable to attack – anyone wishing to do so can easily cut the pupa open, killing the semi-transformed wizard.

When the pupation period is over the caster emerges in the new form. The exact appearance can be chosen, including sex, height, weight; eye, skin and hair colour and facial appearance. It is even possible for the caster to accurately mimic the appearance of another, although very close scrutiny has a 10% chance of revealing some slight difference.

It is also possible for the caster to modify his ability scores during a pupation. He may choose to redistribute the sum of his physical attributes (STR, DEX, CON) amongst themselves in any way he desires. He may also choose to subtract points from his mental attributes (INT, WIS, CHA) in order to increase his physical attributes, but not the other way around. In any event, it is not possible to increase an attribute to greater than 16 using this spell.

Vats of Creation

Level: 7
Duration: Permanent
Range: Touch

With the use of this spell and a special laboratory, the caster is able to create any lifeform which he can dream up. The process takes 2d4 weeks, during which the new lifeform grows in a vat of liquid. Creatures of animal or plant intelligence of up to one HD per caster level can be grown with ease. The creation of creatures of greater intelligence may also be attempted, but the procedure is somewhat elusive, having only a 5% chance of success per level of the caster above 12th. The results of failed attempts to create intelligent lifeforms are left to the Labyrinth Lord's imagination.

In general the caster can choose the exact appearance of the created lifeform, though attempts to exactly replicate an existing individual are 90% likely to fail.

If the caster succeeds in an attempt at creating an intelligent lifeform, he is also able to pre-determine its personality and disposition, although there is a 10% chance of this going awry.

Venom

Level: 2
Duration: Instant
Range: See below

The caster can use this spell to create a variety of poisonous substances similar to those employed by venomous snakes and spiders. The spell has two different uses, chosen between as it is cast.

Firstly, the spell can be used to envenom a single cutting or piercing weapon. Any creature damaged by the poisoned weapon must save versus poison or suffer 1d6 damage for the next three rounds.

Alternatively the caster can use this spell to emit a poisonous spray targeting up to one creature per three levels within a 45 degree arc, and to a maximum range of 30'. The targeted creatures must save versus poison or suffer 2d6 damage.

Venomous Blood

Level: 5
Duration: 1 turn per level
Range: 0

The caster's blood mutates and becomes venomous. Any creature attacking the caster with a bite attack must save vs poison or die. The caster's blood can also be used to envenom weapons – one weapon per 1d3 hit points' worth of blood extracted.

Virus

Level: 6
Duration: 4 rounds, +1 round per level
Range: Touch

A single target which the caster touches is infected with a magical virus having one of several possible effects, chosen by the caster (see below).

The target is allowed a saving throw versus spells to resist. If the save fails, the target is subject to the chosen effect. The target also becomes a carrier of the magical virus and can spread it to any other beings which it comes into physical contact with (including engaging in combat), who must then in turn also make a saving throw or become a carrier. Thus the virus is able to spread rapidly if enough potential targets are present.

The effects of the virus are one of the following.

Rage: The subjects are overcome with a wild frenzy of aggression, relentlessly attacking the nearest creature.

Confusion: The subjects are affected as per the 4th level magic-user spell.

Transformation: The subjects are affected by a short-lived polymorph, transforming into a creature of up to 4 HD chosen by the caster.

Vitality Surge

Level: 1
Duration: See below
Range: Touch

The subject gains an extra Hit Die for the spell's duration, rolling to determine how many additional hit points are gained. If the subject is harmed, the damage is first subtracted from these additional hit points. The additional hit points remain until they have all been lost due to damage, or until 6 turns have passed.



Xenogamy

Level: 7

Duration: Permanent

Range: Touch

This spell enables the caster to create an infinite variety of bizarre creatures by a process of genetic melding. Two living creatures of any species must be selected and contained within a laboratory for a period of 2d4 weeks. During this period the two creatures gradually begin to merge into a single being. Each week there is a 10% chance that the hybrid creature will die. If the process is successful, the resulting creature will have qualities and appearance reflecting both of its 'parents'. The Labyrinth Lord should determine which qualities are retained from which parent.

If creatures of greater than animal intelligence are melded with the spell, the resulting monstrosity has a 90% chance of being utterly insane.

Yeast Growth

Level: 1

Duration: Instant

Range: 30'

This spell causes the radically accelerated and greatly augmented growth of all naturally occurring yeast organisms within range. As yeast exists virtually everywhere, the result is that all creatures, objects and surfaces in range are rapidly engulfed in a slimy mass of frothing yeast. The yeast itself is normal and harmless, and can be wiped off with some effort. However all affected creatures suffer a 2 in 6 chance per round of slipping over, and a -1 penalty to attacks until they are free of the yeast.

This spell can also be used to accelerate a process of yeast fermentation, such as that used in beer brewing or bread making. Such processes can be completed instantaneously with an application of this spell.

Vivimancer Spell List

Spells from the standard spell lists in the AEC are marked: D (druid) or MU (magic-user).

1st level

1. Detect poison
2. Edibility (reversible)
3. Entangle (D)
4. Jump (MU)
5. Natural weaponry
6. Read magic
7. Reptilian metabolism
8. Skin transformation
9. Sleep (MU)
10. Speak with animals (D)
11. Spider climb (MU)
12. Spore cloud
13. Summon familiar (MU)
14. Vitality surge
15. Yeast growth

2nd level

1. Accelerated healing
2. Accelerated immune system
3. Accelerated metabolism
4. Detect magic (MU)
5. Drone
6. Fungal growth
7. Infravision (MU)
8. Life energy protection
9. Polyvorousness
10. Staunch blood flow
11. Symbiotic familiar
12. Venom
13. Water breathing (MU)
14. Warp wood (D)
15. Web (MU)

3rd level

1. Cannibalize
2. Divide body
3. Feign death (MU)
4. Fly (MU)
5. Hibernate
6. Hold animal (D)
7. Insect swarm (D)
8. Natural weaponry, improved
9. Neutralize poison (D)
10. Plant growth (D)
11. Repel vermin (D)
12. Revert shapechange

4th level

1. Chimera I
2. Hive mind
3. Hive sight
4. Hold vegetation and fungus (D)
5. Immunity to disease
6. Plant metabolism
7. Plant symbiosis
8. Polymorph others (MU)
9. Polymorph self (MU)
10. Speak with plants (D)
11. Spore blast
12. Swarm transformation (Necromancer, q.v.)

5th level

1. Animal growth (D)
2. Anti-plant shell (D)
3. Devolution
4. Divide mind
5. Immunity to poison
6. Insect plague (D)
7. Regeneration
8. Transfer pregnancy
9. Venomous blood
10. Wall of thorns (D)

6th level

1. Anti-animal shell (D)
2. Charm plants (MU)
3. Chimera II
4. Flesh blast
5. Impregnate
6. Life cycle
7. Reincarnate (MU)
8. Repel wood (D)
9. Transformative pupation
10. Virus

7th level

1. Egg of life
2. Mutate
3. Parasitic implantation
4. Regeneration, greater
5. Replicate lifeform
6. Vats of creation
7. Xenogamy

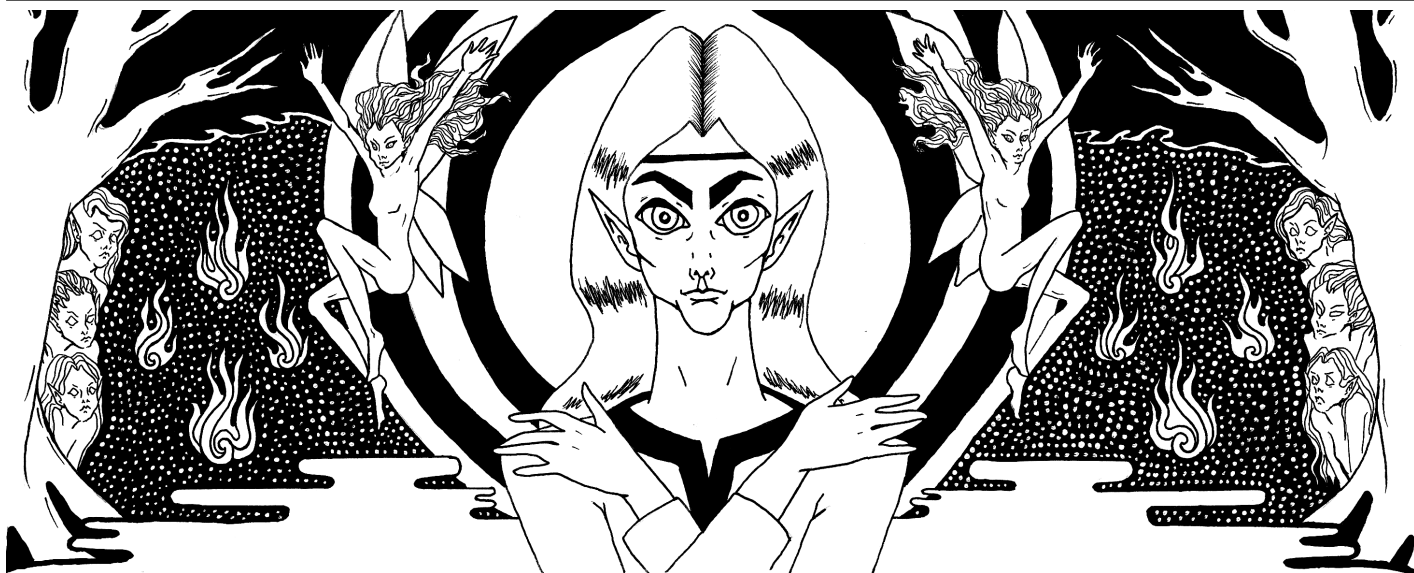
8th level

1. Chimera III
2. Clone (MU)
3. Explosive growth
4. Mass devolution
5. Regenerative pupation
6. Shape change (MU)
7. Survival of the fittest

9th level

1. Artificial intelligence
2. Creeping doom (D)
3. Extraordinary regeneration
4. Extinction
5. Genesis
6. Mass mutation
7. Temporal stasis (MU)

Section Two - Variant Classes



Fey Elf

The elf class in the core *Labyrinth Lord* rules functions essentially as a multi-classed fighter/magic-user. They can use any weapons and armour exactly as a fighter, and can learn and cast spells exactly as a magic-user. This type of elf is now a classic trope of fantasy role-playing.

Some *Labyrinth Lord*s may, however, desire something a bit different. Presented in this chapter are some ideas for adding a bit of fairy tale magic to elves, to give them a different flavour and different spell-casting abilities than that of the standard magic-user.

The Fey Dimension

The primary concept in this re-imagining of the elf is that they are beings from another world – a place known as the fey dimension. This “other world” is a common feature of folk tales, where it is often seen as the dwelling place of many supernatural beings, including elves, pixies, sprites, goblins, brownies, and so on.

The fey dimension, sometimes also known as “faerie”, exists in parallel to the world of men. The two worlds have a separate and independent existence, but magical portals allow transit between the two. Such portals are generally common knowledge for the natives of the fey dimension, who may enter the world of mortals for their own mysterious purposes, and sometimes simply to cause mischief. Humans, on the other hand, are usually not party to the knowledge of where doorways to the fey world lie, and how they can be used. Mortals are usually only able to enter the fey realm by accident or when kidnapped or lured inside by fey creatures.

Inside the fey dimension time flows in a manner which has little in common with its behaviour in the everyday world, having more in common with the nature of dreams. After what seems like a short sojourn into the other world, people may return to find that in fact years have passed. The opposite is also possible. This is the classic stuff of fairy tales.

The nature of the fey dimension, and what role it plays in a campaign, is left for each *Labyrinth Lord* to determine. It could exist simply as a conceptual background for fey elf characters, or it could take a larger role, with adventures and intrigues spanning the two worlds.

Fey Elves

As natives of this other world, fey elves differ somewhat from the typical *Labyrinth Lord* elf. Physically they are tall, thin and ephemeral, and always have one or more unusual features that mark them as obviously non-human, such as: pointed ears, silver or violet hair, cat-like eyes, sharp pointed teeth, extra fingers, etc. They are of very diverse appearance.

In common with all creatures of the fey dimension, fey elves have a fickle, whimsical and somewhat mischievous nature. They enjoy music and song, as well as fine food and drink – but all their pleasures have a strange otherworldly quality, which other races can find both intoxicating and eerie.

Fey elves are typically Neutral in alignment, having goals and morals which are somewhat unfathomable to mortal races, and which often transcend human concepts of good and evil.

Fey Elves as Adventurers

Fey elf adventurers may use as a basis either the elf class as presented in *Labyrinth Lord* or the elf race from the *Advanced Edition Companion*. The following modifications apply:

- Fey elves can speak their alignment language, common, elvish, pixie and goblin.
- Fey elves can unfailingly identify doorways between the world of men and the fey dimension. This ability does not allow them to detect such doorways automatically – it must be used actively when examining a portal.

Further differences are discussed in the following sections.

Fey Elf Class (Basic *Labyrinth Lord*)

A fey elf adventurer compatible with basic *Labyrinth Lord* has a different method of spell-casting to the standard elf, and use a different list of spells. These differences are explained below.

Additionally, while they are innately magical, fey elves lack the wizardly training required to use scrolls.

Fey Elf Race (Advanced *Labyrinth Lord*)

Players who are using the additional rules in the *Advanced Edition Companion* may use the elf race.

Apart from the differences in known languages, and their ability to identify portals to the fey dimension (as described above), fey elves function in the same way as the standard elf race. They are able to choose any of the standard classes available to elves, with the normal restrictions on level advancement. They may however additionally choose the sorcerer class – a new class, described below, which is only available to members of the fey race.

Sorcerer

Requirements: None
Prime Requisite: INT
Hit Dice: 1d4
Maximum Level: 10

This class is for use with the fey elf race, as described above.

The sorcerer class is a distinct type of spell-caster, whose spells focus on magic of nature and trickery. Their magic is innate, rather than learned by arduous study or granted by a deity, and thus usually only fey races are allowed to take this class.

Sorcerers cast spells in a unique manner, as described in the following section on fey spell-casting. They have a special spell progression table and spell list, also detailed below.

Although they do not study magic, sorcerers have an intuitive mastery of arcane forces and are able to use all magic items available to magic-users, with the exception of scrolls.

Due to the innate nature of a sorcerer's magic, his spells are not hampered by armour, and do not require any gestures or words, being manifested with a mere twinkling of the eye. Members of this class are able to wear studded leather armour or lesser, and can use the following weapons: club, light crossbow, dagger, dart, quarterstaff, shortbow, sling, short sword.

They have the same saving throw, to hit and experience advancement as magic-users.

Fey Spell-Casting

Characters of the fey elf or sorcerer classes cast spells according to the spell progression chart shown below, and gain spells from their own special spell list which focuses on magic of nature and trickery. This list contains spells in common with druids, illusionists and magic-users, with the addition of a few new spells, unique to fey, which are described in this chapter.

Their manner of spell casting also differs from that of other spell-using classes. The spell progression chart represents both the number of spells a fey elf can cast per day, and also the number of spells he or she knows. For example, a 1st level fey spell-caster knows two 1st level spells, which can be cast once per day each.

As fey elves are naturally magical they do not need to pray or study books to be able to use their spells. Fey spell-casters regain their spells automatically after a night's rest. Upon gaining an experience level, fey automatically learn any new spells allowed to them, without requiring any additional study or training of any kind.

Fey spell-casters' known spells are determined randomly from their spell list. This determination can be made in two ways, as the Labyrinth Lord wishes.

- Firstly, the character's known spells may be rolled for initially at character creation, and whenever a new experience level is gained. Once the character's spell selection has been determined it remains fixed, until the character again increases in level and gains new spells.
- Alternatively, for an added touch of chaos, the character's spells may be re-rolled every day or every game session.



Fey elf / sorcerer spell progression

Class Level	Spell Level				
	1	2	3	4	5
1	2	0	0	0	0
2	3	0	0	0	0
3	3	1	0	0	0
4	3	2	0	0	0
5	3	2	1	0	0
6	4	3	2	0	0
7	4	3	2	1	0
8	4	3	2	2	0
9	4	3	2	2	1
10	4	3	2	2	2

Fey Spells

Dimension Leap

Level: 1
Duration: Instant
Range: 20', +5' per two levels

Upon completion of this spell, the caster vanishes from existence, only to reappear in another location at the start of the following round. The destination of the dimension leap must be somewhere within range and within the caster's line of sight from his location when casting the spell. When leaping to a location adjacent to an enemy, the caster can choose to make an additional melee attack, due to surprise. This extra attack is made out of the normal initiative sequence, and the caster may also take his normal action in the same round.

Invisibility, Limited

Level: 1
Duration: 1d6 rounds, +1 round per level
Range: 0

Aside from its brief duration, this spell has an identical effect to the 2nd level *invisibility* spell.

Summon Fey Kin

Level: 1
Duration: 6 turns
Range: 30'

This spell enables the caster to summon a variety of creatures from fey dimensions. The creatures which may be summoned depend on the caster's level, and the type of environment in which the spell is cast.

A single creature is summoned by this spell, and it is not in any way bound to obey the caster – the Labyrinth Lord should make a normal reaction roll to determine its demeanour toward the summoner.

Summoned creatures carry any weapons which are noted in their monster description.

Summon fey kin, creatures by environment

Creature	Environment	Level
Brownie	Sylvan forest or plains	1
Fey goblin*	Underground	1
Leprechaun	Sylvan forest or plains	1
Nixie	Large body of water	1
Pixie	Any	1
Sprite	Sylvan forest	1
Dryad	Sylvan forest	3
Nymph	Sylvan forest	5
Satyr	Sylvan forest	7
Treant	Sylvan forest	9

* Described in Appendix II.

Teleport (Fey)

Level: 5
Duration: Instantaneous
Range: 10'

This spell functions in the same way as the magic-user *teleport* spell, with the one difference that the caster can teleport himself into any very familiar location in the fey dimension without any risk of error. It can thus be used as a fail-safe means of escape for a fey spell-caster.

Fey Spell List

Spells from the standard spell lists in the AEC are marked: C (cleric), D (druid), I (illusionist) or MU (magic-user).

1st level

1. Auditory illusion (I)
2. Charm person (MU)
3. Color spray (I)
4. Dancing lights (I)
5. Detect illusion (I)
6. Detect invisible (I)
7. Detect magic (MU)
8. Detect snares and pits (D)
9. Dimension leap
10. Doppelganger (I)
11. Entangle (D)
12. Faerie fire (D)
13. Invisibility, limited
14. Produce flame (D)
15. Protection from evil (C)
16. Ray of fire / cold (Elementalist, q.v.)
17. Resist cold (C)
18. Speak with animals (D)
19. Summon fey kin
20. Wall of vapor (I)

2nd level

1. Augury (C)
2. Blur (I)
3. Fire trap (D)
4. Heat metal (reversible) (D)
5. Hypnotic pattern (I)
6. Invisibility (MU)
7. Mirror image (I)
8. Obscuring mist (D)
9. Resist fire (C)
10. Stumble (D)
11. Ventriloquism (MU)
12. Warp wood (D)

3rd level

1. Blink (MU)
2. Dispel magic (MU)
3. Haste (MU)
4. Plant growth (D)
5. Protection from fire (D)
6. Pyrotechnics (D)
7. Rope trick (MU)
8. Snare (D)

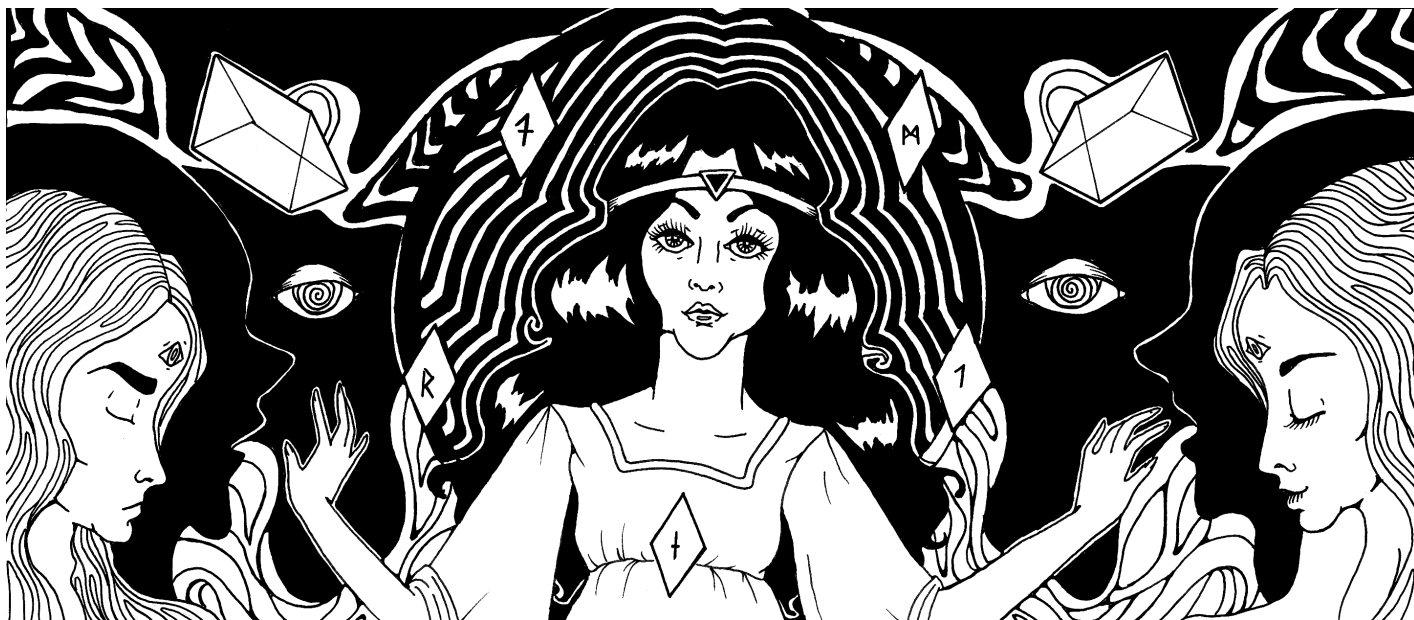
4th level

1. Confusion (I)
2. Create food & water (C)
3. Detect lie (C)
4. Dimension door (MU)
5. Implant emotion (I)
6. Protection from electricity (D)
7. Solid fog (I)
8. Speak with plants (D)
9. Sticks to snakes (C)
10. Temperature control (D)

5th level

1. Confusion, greater (I)
2. Phantasmal door (I)
3. Telekinesis (MU)
4. Teleport
5. Time flow (Expanded illusionist, q.v.)
6. Transmute rock to mud (reversible) (D)
7. True seeing (C)
8. Wall of fire (D)





Expanded Illusionist

The illusionist class in the *Advanced Edition Companion* is designed to directly replicate the class from the classic advanced game. Thus, compared to the standard magic-user, illusionists have lower experience point requirements for level advancement, and a more limited set of high level spells – 7th level being the highest available on the illusionist spell list. It is not surprising then, that the illusionist is often regarded as a slightly inferior cousin to the magic-user.

For groups who want illusionists to have the same advancement possibilities as the standard magic-user, or indeed any of the other new classes in this book, this section contains some additional high-level illusion spells, going all the way up to 9th level. A few new spells of lower level are also included.

When using these extra spells, the illusionist class should be modified as follows, to bring it into line with the other classes in this book:

1. Use the same XP advancement and spell progression tables as the magic-user.
2. Add the spell *read magic* to the list of 1st level illusionist spells, so that illusionists acquire spells in the same way as all other types of magic-user.

Illusionist Spells

Alter Reality

Level: 9

Duration: See below

Range: Unlimited

This spell, the pinnacle of the illusionist's art, enables the caster to bring forth into reality whatever he can imagine. It works in the same way as the magic-user spell *wish*, including the (optional) ageing effect on the caster. The one difference is that an illusionist must first create an image of what he wishes to become reality, using other spells of illusion. He must then cast *alter reality*, which causes the created illusion to become absolutely and irrevocably real.

Dreaming

Level: 7

Duration: 1 hour

Range: Unlimited

Upon casting the spell and naming the intended target, the caster falls into a sleep-like trance. If the target is awake when the spell is cast, then the magic has no effect and the caster simply remains in a vaguely unconscious state until the spell's duration has expired. If, however, the target is sleeping, then the caster is able to enter into his or her dream world.

Once inside the target's dream world, the caster can observe the dreams which are occurring, and is also able to interact with the dream world and the mind of the sleeping individual.

Various ends can be achieved by intruding in someone's dreams, for example: conversation, relaying messages, gaining information, or even psychological torment. The spell is of sufficient potency that the caster is able to completely dominate the content of the target's dreams, if he so desires.

If used to clandestinely gain information from the target's subconscious mind, the illusionist is able to probe for the answer to a single question. An additional probe can be performed when the caster is 15th level, and a total of three questions at 18th level. The target is allowed to make a saving throw versus spells per question, to resist revealing his secrets. The Labyrinth Lord may decide to apply modifiers to the saving throw based on the sensitivity of the information sought.

In the case of dream sequences which have some importance to the on-going campaign, the Labyrinth Lord may wish them to be played out as if they were real episodes. For example, an illusionist who is seeking information in the target's dreams may find himself in an imaginary city, with all the inhabitants being aspects of the dreamer's personality. The Labyrinth Lord should place a series of obstacles and challenges in the way of the caster's aims. In this way a whole adventure could follow from the use of this spell. The intruding illusionist's ability to manipulate the dream world can be represented by his spell-casting capabilities – he should be allowed to cast his usual daily allowance of spells inside the dream world.

When the spell's duration ends, the caster awakens from his trance.



Dream Travel

Level: 9

Duration: See below

Range: 50'

This spell conjures a semi-real vision of a large vehicle of some kind, typically a mighty sailing ship, which the illusionist and up to 100 others are taken into. The caster must be conscious in order to cast the spell, but all others to be taken aboard the vessel must be asleep. Unwilling passengers may make a save versus spells to avoid being taken into the dream vessel.

In a manner similar to the 8th level spell *illusory abode*, the dream vessel may take on a recurring appearance if the caster wishes it, and the enhancements to *spectral force* and *major creation* apply inside the vessel.

The passengers enter a shared dream of travelling a long distance aboard the conjured vessel through an imaginary landscape, with the caster in control as the helmsman or navigator. Once aboard the vessel the dreaming passengers may act as if awake, typically aiding in the operations of the ship. The journey usually appears to span several days, and may sometimes even feel like weeks of travel, though the exact amount of perceptual time elapsed is never clear, as is typical of dreams.

While the dream vessel travels through an imaginary landscape, it is actually moving through real space at an incredible rate -- up to 100 miles per hour can be covered, completely unhindered by any real terrain. The spell lasts as long as the caster remains awake and conscious and the passengers remain asleep. This means that generally the duration is approximately 8 hours, but it may be extended by various means (for example if the passengers are in a prolonged, drugged or enchanted sleep).

During the journey the Labyrinth Lord should make random encounter checks as normal, and should feel free to come up with strange dream-like creatures and happenings along the way. Indeed, the casting of this spell could easily provide material for a whole game session. If the dream body of any of the passengers is killed while aboard the vessel, he or she will awaken immediately, ending the spell and unceremoniously dumping all passengers in the real world at a point somewhere along their planned course. In this event, the caster has the option of making a saving throw versus spells in order to keep the "killed" passenger from waking up. If the save is successful, the journey will not be jeopardised, but the killed passenger will really die.

Casting this spell is not without cost. It requires an oil distilled from a powerful astral, psionic or dream-related monster, which is consumed during casting. The oil must usually be obtained through adventuring, but may be available for purchase at exorbitant cost (at least 1,000gp). It is possible to cast the spell without use of the oil, but there is a 2% chance per hour of travel (in real-time, not dream-time) that the vessel will become lost in the dream world and never return.

Figment

Level: 8

Duration: Permanent

Range: 10'

This spell causes a single target to be stricken with powerful shadow magic which causes them to gradually fade out of existence. The first day after the spell is cast, the target feels weak of body and feeble of mind. The second day after the casting, the target becomes semi-corporeal. The third day after the casting, the victim is a mere shade, unable to interact with the real world, and barely able to make a sound. After four days, the victim disappears entirely, being taken into an obscure shadowy plane where they will wander endlessly, unless released.

The caster is able to cancel the illusion at any time. Otherwise only *dispel magic* or *wish* are powerful enough, though, once the target has disappeared, the former may be difficult to apply, as it must be cast directly on the target, who now exists in another dimension.

Illusory Abode

Level: 8

Duration: 1 hour per level

Range: 30'

The caster brings forth the image of a door or trapdoor in a nearby surface, which he may then enter, bringing any number of companions with him. Inside the door is an illusory house or castle of some kind, providing the opportunity of rest and respite for all who enter.

The exact appearance, dimensions and characteristics of the illusory abode are under the caster's complete control. The *illusory abode* exists in a strange half-dimension, and is thus unaffected by environmental conditions in the area where the door is located.

The first time an illusionist casts this spell, the abode -- while it may be lavishly furnished after the caster's exact imaginings -- is uninhabited. However once inside, the caster can create illusory inhabitants by use of further spells (typically *spectral force*), which function with an increased intensity. Within the confines of the *illusory abode*, all illusions created by the caster become partially real, and gain the ability to manipulate and affect physical objects. Furthermore, any illusions of permanent duration created inside the *illusory abode* will appear each time the caster returns. Thus the illusionist may create servants or guards for his abode, which will, over time, come to take on a life of their own as they learn to serve their creator. While the furnishings and inhabitants of the *illusory abode* seem completely real, they cannot leave the abode and disappear immediately if taken outside.

The spell *major creation* is also enhanced when cast inside the illusory abode, being able to create quantities of food with permanent duration which can be eaten and provide real nourishment.

It is rumoured that powerful illusionists sometimes keep libraries of illusory spell books inside an *illusory abode*, though the magic which enables this is not commonly known.

When the spell's duration comes to an end, the caster and all guests appear back at the location where the door was created. Guests can enter and leave the *illusory abode* at will during its duration, but creatures that are not invited inside by the caster cannot enter by any means. Likewise, creatures that do not willingly enter the *illusory abode* are allowed to make a saving throw versus spells to resist being taken inside.

Memorium

Level: 8

Duration: See below

Range: 50'

When this spell is cast in a location where a specific event is known to have occurred, the caster and up to one companion per two levels are drawn into a vision of the past, re-experiencing the event in question. The event which is the focus of the spell must be known to the caster, and can have occurred up to 100 years ago per caster level.

In the vision the caster and his companions take on the perspectives of individuals who were present at the historic event, perceiving what happened directly from the point of view of those involved. If an insufficient number of sentient beings were present at the event, additional companions of the caster will perceive a vague retelling of the event as if seen from above.



The duration of the vision is seldom more than an hour, with longer historical events being reviewed in a kind of "highlights" form. While their minds are immersed in the vision, the bodies of the caster and his companions are in a trance state, and are completely vulnerable. If any of them are harmed the vision is broken immediately.

If the optional rules for character ageing are used, this spell ages the caster 3 years.

It is rumoured that an enhanced version of this spell once existed, allowing not merely the viewing of the past, but also the power to alter the flow of history.

Mists of Madness

Level: 9

Duration: 1 turn per level

Range: See below

This spell conjures a vast roiling bank of impenetrable fog, expanding from the point at which the spell is cast at a rate of 10' per round up to a maximum radius of 600' (after one turn).

Apart from the caster, who is immune, any creatures trapped in the volume of the fog are subject to several effects. Firstly, all forms of vision are limited to 10'. Secondly, due to the nightmarish visions and phantasms with which the fog is filled, a save versus spells is required once per turn. Failure indicates that the creature's mind has been affected by the phantasms, and is subject to the effects of the *confusion* spell, lasting for 2d6 rounds. Lastly, any creature which remains in the volume of the fog for longer than two turns must make a save versus spells at a -2 penalty, or be overcome with a gibbering madness lasting for 2d6 days (effects as per the *confusion* or *feeblemind* spells, with equal chance of either).

When the spell's duration comes to an end the fog begins to dissipate. The phantasmal effects fade immediately, but the fog takes a full turn to disappear.

Pathless Land

Level: 8

Duration: See below

Range: See below

This powerful illusion takes two forms, one a permanent protection for the caster's home or other secret location, and one a short-lived impediment to pursuit.

The permanent version of the spell requires a whole day to cast, during which the illusionist must wander through the area to be affected (up to a mile radius), weaving it with magic. While casting the spell, the illusionist must sprinkle a specially prepared dust made from the ashes of a powerful illusion-using monster (such as a lamia or rakshasa) and ground black pearls worth at least 2,000gp. Once the spell is complete the affected terrain takes on a shifting, maze-like appearance.

The exact effects are dependant on the terrain in the enchanted area, for example: trees and bushes may seem to grow into bewildering twisting pathways, rock ridges may form a maze, or boggy ground may form an unnavigable series of paths. The maze created is purely illusionary, but its effects are so powerful that it becomes virtually impossible to navigate for anyone except the caster and those whom he chooses to grant access to. It is only possible for characters to find a way through the maze with long study and perseverance, requiring 1d4 days of wandering per point of INT below 20.

The caster may only permanently enchant a single area with this spell at any one time.

The short-lived version of this spell creates a similar maze, but affecting an area of up to 20' radius per level of the caster, and having a duration of one hour. During this time, any creatures entering the affected area become lost in the maze for a period dependent upon their INT (as per the *maze* spell).

The maze created by this spell is not affected by *dispel magic*; the only sure way to dispel it is with a *wish* or *alter reality* spell.



Phantasm of Forgetting

Level: 7

Duration: Permanent

Range: 30'

This insidious spell causes a single target to forget everything about their life and to completely lose their sense of identity. The target's memories are still present, but they are made utterly inaccessible by the mental fog this spell brings about. Only powerful mind-reading magic is able to access the veiled memories.

A save versus spells is allowed to resist the phantasm. If the save fails, the phantasm can only be removed by *dispel magic*, *dispel phantasm* or *limited wish*.

Prismatic Beam

Level: 8

Duration: See below

Range: 100' per level

This spell allows an illusionist to create an intensely focussed beam of strobing light energy which can have one of three effects (chosen as the spell is cast).

- The beam can be used to cause 1d6 points of heat damage per caster level to a single target in range.
- The beam may be used to disrupt matter, functioning in the same manner as the magic-user spell *disintegrate* (including a saving throw versus death).
- The beam can be used to exert a powerful pushing force onto a target, causing it to move at a rate of 200' per round directly away from the caster. Beings of titanic strength may make a saving throw versus spells to resist this pushing force, but lesser creatures are helpless against it. The beam has the force to push inanimate objects as large as a sailing ship.

The first two uses of the spell have an instantaneous duration, while the third use lasts for one round per level of the caster.

Read Magic (Illusionist)

Level: 1

Duration: 1 turn

Range: 0

This spell works in exactly the same way as the magic-user spell of the same name, except it allows an illusionist to understand spells on the illusionist spell list. Other spells can be recognised using read magic, but cannot be understood by an illusionist.

Solid Fog

Level: 4

Duration: 2d4 rounds, +1 round per level

Range: 30'

The illusionist conjures a large body of fog, similar to the effects of *wall of vapor*. The fog fills a 20' cube per caster level, and can only be dissipated by extremely strong wind (a *gust of wind* spell is not sufficient) or powerful fire magic such as *fireball* or *wall of fire*. In addition to its obscurement of vision beyond 2', the cloying vapours of the solid fog have the effect of limiting movement to 1/10th normal. The maximum distance of ranged attacks (including spells such as *magic missile* and *fireball*) is also reduced by 50%.

Time Flow (reversible)

Level: 5

Duration: 5 turns per level

Range: 10'

This powerful illusion warps the flow of time at the location where it is cast, causing each turn that passes to have the subjective effect of a whole hour, for those within the area of effect. Thus spell durations pass more quickly, and characters must eat and sleep at the accelerated rate. If enough perceptual time is spent in the affected area, hit points may be recovered due to rest, and spells may be re-memorized, subject to the normal rules.

The reversed version of the spell causes the perception of time to be reduced by six times within the affected area – one hour of real time passes in what appears to be merely one turn.

Note that any interaction between characters within the enchanted area and those outside of it occur at the normal rate – characters inside the *time flow* do not gain or lose actions in combat, for instance.

Upper Hand

Level: 9

Duration: 1 turn per level

Range: 0

This spell creates the convincing illusion that the caster is accompanied by a band of followers, taking whatever general form the caster desires. The group of companions is dynamic and will adapt its number and volume so as to always appear to be a slightly larger or more formidable force than any observing opposition. Thus, an illusionist ambushed by a group of brigands may appear to be protected by a slightly larger band of knights, while an illusionist encountering an army poised for war may appear to be in command of a slightly larger or better equipped force.

If any of the illusory companions is touched, it will dissipate immediately, giving the game away. Otherwise the companions are perfectly convincing, moving as a force of the appropriate size, making appropriate (if generic) sounds, and giving off an appropriate smell.

Viral Phantasm

Level: 9

Duration: 1 day per level

Range: Special

Cast initially upon one or more targets within 60', this spell implants, modifies or removes a single concept, belief or memory from the minds of those affected. The power of the spell is such that, although a saving throw is allowed, it is subject to a -4 penalty.

While the spell's duration lasts, anyone who comes into contact with one of those affected by the phantasm must also make a save versus spells, or also become affected. Thus the phantasm can spread very rapidly and soon overrun whole populations. The illusionist with knowledge of this spell truly wields formidable power.

Weird

Level: 9

Duration: 1 round per level

Range: 5' per level

This spell functions in a similar way to the 4th level *phantasmal killer*, except that it affects all creatures in range (with the exception of the caster, who may simply observe the effects). The phantasmal nemeses created attack as monsters of half the caster's level.



Illusionist Spell List

The standard illusionist spell list is reproduced here, including all the new spells, which are marked with an asterisk.

1st level

1. Auditory illusion
2. Color spray
3. Dancing lights
4. Darkness globe
5. Detect illusion
6. Detect invisibility
7. Doppelganger
8. Hypnotism
9. Light
10. Phantasmal force
11. Read magic*
12. Refraction
13. Wall of vapor

2nd level

1. Blindness
2. Blur
3. Deafness
4. Detect magic
5. Fog cloud
6. Hypnotic pattern
7. Invisibility
8. Magic mouth
9. Mirror image
10. Misdirection
11. Phantasmal force, greater
12. Ventriloquism

3rd level

1. Continual light (reversible)
2. Dispel phantasm
3. Fear
4. Hallucinatory terrain
5. Illusionary script
6. Invisibility 10' radius
7. Nondetection
8. Paralyze
9. Rope trick
10. Spectral force
11. Suggestion

4th level

1. Confusion
2. Illusory stamina
3. Implant emotion
4. Invisibility, greater
5. Massmorph
6. Minor creation
7. Phantasmal killer
8. Phantasmal monsters
9. Solid fog*

5th level

1. Confusion, greater
2. Major creation
3. Maze
4. Phantasmal door
5. Phantasmal monsters, greater
6. Project image
7. Shadow evocation
8. Summon shadow
9. Time flow*

6th level

1. Conjure animals
2. Phantasmal monsters, advanced
3. Shadow evocation, greater
4. Spectral force, permanent
5. Spectral force, programmed
6. Suggestion, mass
7. True seeing
8. Veil

7th level

1. Astral spell
2. Dreaming*
3. Limited wish
4. Phantasm of forgetting*
5. Prismatic spray
6. Prismatic wall
7. Vision

8th level spells:

1. Figment*
2. Illusory abode*
3. Memorium*
4. Pathless land*
5. Prismatic beam*
6. Prismatic sphere (MU)

9th level spells:

1. Alter reality*
2. Dream travel*
3. Mists of madness*
4. Upper hand*
5. Viral phantasm*
6. Weird*



Section Three - Tomes

This section contains lots more spells! Unlike the spells in the previous two sections, however, they do not form part of a pre-defined spell list, but are rather packaged up into small groups of spells around a certain theme. Each themed selection of spells is said to be a "tome". It is left for the Labyrinth Lord to decide how these tomes are to be used in his or her campaign. A few possibilities include:

- The tomes are actually physical books or scrolls which may be found by adventurers. They may be found as treasure items, or may be initially discovered by rumour of their existence.
- They represent obscure branches of study mastered by eccentric arch-mages, who may be willing to teach some of their signature spells to PC magic-users.
- The spells in a tome may be used to give an interesting twist to an enemy spell-caster – the PCs being on the receiving end of these unfamiliar magical workings.

Learning Spells from Tomes

Upon finding a tome there are several possibilities as to how it could be used. The easiest option is that any of the spells in the book may be learned as normal, simply by making the requisite percentile roll to see if the magic-user can learn each spell. Another possibility is that mastering these obscure spells requires additional research, perhaps at 25% to 50% of the cost of researching a completely new spell. A third option is that the spells cannot be used without special training, which in itself may entail further adventures in order to seek out some distant magical academy or eccentric wizard versed in this obscure branch of magic.

Each tome is recommended for use by a certain type or types of magic-user. For example, the *Book of Deceptions* is clearly aimed at illusionists. This is not to say that the spells are absolutely not to be used by other classes of magic-user – the Labyrinth Lord may allow others to learn and use these spells, perhaps following the guidelines presented in the introduction for learning spells from other spell lists.

Tomes and Schools of Magic

One aspect of the idea of tomes of spells which bears discussion is in how it relates to the concept of "schools of magic". The assumption in this book is that many types or schools of magic exist, each studying the arcane techniques to give power over a certain aspect of reality. Magic-users using the standard spell list (sometimes also known as mages) are generalists, focussing largely on magic of invocation and transmutation, but also studying a smattering of many other types of magic, without delving deeply into any one. On the other hand, each type of specialist magic-user (i.e. the illusionist, elemental, necromancer and vivimancer) studies a single school of magic which has minimal overlap with the other schools.

For players and Labyrinth Lords with a penchant for creating new spells, the instinct in this situation is perhaps to begin inventing more and more schools of magic (and thus magic-user sub-classes) of increasingly specialised focus. Abjuration, dimensionalism, diabolism, divination, enchantment and many others spring quickly to mind. However, creating a whole list of spells with enough variety to be of interest to an adventuring wizard is no easy task for some of these imagined schools of magic. A diviner or abjurer, for example, may be conceptually appealing, but in practice the range of spells they would know is very limited, and, especially in the case of a diviner, of minimal application to the typical adventure. They would likely not be fun characters to play, too limited in scope.

Thus, the system of magical tomes can provide a useful alternative to this ever-expanding selection of specialist wizards. Rather than creating a new class and spell list for diabolists, for example, a few flavourful spells can be gathered together into a tome. This book may then be discovered in a treasure hoard, or may be specifically sought out by magic-users of that bent.

The Book of Deceptions

Recommended for use by: Illusionists

A tome containing spells which are commonly taught to low level illusionists. Any of these spells could be included in an illusionist character's initial spell selection at 1st level.

Glamour

Level: 1

Duration: 1 day

Range: Touch

This simple enchantment allows an illusionist to alter the appearance of a single normal object. The spell allows a single quality of the affected object to be modified – its colour, weight, texture, flavour and so on. So, for example, a red cloak could appear green, a copper coin could be made to look like gold, or water could be made to taste like wine.

Invisibility, Lesser

Level: 1

Duration: See below

Range: Touch

This spell functions in the same manner as the 2nd level spell *invisibility*, except that the subject is only invisible when immobile. The subject becomes visible whenever he moves, and invisible when keeping still. The spell's duration, as with the standard *invisibility* spell, only ends when the subject makes an attack.

Spook

Level: 1

Duration: See below

Range: 10'

The illusionist advances threateningly towards a single creature within range and the magic of this spell causes the target to perceive the caster as a greatly feared adversary. The caster need not know what the target might be afraid of, the spell simply taps into the creature's natural fears. A saving throw versus spells is allowed to resist the spell's effect. If the save fails, the target will turn and flee at maximum speed, experiencing a phantasm of being pursued by the imagined horror. Every round the target is allowed to make a new saving throw, with a cumulative +1 bonus. When a save succeeds the phantasm ends. At this point, intelligent targets will usually realise that they have been the victim of an illusion.

This mind-affecting spell is ineffective against creatures of lower than animal intelligence, or against the undead.



The Book of Figurines and Puppets

Recommended for use by: Magic-users

This tome contains a set of curious spells which were perhaps developed by a magic-user with a penchant for puppetry.

Animate Puppet

Level: 1

Duration: 1 turn per level

Range: 60'

This minor magic enables the caster to take remote control of a single puppet, mannequin or stuffed toy within range. Typically targets up to 3' tall may be affected. The spell has no effect on puppets which have an intelligence of their own or are already magically controlled or animated.

The controlled puppet can be moved around as the caster wishes, moving under its own locomotion but controlled within range by the caster with a reasonable degree of precision. Note that controlled puppets are incapable of combat and that the caster is not able to see through the puppet's eyes.

Animate Puppet, Mass

Level: 7

Duration: 1 turn per level

Range: 60'

The grand pinnacle of magical puppetry, this spell places all puppets and figurines within range under the caster's control, as per the 1st level *animate puppet*.

The power of the spell is such that the controlled puppets are capable of attacking as 1HD creatures, doing up to 1d4 damage, depending on their construction.

Animate Statue

Level: 3

Duration: 1 turn

Range: Touch

This spell brings a single statue which the caster touches to life. Statues of up to 1' tall per level of the caster may be animated.

At the Labyrinth Lord's option, the animated statue may either be controlled by the caster (as per *command construct*), or may have an awakened intelligence of its own and interact as a free-willed character. In the latter case a reaction roll is recommended as normal. Friendly statues may be able to give information to the caster about creatures and events which they have observed.

Command Construct

Level: 3

Duration: 1d6 turns

Range: 60'

Targeting a single golem, living statue or similar magically animated construct within range, this spell allows the caster to take over complete control of the creature, commanding it as an automaton for the duration. The target is allowed a saving throw versus spells to resist the caster's command. If the target is already under the direct command of another magic-user, the controlling magic-user is also allowed a saving throw to prevent this spell from taking effect.

Inhabit Figurine

Level: 3

Duration: 1 turn per level

Range: 30'

The caster transfers his life force into a puppet or figurine within range, gaining complete control of this new body. While the caster is inhabiting the targeted puppet, his own body lies dormant, as if affected by *feign death*. During the spell's duration the caster can see through the eyes of the puppet, and can move its body as if it were his own. Typically a puppet would have a movement rate of 60' (20'), and only be able to wield very small weapons such as a dagger. The caster maintains his own hit points while inhabiting the puppet, but is only able to be harmed by magic.

When the spell's duration expires, or at any time the caster wishes, his life force returns immediately to his real body, which awakens.

Marionette

Level: 1

Duration: 1d4 rounds, +1 round per level

Range: 60'

This spell allows the caster to attempt to control the actions of one or several creatures, as if pulling the strings of a puppet. Each round of the spell's duration the caster can attempt to control a single limb of any target within range. The target gains a saving throw versus spells to resist the forced movement, but if the save fails the magic-user gains complete control of the chosen limb for the round. Thus weapons or shields may be dropped, arms made to attack, legs made to trip, and so on. Any attacks or other actions made with a controlled limb suffer a -2 penalty, due to the lack of perfect precision with which they can be guided. Note that if a controlled limb is used to attack its owner, normal to-hit and damage rolls are still required.

Voodoo Doll

Level: 5

Duration: Permanent

Range: Touch

A favourite spell of the arcane puppet-master, this sinister magic allows the caster to remotely inflict pain and even real harm to a victim. The spell requires the construction and enchantment of a small doll which will act as the conduit through which the magic will flow to the target.

The doll must be created by the caster, and must resemble the target at least superficially. The doll can be constructed from whatever materials the caster wishes – straw dolls, stuffed toys and clay figurines are all common. In order to construct the doll the caster must be in possession of some part of the target's body – hair, blood, saliva, etc. This material must be embedded in the centre of the doll.

Once the doll has been constructed, the caster may enchant it with this spell. At this stage the victim must save versus magic, with failure indicating that the doll was successfully enchanted. The doll then becomes a conduit to the body and spirit of the victim. Any damage done to the doll – typically pins are thrust into it – is reflected by agonising pains in the victim's body. Such damage can cause the victim to be stunned for 1d4 rounds if failing a save vs paralysis.

If the enchanted doll is destroyed the victim must make a save vs death or instantly suffer 1d6hp damage per level of the caster.

Warding magic which prevents scrying, psychic influence or dimensional travel negates the effects of this spell while the victim is under such protection. The powers of the doll can be permanently dispelled by a *dispel magic* cast on the doll, or *remove curse* cast on the victim.



The Book of Meta-Magic

Recommended for use by: Magic-users

Aside from the ever-popular *dispel magic*, the study of meta-magic – that is spells with the power to manipulate other spells – is usually only pursued by arch-mages and academics. This tome contains a selection of the kind of spells which might be found in the possession of such wizards.

One especially interesting use of the spells in this tome would be in a campaign based around a magic academy, where all the PCs are magic-users of various types, and their primary enemies are the wizards of a rival guild.

Arcane Mark

Level: 1

Duration: Permanent

Range: Touch

This spell imbues a magical signature, identifying either the caster personally or his school, onto the surface of an object. The mark may be visible or invisible – in the latter case *detect magic* will cause it to glow. It may also be accompanied by writing in a magical script which can be read with *read magic*. The script may contain whatever message the caster desires, up to 50 words per caster level.

Charm Spell

Level: 4

Duration: 24 hours

Range: 60'

This unusual spell enables the caster to befriend a memorized spell which exists in the mind of another magic-user. The targeted magic-user is allowed to make a saving throw versus spells in order to resist the effect. If the save fails, the caster gains the favour of a single spell the target has memorized. This has two possible effects. Firstly, the charmed spell will not willingly harm the caster, and will randomly choose another target if it is cast with that intention. Additionally, the caster may ask the charmed spell to resist being cast, requiring that the target makes a second saving throw versus spells in order to cast the spell.

In order to charm a spell, the caster must be specifically aware of its presence, either through magical means such as *spell reading*, or by more mundane means such as seeing the target memorizing the spell.

Command Spell

Level: 6

Duration: Instant

Range: 60'

Similar to the 4th level *charm spell*, this spell enables the caster to issue a command to the mental energy patterns of a memorized spell in another magic-user's mind, causing it to cast itself instantly. The caster must have specific knowledge of the targeted spell's presence in the other wizard's mind, and the targeted magic-user may make a save versus spells to resist. If the save fails, the caster may completely control the casting of the targeted spell, selecting the targets or area of effect as he sees fit. The spell is still cast from the perspective of the targeted magic-user, though he does not make the normal gestures and intonations required to release the spell.

Dweomerlight

Level: 3

Duration: 6 turns

Range: 30'

This spell causes all memorized spells and all spells cast within range to glow in a variety of scintillating colours. Magic-users with memorized spells are thus clearly divined, their heads being surrounded by a halo of rainbow hues, while spells actually cast produce vivid streaks of light, making the target and the source unquestionable.

The manifested colours broadly allow types of magic to be identified. For example illusion spells may be associated with purple, necromantic spells with black, divinations with blue and so on.

Instant Memorization I

Level: 5

Duration: Instant

Range: 0

When cast upon a page in a spell book, this spell causes the targeted dweomer to leap instantly into the caster's mind, obviating the usual process of memorization. The targeted spell must be one that is known to the caster (i.e. existing in his own spell books), and must be of 3rd level or lower.

Instant Memorization II

Level: 8

Duration: Instant

Range: 0

This spell is identical in effect to *instant memorization I*, except that it may be cast on a spell of up to 6th level.

Mnemonic Obfuscation

Level: 7

Duration: 24 hours

Range: 0

Memorized and then cast as a magic-user's first spell of the day, this spell causes the mental energy patterns of all subsequent spells memorized within the next hour to be encoded in a bizarre and mind-bending form. The spells thus memorized are afforded complete protection from magic which can affect memorized spells (including *charm spell*, *command spell*, *spell reading*, and *steal spell*). The presence of the encrypted arcane formulae also presents a risk to anyone attempting to read the caster's mind by any means, forcing them to make a save versus spells or be affected by *confusion* for 1d6 rounds.

Additionally, the obfuscated spells are so unusual in their manifestation that all magic-users take a -1 penalty to any saves against the spells when they are cast.

Spell Reading

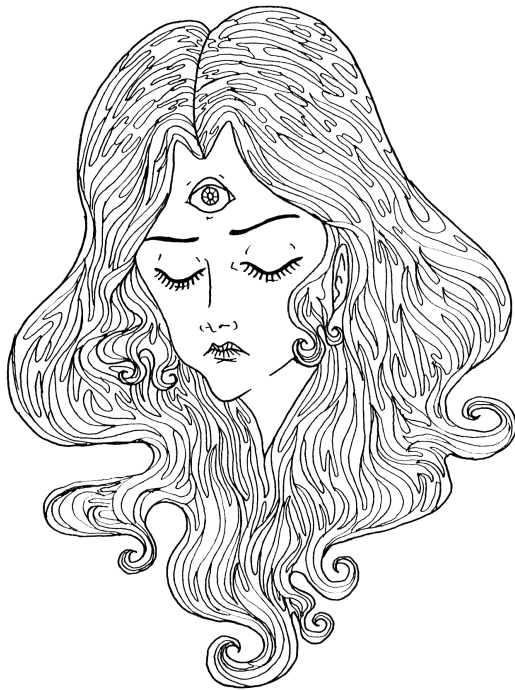
Level: 2

Duration: 1 round per level

Range: 60'

The caster gains the ability to scan the minds of any targets in range and to divine which, if any, spells they have memorized. It takes one round of scanning to detect the overall presence of spells in a target's mind, and then one round to gain specific knowledge of one individual spell (chosen at random from those the target has memorized). Commonly known spells can be identified by name, but the Labyrinth Lord may wish to describe only the very broad effects of more obscure spells.





Spying Sigil

Level: 6

Duration: See below

Range: Touch

The magical writing describing a single spell may be modified by means of this spell, which inserts a tiny inconspicuous sigil into the text. The sigil is undetectable by visual examination, as well as by *detect magic*, which simply reveals that the whole text is magical.

If the spell in which the sigil has been placed is memorized by a magic-user, the sigil is implanted into his mind, where its sinister task begins. As long as the sigil remains in the target's mind, its creator is able to see through the target's eyes or hear through the target's ears, in a manner similar to *clairvoyance* or *clairaudience*. The creator of the sigil is magically notified as soon as the sigil is implanted in the target's memory, and can thenceforth choose to tune in to the target's perceptions at any time, which takes one turn and requires complete concentration. Thus this spell is sometimes used by high level magic-users in order to keep track of their apprentices.

The sigil remains active until the spell it was memorized with is cast. At any time, either in its written or memorized form, the sigil can be removed as normal with *dispel magic*.

Steal Spell

Level: 7

Duration: See below

Range: 60'

This spell effects the transference of the mental energy pattern of a single memorized spell from the mind of the target into that of the caster. The spell stolen is chosen at random, unless the caster has specific knowledge of which spells the target has memorized, in which case a successful d20 INT check allows a particular spell to be stolen. A spell which is in the process of being cast cannot be stolen.

The target is allowed a save versus spells to resist the effect. Once a spell is stolen it remains in the caster's mind for up to 24 hours, or until cast.

Trigger

Level: 2

Duration: 1 turn per level

Range: 0

The caster modifies the effects of a second spell (which must be cast in the following round), causing its activation and/or duration to be tied to a specific triggering action. Any trigger which can be performed by the caster as a simple brief action may be chosen – some examples of suitable triggers are: blowing out a candle, speaking a single word, drawing a weapon.

The trigger may be declared to invoke the modified spell's activation, deactivation, or both. Thus, if the caster wishes it, the second spell will not take effect until the trigger happens, its duration beginning at this point.

The duration of the affected spell cannot be extended by use of a deactivation trigger – if the trigger has not occurred by the end of the modified spell's normal duration, it will end as usual.

While the trigger spell is in effect, it can be detected with *detect magic*, and can be dispelled, which also causes the triggered spell to vanish.

The Book of Pranks

Recommended for use by: Illusionists

A tome containing spells created by an illusionist whose area of specialist interest was jokes and humour.

Hapless Fool

Level: 2

Duration: 1 turn

Range: 0

Illusionists use this odd spell to attempt to get away with murder, and other such activities they would rather not be blamed for. It grants the caster the ability, once within the spell's duration, to cloak a single action with an illusion.

The cloaked action is made to appear to all observers like a slapstick accident. Thus, witnesses may perceive a murder victim to slip and fall on his own blade, or a stolen item may seem to fall into the sack of an unaware passer-by.

On-lookers are allowed a saving throw versus spells to detect that all is not as it seems, though only the most eagle-eyed will see completely through the illusion and perceive what really occurred.

Lost & Found

Level: 1

Duration: 1 hour per level

Range: Touch

Cast upon a single small object, which the caster may place where he chooses, this spell causes the targeted object to become invisible and to be replaced with an illusory duplicate hidden in a different location within 10'.

If the illusory object is discovered and touched, it disappears and is replaced with another duplicate in a more cunningly hidden location. The cycle of discovery and duplication continues for the spell's duration.

If at any time the real object is touched or moved, the spell ends.



Phantasm of the Laughing Gnome

Level: 3

Duration: 1 hour per level

Range: 60'

With this spell the caster can conjure forth an illusionary gnome which will follow the chosen target around for the duration. The illusionist can choose for the gnome to be a true illusion, visible to all, or to take the form of a phantasm, which only the target can perceive. Due to its unreal nature the gnome cannot be harmed in any way, and cannot be outrun or evaded, even by teleportation magic.

The gnome can have one of several effects, chosen at the time of casting.

Jovial gnome: This gnome acts as a friendly and good-spirited companion, making jokes and pranks and generally trying to lift the spirits of the character it follows.

Boisterous gnome: This gnome, apparently horrendously drunk, makes a huge amount of noise as it follows its target – laughing, shouting and singing.

Sneering gnome: This gnome's humour is cynical and bitter, always trying to ridicule and degrade its target.

The effects of the gnomes are fairly subjective, and should be determined by the Labyrinth Lord on a situational basis as a result of the role-played interaction between the gnome and the targeted character. Possible effects include: a bonus or penalty to morale, the negation or worsening of fear effects, a bonus or penalty to attacks or abilities due to encouragement or discouragement.

Note that this spell does not allow a saving throw, as the words and actions of the gnome have an effect regardless of whether the target realises it is an illusion or not.

Slapstick Fun!

Level: 3

Duration: 1 round per level

Range: 60'

Cast upon an area, this odd illusion disguises any acts of violence occurring within. The illusion causes all within range to perceive any fighting or act of violence not as a serious matter but rather as a boisterous rough-and-tumble. In this manner, dangerous weapons are disguised as harmless or comedic implements (rubber hammers, leeks, bunches of flowers), and acts of violence or even killing are likewise veiled in a comedic manner.

Any onlooker who has reason to doubt the reality of what he or she is perceiving is allowed to save vs spells to see through the illusion.

Uncontrollable Hideous Laughter

Level: 1

Duration: 6 rounds, +1 round per level

Range: 120'

The targets of this spell are affected by an odd phantasm causing them to find everything incredibly funny. Each target is allowed a saving throw versus spells, with failure meaning that it is overcome by the magical mirth. Affected targets can resist the effects for the first 1d4 rounds (adjusted by any magical saving throw modifier due to WIS), after which they collapse in torrents of laughter. Creatures with INT scores of 4 or less are totally unaffected.

The spell affects up to 1 HD of creatures per level of the caster.

The Chronomancer's Workbook

Recommended for use by: Magic-users

One of the most obscure, mysterious and esoteric branches of the arcane is the study of chronomancy – spells which manipulate time in various ways. The 9th level spell *time stop* is a commonly known spell of this type. This tome contains a trio of spells of an unusual nature which deal with the manipulation of time.

Undo

Level: 4

Duration: Permanent

Range: 120'

A more advanced and lesser-known variant of *dispel magic*, this spell is able to manipulate time and can dispel any spell cast in the previous round, including spells of instantaneous duration.

The usual percentage chance of success applies. If the dispelling is successful, the Labyrinth Lord is responsible for determining the repercussions of the temporal modification.

Pre-emptive Strike

Level: 5

Duration: 1 hour per level

Range: 0

This time warping spell gives the caster a chance to wreak vengeance on those who attack him even before they have the opportunity to do so. When the caster, so protected, is attacked during the spell's duration, he gains an additional combat round in which he can perform some extra action. This additional round occurs before the first normal round of the battle, giving the caster a chance to attack his enemies, or to protect himself, before anyone else can act. The caster does not even need to be aware of the attack for the spell to function, as time is immediately warped, granting him an additional moment to take action.

The time warping effect works only once during the spell's duration – once it has been triggered the spell ends.

Zoetrope

Level: 9

Duration: Permanent

Range: 10'

This powerful spell creates an area of space where time is warped so tightly that a single moment is repeated over and over for all eternity. The area affected is a cylinder 10' high and 10' in diameter. Any creatures or objects in this area when the spell is cast, or anything subsequently entering the area is caught in the time loop. From the outside, the time loop appears to be a spinning column of light, wherein can be seen, semi-transparent and phantom-like, the last few seconds of normal existence of everything trapped inside.

The *zoetrope* is an extremely powerful dweomer, and is unaffected by *dispel magic*. A *wish* is sufficient to release a single creature or object from its confines, but if magic ever existed which could undo this spell entirely, it is now lost.

The casting of this spell carries a certain risk to the chronomancer, who has a 10% chance of accidentally being sucked into the *zoetrope* and trapped.



The Dimensional Treatise

Recommended for use by: Magic-users

Dimensionalism is an obscure and taxing branch of arcane study which includes powerful spells which warp the fabric of space and the forces of motion. Commonly known spells such as *teleport*, *dimension door* and *rope trick* are included in this sphere of study. This tome details a number of lesser-known dimensional spells.

Channel

Level: 3

Duration: 1 round

Range: 10' per level

The caster creates a short-lived dimensional channel between his current location and any visible point in space within range. The channel only exists for a single round, but enables the transmission of any spells which are cast into within that time.

Spells transmitted via the dimensional channel will take effect as if they were cast at its end point. Using *channel* allows, for example, a *fireball* to be cast over a castle wall, or a touch spell to be cast at a distance.

Dimension Door, Greater

Level: 9

Duration: Permanent

Range: Unlimited

The caster brings a magical doorway into existence, linking his current location with another place which is well known to him. The door is of normal size, and allows instantaneous travel in both directions.

Dimensional Simplicity

Level: 5

Duration: 1 turn per level

Range: 60'

This spell disrupts the functioning of all magic dealing with sub-dimensions, including spells such as *rope trick*, and magical items such as a bag of holding or a portable hole.

Within the spell's range and duration, all such magic ceases to function, dumping the contents of sub-dimensional spaces into the real world.

Dimensional Ward

Level: 8

Duration: Permanent

Range: 30'

A zone of permanent *dimensional simplicity* (as the 5th level spell) is created. Additionally, within the zone, *teleport* spells of all kinds are ineffective – it is impossible to either teleport into or out of the warded area.

Disappear

Level: 2

Duration: 1 round per level

Range: 10' per level

This spell causes a single targeted creature or object to briefly disappear into a small, temporary, sub-dimension. The target can be brought back at will by the caster, and returns automatically when the spell duration ends.

If the spell is used to target an object, it works in the same way as the 1st level spell *hide*, with the difference that the affected object may be of up to 10lbs in weight and 1' cubed volume per caster level.

If the spell is used to target a creature, it may be up to 1HD per two caster levels. Creatures are allowed a saving throw versus spell to resist.

While in the sub-dimension the target is completely cut off from the outside world. No harm will come to it, but it cannot affect or be affected by anyone else, including the caster.

The caster may use this spell on himself.

Hide

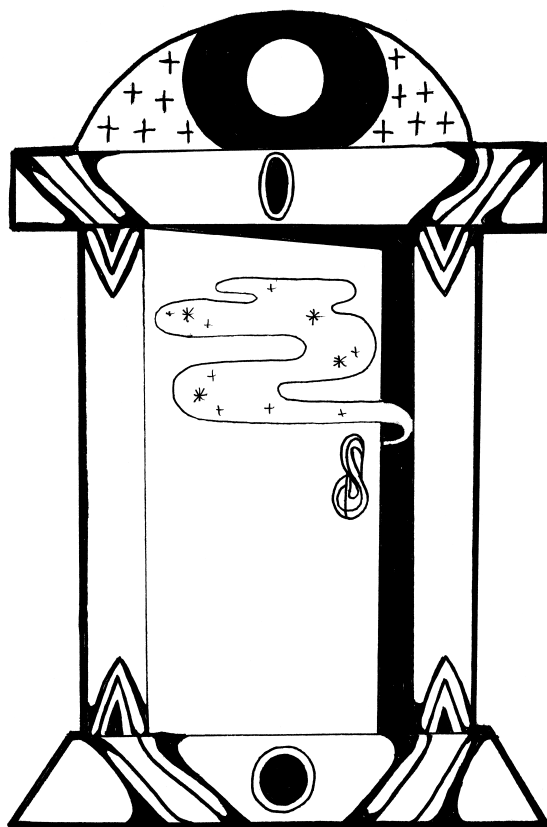
Level: 1

Duration: 1 round per level

Range: 10' per level

This spell causes a single small object to briefly disappear into a tiny sub-dimension. The object can be brought back at will by the caster, and returns automatically when the spell duration ends.

The object targeted must be under 5lbs in weight, fit within a 1' cube, and be visible to the caster. If it is held by another creature, the owner gets a chance to save versus spells to prevent the object from vanishing.



Fastness

Level: 5

Duration: 1 turn per level

Range: 30'

The caster conjures a sub-dimension into which he and a number of other creatures are transported. The sub-dimension contains a solid floor and breathable air, but otherwise is empty and featureless – a black space extending in all directions without limit. While in the sub-dimension the caster and any companions are completely isolated from the outside world.

Up to 1HD of creatures per level of the caster may be brought along. A saving throw is allowed to resist the transportation.

The caster may choose to exit the sub-dimension at any time, and may likewise allow any other creatures who were brought along to leave. He may also prevent them from leaving, and, without the caster's permission, escape is only possible via powerful magic such as *limited wish*, or when the spell's duration ends.

Rotational Acceleration

Level: 6
Duration: 2d4 rounds
Range: 5' per level

This spell brings about a bizarre modification of the laws of force and movement within a bounded area, causing all objects and creatures in the affected area to enter eagerly into a state of rapid spinning. In the first round of the spell's effect, creatures in the affected area experience an odd sensation of falling and of losing control of their momentum. Spinning creatures suffer -4 to attacks in the first round. Most other actions, including spell casting, are impossible.

From the second round of spinning onwards, all actions are impossible, as the affected creatures spin and tumble with ever-increasing speed. Each round, affected creatures have a 50% chance of suffering 1d6 damage due to collisions, and a 25% chance of spinning wildly out of the area of effect. Carried items are very likely to fly off as a creature spins.

If a creature leaves the affected area, or when the spell's duration comes to an end, targets must make a saving throw versus paralysis. Failing the save means that the creature is overwhelmed with dizziness and suffers -4 to attacks for 1d4 additional rounds.

The spell only affects moving creatures or objects, and can be avoided by any creature able to grasp onto an immovable anchor such as a large tree or rock, or by anyone who is forewarned of the casting of this spell and is able to stand completely still.

Note that the caster is affected by the spell, but can easily avoid spinning by remaining stationary during the spell's duration.

Spell Door

Level: 8
Duration: 1 round per level
Range: Unlimited

This spell opens a dimensional channel between the caster and any location which is either in the caster's line of sight or is well known to him. The caster can choose to direct any spells which he casts in subsequent rounds through the spell door, having them emerge as if cast from the distant location. This spell is particularly powerful when used in conjunction with scrying magic of some kind.

Sphere of Annihilation

Level: 9
Duration: 1 round per level
Range: 60'

Temporarily rupturing the fabric of reality, this spell conjures forth a sphere of annihilation (see magic item description in the AEC). The caster may attempt to control the sphere as normal.

Summon Dimensional Horror

Level: 5
Duration: 1 turn per level
Range: 120'

This spell allows the caster to conjure forth a single specimen of a variety of bizarre and dangerous creatures which normally dwell in odd dimensional spaces.

Creatures which may be summoned include: phase spider, phase tiger, warp fiend (see Appendix II). The summoned creature is completely under the caster's control for the duration of the spell, after which it vanishes.

Tessellate

Level: 1
Duration: Instant
Range: 10'

This simple dimensional magic is used to instantly pack a group of objects into the smallest possible space. The objects to be packed must all be within range. Living creatures cannot be affected, neither can objects worn or held by creatures. As the spell is completed the affected objects are teleported instantaneously into a neatly packed cuboid. At the caster's option objects may be packed inside a container of suitable size, effectively increasing its carrying capacity by one third.

The Prism Codex

Recommended for use by: Illusionists

As masters of light and colour, illusionists have developed a variety of spells enabling the storage and transmission of information in the form of light. All the spells in this tome are commonly used with a minor magical item known as a codex prism. This item is described in Appendix III.

Full Codex (reversible)

Level: 3
Duration: 1 minute per level
Range: 50' per level

This spell combines the effects of *sound codex* and *light codex*, allowing the illusionist to transmute all of his visual and aural perceptions into encoded light patterns which are transmitted or stored in a codex prism.

Light Codex (reversible)

Level: 2
Duration: 1 minute per level
Range: 50' per level

Similar to the 1st level *script codex*, this spell allows an illusionist to transmute all visual phenomena within his range of perception into encoded light patterns which can then be decoded by the reversed spell, thus remotely reproducing the perceived scene.

This spell is also commonly used in conjunction with a codex prism (see Appendix III), allowing transmuted light patterns to be stored and decoded at a later date.

Script Codex (reversible)

Level: 1
Duration: 1 round
Range: 50' per level

When this spell is cast the illusionist must be touching a book, scroll or other item bearing script of some kind. Upon uttering the spell's final syllable, the script is magically transmuted into a series of flashing colours, which can be seen anywhere in range. The light patterns last for one round, during which time up to one page (roughly 1000 words) of information per level of the caster can be transmuted. No kind of magical script can be successfully transmuted by this spell.

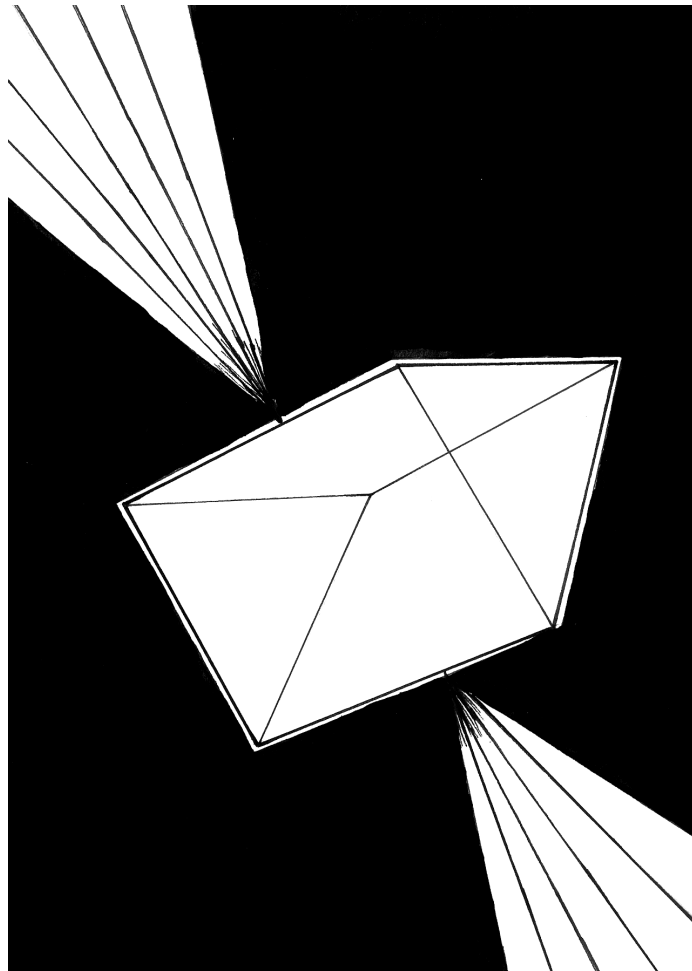
The usefulness of the spell is only realised by its reversed form – which allows second illusionist to transmute a perceived stream of light instantaneously back into script, which appears in his mind as if he had read the transmuted writing.



In this manner, two illusionists may “steal” written information by beaming it over some distance in the form of transmuted light patterns.

The amount of information retained by the receiver depends on several factors, including his intelligence, and his understanding of the subject matter. Thus, if the script is in a language the receiver does not understand, the spell is wasted and virtually no information is transferred – perhaps only a few words might be recalled. Likewise, the spell does nothing to enable the breaking of codes or ciphers, and it is unlikely that the receiving illusionist will be able to recall more than a few snippets of nonsensical coded information.

This spell is also commonly used in conjunction with a codex prism (see Appendix III), allowing transmuted light patterns to be stored and decoded at a later date, removing the need for a second illusionist to be present in order to receive the encoded information.



Sound Codex (reversible)

Level: 2
Duration: 1 minute per level
Range: 50' per level

Similar to the 1st level *script codex*, this spell allows an illusionist to transmute all sounds within his range of hearing into encoded light patterns which can then be decoded by the reversed spell, thus remotely reproducing the perceived sound.

This spell is also commonly used in conjunction with a codex prism (see Appendix III), allowing transmuted light patterns to be stored and decoded at a later date.

The Tome of Ooze and Slime

Recommended for use by: Magic-users and vivimancers

Grease

Level: 1
Duration: 3 rounds, +1 round per level
Range: 60'

The *grease* spell produces a thin layer of an oily slime which covers either an area or an object. If used to affect an area, up to 10' square may be affected. Otherwise, the spell affects a single object of up to roughly the size of a person.

Creatures moving into or through a greased area must save versus spells or slip over. Creatures who make the saving throw may choose to either remain immobile or to safely exit the area.

Creatures attempting to use a greased item must likewise make a saving throw versus spells, with failure indicating that the item is dropped. If the spell is cast upon an item which is already held by a creature, the target is allowed a saving throw versus spells to completely nullify the effect.

Control Ooze

Level: 4
Duration: 1d6 turns
Range: 60'

This spell, cast in the presence of an ooze, jelly, pudding or slime type creature, exerts a powerful influence on the being, causing it to come completely under the caster's control for the duration of the spell. Oozes with a degree of intelligence are allowed a saving throw versus spells to resist this charm, but the mindless are powerless against it.

Slime Blast

Level: 4
Duration: Instant
Range: 120'

This spell unleashes a 20' radius explosion of green slime, as per the monster, at the targeted location. Creatures in the affected area may make a saving throw versus spells to avoid being hit. Those who fail their save are covered in 1d4 hit points worth of flying green slime, and suffer the normal effects, as detailed in the monster description.

Gelatinous Transformation

Level: 3
Duration: 2 rounds per level
Range: 60'

This spell causes a single object or creature to undergo a complete transformation into a gelatinous state, similar to an ooze or pudding. Creatures in this state cannot attack or cast spells, though they may be able to use psionic or mental abilities. They are able to move 20' per round, and can easily travel up walls, along ceilings, and through small holes and gaps. Gelatinous creatures are invulnerable to normal attacks, and can only be harmed by magic or fire.

An unwillingly targeted creature is allowed a saving throw versus polymorph to resist the spell's effects.

An object affected by this spell is transformed into an animate ooze controlled by the caster.

The Tome of the Spider Mage

Recommended for use by: Magic-users

Containing a set of spells dealing with webs, threads and ropes, this tome may be the life's work of a powerful arachnophilic magic-user.

Ascend

Level: 6

Duration: 3 turns

Range: Touch

This spell is cast upon a piece of rope up to 50' long, which rises into the air as if it had been enchanted by the 2nd level *rope trick* spell. As the rope rises it creates a 5' wide passage through any barriers it encounters, in a similar manner to *passwall*.

The rope can create multiple passages if it encounters multiple barriers on its ascent, but is blocked by metal or materials harder than stone. Each passage can be at most 10' deep. Once the rope has ascended to its full length it hangs down, allowing creatures to climb up through the newly created passages. When the duration ends, or at any time the caster desires, the rope falls and any passages created close once more.

Attach Rope

Level: 1

Duration: 1 turn per level

Range: 0

With this spell the caster can attach the end of a rope (normal or magical) firmly to any surface without the use of a knot. The caster touches the rope to the surface and an incredibly strong magical bond is formed. The bond is so strong that it cannot be broken – if great force is applied, the rope itself will snap first. At the end of the spell's duration, or at any time the caster wishes, the rope is released. This spell cannot be used to attach a rope to a mobile creature.

Bond Bane

Level: 4

Duration: Instant

Range: 10' per level

This spell brings about the destruction of all types of rope, threads, cords and webbing within range. As the spell is cast all affected cords burst into a blaze of white flame and are destroyed in a single round. The spell affects even magical ropes and webs, unless they have a specific immunity to magical fire. Any creatures in close proximity to the burning cords suffer 1d8 hit points damage. The caster is immune to this damage.

Bond bane can be cast with merely a word, making it especially useful for wizards who have been inadvertently bound and are unable to make spell casting gestures.

Command Rope

Level: 1

Duration: Instant

Range: 10' per level

Using this spell the caster can command a rope within range to animate and either tie itself in a knot or untie an existing knot. A knot can be tied at either end of the rope, or at any point along its length. The spell

can be used to tie a simple binding knot around a creature's hands or feet, but the target is allowed a saving throw versus spells to evade the rope. Once tied, the knot has no magical properties, and can be untied normally.

Conducting Skein

Level: 4

Duration: 1 turn

Range: 10' per level

During this spell's duration the caster gains the ability to deliver touch spells through ropes, threads and skeins. Both the caster and the target must be touching the conducting skein.

Conducting Web

Level: 7

Duration: 1 turn

Range: 10' per level

This spell allows the wizard to massively amplify the effects of a single touch spell through a normal or magical web. The caster must be touching the web as he casts the desired touch spell, which can be up to 3rd level. The touch spell's effects are then amplified and conducted to every creature in range which is in contact with the web. Each affected creature is allowed a saving throw, if the conducted spell allows one. Only one spell can be conducted per casting of *conducting web*.

Conjure Rope

Level: 1

Duration: 6 turns

Range: 0

This simple spell has been the saviour of many an adventuring party who were stuck deep underground lacking basic equipment. It produces a normal 50' hemp rope for the duration.

Grapple

Level: 2

Duration: 1 turn per level

Range: 0

The caster touches the end of a rope (normal or magical), and instructs it to attach itself to a surface which is within sight. The rope then snakes out and joins itself, as per the 1st level spell *attach rope*, to the surface indicated. The rope can only attach itself to surfaces that are within its reach (as determined by the length of the rope). As with *attach rope*, mobile creatures cannot be targeted.

Relentless Binding

Level: 3

Duration: 1 hour per level

Range: 10'

This spell can be used to prevent a single bound target from escaping by any physical means. The target must already be bound or entangled in some way, by ropes, cords or webbing.

Once the spell is cast the binding becomes enchanted, and actively resists all attempts to free the victim. For the duration of the spell the binding cannot be cut, burned or damaged in any way short of a *disintegrate* spell. The binding can be dispelled as normal, and the caster may release it at any time, immediately cancelling the enchantment.



Rope Like Steel

Level: 7

Duration: Permanent

Range: Touch

The caster may give a single length of rope the strength, but not the weight, of steel. The spell affects up to a 5' length of rope per level of the caster.

Rope Walk

Level: 1

Duration: 1 round, +1 round per level

Range: Touch

This spell enables the subject to walk along extended ropes at his normal rate of movement, and with no risk of falling. Only ropes which are on a horizontal and which could normally support the subject's weight can be traversed – the spell does not grant any gravity-defying powers. The subject is so at ease while rope walking that he may perform any normal actions, including attacking or spell casting. However if he takes any damage the subject must make a saving throw versus wands or fall.

Rope Ward

Level: 5

Duration: 1 turn per level

Range: Touch

This spell creates a powerful ward which prevents magic, attacks and creatures from crossing its boundary. The ward's boundary is defined by the placement of a rope of up to 50' in length, which the caster must lay upon the ground before casting the spell. As the spell is cast an invisible ward springs up vertically from the rope, making a wall 20' high. The ward prevents spells, breath weapons, heat, electricity, physical attacks and creatures from passing either way. It is affected normally by *dispel magic* or *disintegrate*. Once placed, the rope ward cannot be moved, except by the caster, by any means short of a *limited wish*. The caster can move the rope freely during the spell's duration, altering the shape of the ward. If the rope leaves the ground the ward vanishes, but will reappear if the rope is replaced.

Skein

Level: 1

Duration: 1 hour per level

Range: 0

The caster reaches into his lightly clenched fist and pulls out a glossy, almost transparent thread. The thread can be unravelled for up to 200' per level of the caster, or until the caster wishes the spell to end. The skein created is as strong as thin copper wire – it can be deliberately cut or broken without much difficulty, but is unlikely to break without interference. If the skein is used to support weight, it can carry only 5lbs before breaking.

At the end of the spell's duration, or at any time the caster wishes, the skein vanishes.

Spider Skein

Level: 2

Duration: 1 turn per level

Range: 0

The caster touches a surface and a sticky thread forms, connecting his hand to the surface touched. The caster can cause the thread to extend to a maximum length of 100' per level, and at a maximum rate of 60'

per round. The skein is attached with incredible strength (as per the 1st level spell *attach rope*) to both the caster's hand, and to the surface touched. This spell is thus typically used to allow the caster to descend safely from great heights. The spell does not confer the ability either to retract the skein or to climb up it again quickly. The caster may climb up the skein, but only at the normal rate of climbing.

The thread itself breaks if more than 300 pounds of weight are suspended from it, or can be deliberately snapped by a creature with 18 or higher STR. The caster can disconnect either end of the thread at will. When the spell's duration expires the thread vanishes.

Strengthen Rope

Level: 1

Duration: 1 turn per two levels

Range: Touch

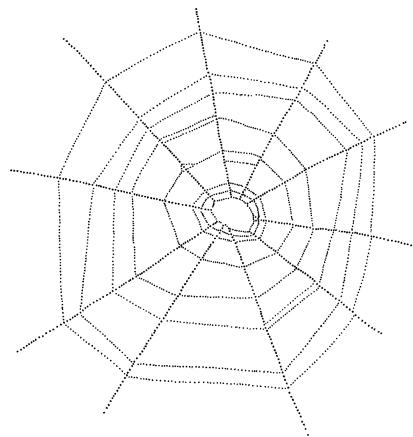
With this spell a single length of normal hemp or silk rope, up to 10' per caster level, is magically strengthened, giving it the ability to support great weights. The weight that can be supported by the affected rope is multiplied by ten – thus an enchanted hemp rope can support the weight of thirty human beings, and a silk rope up to fifty. The enchantment does not however increase the rope's ability to resist cutting.

Web of Arachne

Level: 9

Duration: Permanent

Range: 20' per level



This spell creates a huge volume of sticky threads which entrap any creatures caught within the affected area in the same way as the 2nd level *web* spell. In addition to the normal entanglement, all creatures entangled in or touching the web must make a saving throw versus spells or

enter a state of suspended animation (as *temporal stasis*) for 2d6 days. The caster can move freely through a web he has created.

A wizard can only have one *web of arachne* in existence at a time, and in order to create a web in a new location must personally destroy the old web by casting *dispel magic*. Apart from this one situation, the web is unaffected by *dispel magic*, and is not damaged by fire (normal or magical). Sections of the web can be *disintegrated*.

Web Walk

Level: 2

Duration: 2 rounds, +1 round per level

Range: Touch

The subject gains the ability to climb or walk along ropes, skeins and webbing as quickly and easily as he can move on the ground. The affected creature can traverse threads of any thickness, even those which could not normally support his weight – however the spell's magic only allows thin threads to support the subject's weight plus up to 150 pounds. This spell has the additional effect of preventing the subject from becoming stuck in webs created by giant spiders or magical *web* spells, though it does not help creatures who are already bound up in webbing.

Appendices

II. Optional Rules for Magic-Users

The magic-user is traditionally a class with a fairly extreme power curve. They are very weak in the first few experience levels, due to low hit points, high armour class, and a very limited number of spells per day. At higher levels, however, they become very powerful – able to cast an ever-increasing number of spells per day, and gaining access to magic which can kill instantly, deal large amounts of damage, summon powerful servants, create impregnable defences, and grant a wide range of useful miscellaneous powers.

Depending on the desired tone of a campaign – anything from high fantasy to gritty, low-magic sword & sorcery – the Labyrinth Lord may wish to modify the power curve of the magic-user class. To this end, a few possible optional rules follow.

Detect Magic

A nice bonus for low-level magic users is to allow them to detect magic at will. This gives them something “arcane” to do, even when their small selection of daily spells has been cast.

It is suggested that this ability is not 100% effective – perhaps having a 2 in 6 chance of success, similar to searching for secret doors. It is also recommended that it should take some time for a magic-user to attempt to detect magic – perhaps one turn. With the ability limited in this way, the *detect magic* spell retains its usefulness as a means of instant identification.

Magical affinities

d30	Affinity	d30	Affinity
1	<i>Air</i> : can cause minor gusts of wind and control air currents.	16	<i>Healer</i> : can restore a character at 0hp to life by touch once a day.
2	<i>Animals</i> : -1 modifier to reaction rolls with one broad type of animals (e.g. birds, fish, mammals, insects, reptiles).	17	<i>Heat</i> : resistant to environmental heat, +2 to saves vs intense heat or fire.
3	<i>Animals</i> : can speak with one specific species of animal (e.g. squirrels, bears, wolves).	18	<i>Light</i> : can create a glow like candlelight.
4	<i>Animals</i> : has an animal familiar (as per the spell <i>summon familiar</i>).	19	<i>Lucky</i> : gain a +2 bonus to a roll once per session.
5	<i>Charm</i> : resistant to mind-affecting spells, +2 to saves, and gain a save vs spells even for effects which normally allow no save.	20	<i>Otherworld</i> : detect otherworldly creatures & influence (2 in 6 chance, takes 1 turn).
6	<i>Cold</i> : can freeze small volumes of water by touch. Cold spells do +1 damage.	21	<i>Otherworld</i> : has an otherworldly familiar (as per the spell <i>summon familiar</i>) – a faerie, imp, minor elemental, etc.
7	<i>Cold</i> : resistant to environmental cold, +2 to saves vs intense cold.	22	<i>Plants</i> : is able to ask plants very simple questions.
8	<i>Death</i> : can detect death. Spend 1 turn to detect undead within 30' (2 in 6 chance).	23	<i>Script</i> : can <i>read magic</i> naturally, without the use of the spell.
9	<i>Dimensions</i> : can <i>blink</i> 10' in a random direction once a day.	24	<i>Script</i> : has a 25% chance of being able to decipher obscure languages.
10	<i>Dimensions</i> : can disappear for 1 round once a day.	25	<i>Seer</i> : can cast the 2 nd level cleric spell <i>augury</i> once a week.
11	<i>Dreams</i> : can see into the dream world of sleeping creatures within 10'. Requires 1 turn to tune in.	26	<i>Shadow</i> : can darken shadows within 10'.
12	<i>Dreams</i> : experiences pre-cognitive dreams (1 in 6 chance per night).	27	<i>Telekinesis</i> : can move small objects with thought.
13	<i>Empathic</i> : can detect the presence of strong emotions at a range of 30'. Requires 1 turn to tune in.	28	<i>True-seer</i> : +2 to saves vs illusion.
14	<i>Energy</i> : can manifest crackling energy and give minor shocks.	29	<i>Water</i> : can breathe underwater for 1 turn.
15	<i>Fire</i> : can create flame.	30	<i>Wild magic</i> : can manifest a random 1 st level spell once per day.

Cantrips

While the scope of 1st level spells may seem limited, all 1st level magic-users have endured numerous hours of study and experiment to be able to reach the stage where they can successfully memorize and cast even the humble *read magic*. During their training magic-users are assumed to have first practised the casting of simple spells known as cantrips, which have very minor or mundane effects, making them of limited use in the life of an adventurer.

The Labyrinth Lord may choose to allow magic-users to cast cantrips during their adventures in order to increase their flexibility somewhat. Several approaches are possible:

1. A list of possible cantrips is created (these can easily be found online) which magic-users must choose from.
2. Players of magic-user PCs are free to come up with cantrips on the spur of the moment, with the Labyrinth Lord's approval. Generally cantrips should not be able to cause damage, and should only be able to create very limited reproductions of 1st level spells.
3. Magic-users may cast cantrips which have an effect related to a spell they currently have memorized. So, for example, a character with fireball memorized may be able to create small flames or sparks, while a character with sleep prepared may be able to cause a brief wave of drowsiness to come over a target.

The Labyrinth Lord should also decide whether magic-users can cast an unlimited number of cantrips per day, or whether they must choose to memorize a fixed number, similarly to how other spells are memorized.

Magical Affinities

Although traditionally the arcane abilities of magic-users are regarded to be purely the result of long years of study, in some campaigns the Labyrinth Lord may wish to grant them additional abilities to reflect an innate connection to the subtle magical energies of the world.

If this is desired, each magic-user PC may randomly determine a supernatural affinity, and corresponding ability, from the table on the previous page.

Additional Spells per Day

A simple option to give magic-users a boost at low levels is to allow them extra spells per day based on their INT, in the same way as clerics gain additional spells for high WIS (if using the rules in the AEC).

Extra spells per day of each level are only gained when a magic-user is able to cast spells of that level. So, for example, a 1st level magic-user with 18 INT could cast three 1st level spells per day.

Additional spells per day by INT

Additional Spells by Spell Level				
INT	1	2	3	4
13	1			
14	2			
15	2	1		
16	2	2		
17	2	2	1	
18	2	2	1	1
19	3	2	1	1

Easier Scroll Creation

To increase the versatility and power of magic-users, they may be granted the ability to create scrolls from 1st level (this ability is usually limited to characters of 9th level or higher).

The usual research cost of 500gp per spell level may be used, or the cost might be reduced. A previous version of the game suggested, for example, a cost of 100gp per spell level. Clearly, the cheaper it is to make scrolls, the more often low-level magic-users will do so.

No Duplicate Spells

Due to some quirk of the way magical energies are imbued into the caster's mind during the process of spell memorization, it is only possible to memorize each given spell once. Multiple copies of a single spell simply cannot co-exist in a magic-user's mind. (A spell and its reversed version may, at the Labyrinth Lord's discretion, co-exist in memory.)

This options tends to encourage casters to be more versatile and creative with their spell use, while reining in the power of "killer spells" such as *sleep*, *charm person*, *fireball*, etc. It is especially recommended in combination with the additional spells per day option, above, to prevent the rise of 1st level magic-users with *sleep* memorized three times!

Limited High-Level Spells

Labyrinth Lords running campaigns in a low-magic or "sword & sorcery" style may wish to reduce the power of high-level magic-users. An easy way to do this is to say that spells above a certain level simply do not exist. Limiting casters to spells of 5th level or lower, for example, would still allow magic-users access to a very wide range of powerful spells, and give them a normal spell progression up to 10th level, while limiting access to the more extravagant spells such as *anti-magic shell*, *disintegrate*, *permanency*, *gate*, *wish*, etc.

Complicated High-Level Spells

A second option to reduce the power of high-level magic-users is to complicate the casting of the more powerful spells in some way. A few suggestions are given below.

- Powerful spells can only be cast as rituals of extended duration, requiring a number of turns or even hours to complete.
- Expensive or rare spell components are required, either draining the coffers of the magic-user or entailing a process of research and adventuring.
- High-level spells have detrimental side-effects on the caster, including loss of ability scores, a risk of insanity, debts to extra-planar beings, and so on.

Such complications may be applied uniformly to all spells above a certain level (again, spells of 6th level or greater are suggested), or may be applied only to certain specific spells which the Labyrinth Lord desires to discourage widespread use of.

II. New Monsters

Alabaster Homunculus

No. Enc.:	1 (1d4)
Alignment:	Neutral
Movement:	90' (30')
Armor Class:	3
Hit Dice:	1 (6 hit points)
Attacks:	None
Damage:	None
Save:	MU3
Morale:	12
Hoard Class:	None
XP:	10

Servants created by powerful magic-users, these creatures are small (1' high) alabaster figurines carved in a likeness of their master. They are carved so as to contain an internal cavity with a lid or stopper in the top of their heads. The cavity is filled with the master's blood, giving the creature a translucent pinkish tinge. This blood, in conjunction with magic spells, gives life to the homunculus.

In its normal state, an alabaster homunculus is inanimate, preferring to stand absolutely still, as if a normal statue. In this state the creature is utterly defenceless, and can be killed if the blood is poured out from its body. However during the creation of the homunculus, the magic-user chooses a secret command word which can be used to activate it. When the command word is spoken (with unlimited range) the homunculus immediately awakens to do the caster's bidding. When activated, the caster has a vague telepathic link with the homunculus which allows him to give commands to the creature, and it in turn to silently give reports of its whereabouts. An activated homunculus is incredibly stealthy, having a 5 in 6 chance of being undetected by observers. The homunculus is small and weak, and while able to carry small items (such as a scroll or a key), it is incapable of combat. A homunculus can remain active for up to 24 hours per week.

Alabaster homunculi are typically created as guardians of a magic-user's home, as they can be contacted at any distance and be used to keep an eye on the place while the caster is away. They are also sometimes useful in emergency situations, as an aide to a magic-user who is endangered in his home. These homunculi, when inactive, usually stand in a secret location, where they are unlikely to be found or disturbed.

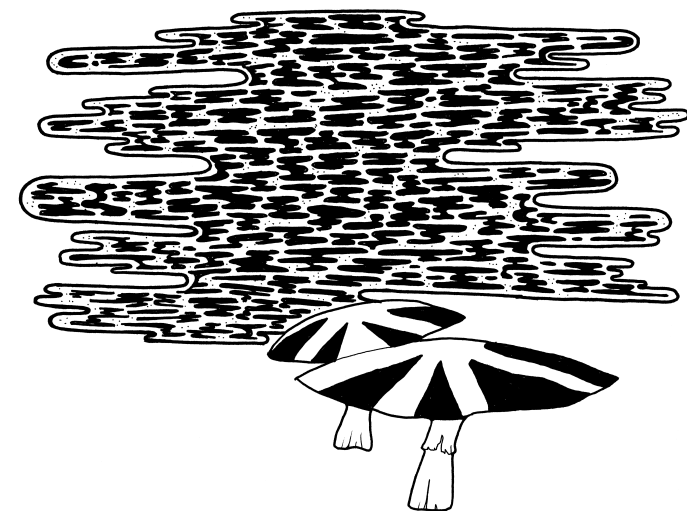


Death Cap, Giant

No. Enc.:	1d8 (1d8)
Alignment:	Neutral
Movement:	0
Armor Class:	7
Hit Dice:	2
Attacks:	None
Damage:	None
Save:	F2
Morale:	12
Hoard Class:	VII
XP:	38

Giant death caps are pale greenish mushrooms growing up to 6' in height. They are immobile and have no form of attack, but emanate a sinister charm which entices creatures coming within 30' to approach the fungus and eat of their flesh. A saving throw versus spells is allowed to resist the charm. The mushrooms' flesh contains a potent poison, causing death within 1d6 rounds unless a successful saving throw is made.

The ground around giant death caps is often littered with the mycelium-riddled remains of previous victims, which may conceal treasure.



Elementals

In addition to the planes composed of the four classical elements (fire, air, earth & water) and the elementals which dwell there, a number of other elemental planes exist which are in turn inhabited by their own unique elementals. A selection of such creatures is detailed here.

The exact nature of the cosmological connection between the classical elemental planes and these new planes is left to the Labyrinth Lord to decide. It could be that they are simply lesser, or lesser-known, elemental planes, or they could alternatively be viewed as sub-planes which are formed where two of the classical elemental planes meet. For example the plane of lava might be seen as an intersection between the planes of fire and earth.

The choice also exists as to whether the standard magic-user spell conjure elemental can be used to summon these new creatures, or whether their summoning is the sole domain of elementalists.

They are described in the same format as the classical elementals, with three different sizes ranging from 8 to 16 Hit Dice.

	<u>Ash</u>	<u>Frost</u>
No. Enc.:	1 (1)	1 (1)
Alignment:	Neutral	Neutral
Movement:	120' (40')	120' (40')
Armor Class:	2/0/-2	2/0/-2
Hit Dice:	8/12/16	8/12/16
Attacks:	1	1
Damage:	1d8 or 2d8 or 3d8	1d8 or 2d8 or 3d8
Save:	F8 or F12 or F16	F8 or F12 or F16
Morale:	10	10
Hoard Class:	None	None
XP:	1,570/2,800/3,300	1,570/2,800/3,300

	<u>Lava</u>	<u>Mud</u>
No. Enc.:	1 (1)	1 (1)
Alignment:	Neutral	Neutral
Movement:	120' (40')	90' (30')
Armor Class:	2/0/-2	2/0/-2
Hit Dice:	8/12/16	8/12/16
Attacks:	1	1
Damage:	1d8 or 2d8 or 3d8	1d8 or 2d8 or 3d8
Save:	F8 or F12 or F16	F8 or F12 or F16
Morale:	10	10
Hoard Class:	None	None
XP:	1,570/2,800/3,300	1,570/2,800/3,300

	<u>Steam</u>
No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	180' (60') – flying
Armor Class:	2/0/-2
Hit Dice:	8/12/16
Attacks:	1
Damage:	1d8 or 2d8 or 3d8
Save:	F8 or F12 or F16
Morale:	10
Hoard Class:	None
XP:	1,570/2,800/3,300

Ash Elementals: Ash elementals appear as a creeping mass of black ash and smoke. For every hit die possessed they are 2' in diameter and 1/2' high. Their attacks cause damage by desiccation and choking. Anyone within 20' of an ash elemental must save versus poison or suffer -2 to attack rolls due to the blinding smoke. The touch of an ash elemental is toxic to plants – normal plants wither and die, while plant-like monsters automatically suffer 1d8 hit points damage per round.

Frost Elementals: Frost elementals appear as giant humanoids made of frost and ice, and are 2' high for every hit die possessed. They freeze water on touch – up to 100 square feet per round, up to a depth of 6 inches. When in contact with snow or ice, a frost elemental regenerates 1d6 hit points per round. They suffer half damage from cold based attacks, and double damage from fire.

Lava Elementals: Lava elementals appear as giant, roughly-shaped humanoids made of magma and volcanic rock. They are 2' high for every hit die possessed. Lava elementals are surrounded by a 20' radius area of searing heat – causing metals to heat up. Upon the second round within range, all characters using metallic weapons or armour suffer 1d4 hit points damage. On the 3rd and subsequent rounds in the creature's presence, metal using characters suffer 2d4 hit points damage and others suffer 1d4 hit points damage. Any wooden objects touching a lava elemental burst into flame.

Mud Elementals: Mud elementals appear as a seething slimy mass of ooze and silt. For every hit die possessed they are 2' in diameter and 1/2' high. They attack by lashing out with sticky waves of goo,

attempting to drag victims into their ooze. A target which is successfully hit by a mud elemental will be pulled into its mass and automatically suffer smothering damage each round. Mud elementals can smother any number of victims, but can only make an attack against one new target per round.

A mud elemental's form is completely mutable, allowing it to move through very small spaces such as the gap beneath a door. They are equally at home on land or in water.

Steam Elementals: Steam elementals appear as an amorphous cloud of searing steam approximately 2' in diameter per hit die. They attack by condensing their form and enveloping a target, causing damage by burning. The creature's heat is such that it kills any normal plants or insects it comes into contact with, and causes 1d6 hit points damage to all creatures within 20'.

Elementines

	<u>Air</u>	<u>Earth</u>
No. Enc.:	1 (1)	1 (1)
Alignment:	Neutral	Neutral
Movement:	120' (40')	120' (40')
Armor Class:	4/2	4/2
Hit Dice:	1/3	1/3
Attacks:	1	1
Damage:	Special – see below	Special – see below
Save:	F1 or F3	F1 or F3
Morale:	10	10
Hoard Class:	None	None
XP:	10/50	10/50

	<u>Fire</u>	<u>Water</u>
No. Enc.:	1 (1)	1 (1)
Alignment:	Neutral	Neutral
Movement:	120' (40')	90' (30')
Armor Class:	4/2	4/2
Hit Dice:	1/3	1/3
Attacks:	1	1
Damage:	1d4/2d4	1-2/1d6
Save:	F1 or F3	F1 or F3
Morale:	10	10
Hoard Class:	None	None
XP:	10/50	10/50

Elementines are semi-intelligent beings made of pure elemental matter of one kind or another. They are native to the elemental planes, but can be summoned by certain spells. Elementines can only be harmed by magic and magical weapons.

There are two different power levels of elementines, and the type present will be determined by the spell used to summon them. Lesser elementines have AC 4, HD 1 and are generally around 2' in diameter, whereas greater elementines have AC 2, HD 3 and are around 5' in diameter.

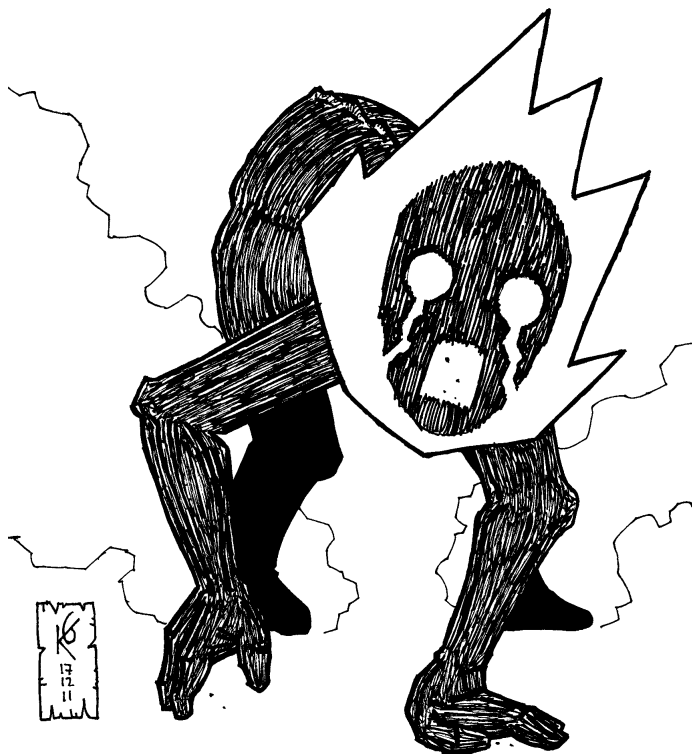
Air Elementines: Air elementines are formed of powerful wind vortices, and are usually only visible by the dust which they stir up as they move. They 'attack' foes by surrounding them with their chaotic air currents, not causing any damage but potentially distracting and confusing the target. A creature successfully attacked by an air elementine suffers -2 to its attacks due to the distraction, and cannot cast spells or use missile weapons. These effects last for one round. A creature attacked by a greater air elementine must also make a save versus paralysis or be stunned for 1d4 rounds.

Earth Elementines: Earth elementines can only manifest within a large body of stone or earth – usually the ground. They can move within this earth medium without being noticed (except by detect magic), and attack

by disrupting the ground beneath an opponent's feet. The attack does not cause any damage, but the target is usually knocked over and is stunned for one round. Attacks by greater earth elementines cause the target to be stunned for 1 to 3 rounds.

Fire Elementines: Fire elementines appear as a sphere of flame. The creature attacks simply by touching an opponent, causing damage and the ignition of flammable materials.

Water Elementines: Water elementines appear as a spherical or snake-like formation in a body of water, and can only be summoned where a sufficient quantity of water exists – at least a small pool. They cannot leave the body of water from which they are formed. They attack by overwhelming opponents, causing damage by drowning. Creatures which can breathe water are unaffected by a water elementine's attacks, but fire-based creatures suffer double damage.



Flame Terror

No. Enc.:	1 (2-8)
Alignment:	Neutral (Evil)
Movement:	150' (40')
Armor Class:	3
Hit Dice:	4+4
Attacks:	1 (flame gout)
Damage:	1d10
Save:	F4
Morale:	10
Hoard Class:	None
XP:	290

Flame terrors are evil creatures native to the plane of fire, where they are not uncommon. They are occasionally summoned to the material plane by magic-users. They take one of several forms: a raging column of fire, a humanoid with flames in place of legs, or a bronze statue wreathed in flames.

In combat flame terrors have the ability to blink, as per the spell. No fire-based or fire-affecting spells can function within 20' of a flame terror.

Fly Agaric, Monstrous

No. Enc.:	1 (1-4)
Alignment:	Neutral
Movement:	0
Armor Class:	7
Hit Dice:	3
Attacks:	Spore cloud
Damage:	See below
Save:	F3
Morale:	12
Hoard Class:	None
XP:	80

The “toadstools” of folklore, these giant red & white spotted fungi stand up to 6' tall. While they have no form of direct attack, they present two dangers to adventurers. Firstly, they are typically host to a seething swarm of flies and maggots (see the Insect swarm monster in the *Labyrinth Lord* book). Secondly, anyone coming within 5' of a monstrous fly agaric must save versus poison or be affected by the spell *confusion*, due to the hallucinogenic effects of the mushroom's spores.

Fluid Beast

No. Enc.:	1-3 (2-5)
Alignment:	Neutral (Evil)
Movement:	60' (20') / 180' (60') – swimming
Armor Class:	5
Hit Dice:	6+6
Attacks:	3 (2 jets, slam)
Damage:	1d4/1d4/4d4
Save:	F6
Morale:	10
Hoard Class:	None
XP:	680

Fluid beasts are evil creatures native to the plane of water, but are sometimes encountered on the material plane if summoned by magic. They have several possible forms, which they can switch between at will: a fountain or pool of water, a green-tinged cloud in a body of water, or a gelatinous blob riddled with pipes and tentacles.

On land they attack by expelling high pressured water jets, effective at up to 10' away, and having a 1 in 6 chance of blinding victims for 1d6 rounds. In the water their attack is deadlier, as they use their water jets to propel their huge bulk into their victims in a violent slamming attack.

No water-based or water-affecting spells can function within 20' of a fluid beast.

Goblin, Fey

No. Enc.:	2d4 (6d10)
Alignment:	Neutral or Chaotic
Movement:	60' (20')
Armor Class:	6
Hit Dice:	1
Attacks:	1 (weapon)
Damage:	1d6 or weapon
Save:	MU1
Morale:	7
Hoard Class:	III (XX)
XP:	16

Cousins of normal goblins, fey goblins dwell in mysterious dimensions which exist in parallel to the physical world. Crossover points sometimes exist between the two dimensions, allowing those versed in their use to travel between worlds.

Their appearance is similar to that of normal goblins: 3' tall, with red or yellow eyes, and orange tinged skin. However, fey goblins, even members of the same tribe, vary wildly in form, no two looking alike. Their facial features may be extremely distorted, with huge noses, mouths, ears or eyes. Odd features such as giant hands, or extremely long arms or fingers are not uncommon. Likewise they typically dress in a bizarre hodgepodge of styles, often combining various types of armour piecemeal.

Fey goblins are naturally magical, and gain a +4 bonus to saving throws against illusions or mind-affecting magic. 1 in 4 fey goblins additionally has one of the following abilities, usable once per day: *dimension leap* or *limited invisibility* (as a fey elf), *ray of fire* / *cold* (as an elemental), *color spray* or *wall of vapor* (as an illusionist).

Their organisation is similar to that of normal goblins, including the use of dire wolves as mounts and the presence of a goblin king and bodyguards. Fey goblin kings always know two of the magical abilities listed above.

Leprotic Dead

No. Enc.:	1d6 (2d6)
Alignment:	Chaotic
Movement:	90' (30')
Armor Class:	6
Hit Dice:	3
Attacks:	2
Damage:	1d6 + disease
Save:	F 3
Morale:	12
Hoard Class:	None
XP:	80

Swathed in loose rags or bandages, the flesh of these undead monsters can be seen to crawl and seethe. Their flesh is in a strange state between life and death – at once riddled with disease and virulently alive.

Each round of combat, leprotic dead regenerate two hit points. Severed limbs can be reattached, and even fatal damage taking the creature below 0hp can be regenerated. The only way they can be permanently killed is by fire.

In melee the leprotic dead attack with their fists. Each successful hit carries with it the risk of leprosy infection. The target must save versus poison, with a +3 bonus, or contract the disease. Infected victims suffer a loss of 2 points of CHA per month, dying when CHA reaches 0. Those who die from the disease will themselves become leprotic dead.

Although they hoard and carry no treasure themselves, leprotic dead are often found as guardians of ancient treasure troves.

Soil Fiend

No. Enc.:	1 (2-5)
Alignment:	Neutral (Evil)
Movement:	120' (40') / 30' (10') – burrowing
Armor Class:	4
Hit Dice:	5+5
Attacks:	2 (claws)
Damage:	1d8/1d8
Save:	F5
Morale:	10
Hoard Class:	None
XP:	860

Soil fiends are evil creatures native to the plane of earth, where they live in labyrinthine burrows. They are occasionally encountered on the material plane when summoned by magic. Soil fiends usually appear as



swine-like beasts with a grinning skull for a head and a back covered with sharp spines. They may also change into a rough humanoid form of slimy, lumpy clay.

Soil fiends are able to meld into bare earth or stone, leaving only a vague moist outline. They can then leap suddenly to attack, surprising on a roll of 1-5.

In combat, if a victim is successfully attacked by both the fiend's claws in one round, then the creature manages to cling onto the target. Once a soil fiend is clinging to a target it automatically inflicts 2d6 damage per round, and cannot be removed unless killed.

No earth-affecting magic can function within 40' of a soil fiend.

Warp Fiend

No. Enc.:	1 (1)
Alignment:	Chaotic (Evil)
Movement:	120' (40')
Armor Class:	1
Hit Dice:	6
Attacks:	1 (special)
Damage:	None
Save:	MU6
Morale:	10
Hoard Class:	None
XP:	1070

A horror summoned from the bizarre spaces which exist between dimensions, the warp fiend's appearance defies comprehension, being constructed of impossible geometrical forms and textures. Merely looking upon the creature is enough to trigger temporary madness – all viewing a warp fiend must save versus spells or be affected by the *confusion* spell.

Warp fiends have no physical form of attack, but have several magical abilities which they use to cause mayhem. A warp fiend can use one of the following abilities once per round: conjure a 10' square *wall of force*, *teleport* one creature up to 50' (without error), *dispel magic* as a 6th level magic-user.

Wind Horror

No. Enc.:	1 (2-8)
Alignment:	Neutral (Evil)
Movement:	30' (10') / 240' (80') – flying
Armor Class:	2
Hit Dice:	4
Attacks:	1
Damage:	3d4
Save:	F4
Morale:	10
Hoard Class:	None
XP:	190

Wind horrors are natives of the plane of air, but can be summoned to the material plane by magic-users. They are typically invisible, being only noticeable as a strong gust of wind. In this form they move at 80' per round. In order to attack a, wind horror must manifest into a dense cloud of fog filled with lashing tentacles and sinister eyes.

The wind horror's attack takes the form of a blast of fine particles emitted from its whirlwind-like core. The blast can target a single creature up to 30' distant.

Wind horrors are immune to normal weapons, and are only able to be harmed by spells or magical weapons of +2 or greater enchantment. All air-affecting magic fails within 50' of a wind horror.

III. New Magic Items

Black Hands of Perranagg

These shrivelled human hands have undergone a necromantic ritual of burning, transforming them into potent magical charms. Each hand comes wrapped in cloth, and can be activated by revealing it. The first character to lay eyes on the hand must save versus paralysis or be affected by *hold person* or *feign death* (selected at random, though a necromancer may choose).

After it is revealed, the power of the hand expires once its magic has affected a target. Naturally, one making use of such an item must take care to not cast his own glance upon it.



Chalice of Geryon

Used in various rituals dedicated to the arch-fiend, these chalices are constructed from the horn of a magical being. The evil magic of the chalice can be activated once per week by filling it with human blood and the speaking the correct phrase. The blood in the chalice then becomes enchanted for 24 hours, and can have one of a number of effects on a being who drinks it.

Any character of good alignment drinking the blood from the chalice will be affected by a poison, causing 4d6 points of damage if they fail a saving throw, and 1d6 damage if the save succeeds. Any character of chaotic alignment drinking the blood will be affected by *sleep*. These two effects are combined for chaotic good creatures who drink the blood from the chalice.

When the blood is drunk by a character of any other alignment, they are affected by a powerful charm, causing them to implicitly trust all followers of the arch-fiend, including devils and imps. The charm effect lasts for 24 hours. Victims are typically coerced into making a pact with a summoned devil while under the influence of the charm, and will thenceforth have great difficulty breaking free of the control of their diabolic masters, even after the charm wears off.

Codex Prism

This minor magical item, much used by illusionists in the employ of guilds and noble houses, is created expressly for use with the *codex* series of spells (see the Prism Codex, in section 3). Codex prisms are relatively easy to create – a suitable prism must be purchased (the usual cost is 500gp), and can be enchanted for magical use, over a period of one week, by any illusionist who knows one of the *codex* spells (the usual minimum of 9th experience level does not apply).

Once enchanted, the prism can be used to receive and store any transmuted light pattern which it is exposed to, and can release the light pattern on demand upon the casting of the reversed form of the spell which originally produced the pattern. Each codex prism can store but a single light pattern, with any subsequent patterns replacing the first. However, once stored, a pattern can be released any number of times, when the appropriate spell is cast to decode it.

Codex prisms which are found as treasure may contain records of important events or documents.

Cloak of Protection from Energy Drain

This midnight hued cloak protects the wearer from the level draining attacks possessed by certain undead creatures, and from the effects of the clerical / necromancer spell *drain energy*. Each cloak can protect against a total of 1d6 levels of energy drain, before losing its magic.

Death Ward Ring

This ring grants the wearer the ability to cheat death. It has a limited number of charges (typically 1d4 when found), which are automatically activated when the wearer reaches 0 or less hit points. Each time a charge is activated, the Labyrinth Lord should roll on the following table to determine the effect.

Death ward ring, effects of usage

d10	Effect
1–5	Wearer revived to 1hp.
6	Wearer revived to 1hp but permanently loses 1 point of CON or WIS.
7	Wearer revived to 1hp but becomes resistant to <i>raise dead</i> , which has a 50% chance of failure the next time it is cast.
8	Wearer revived to 1hp but unconscious for 2d4 days.
9	Damage reflected to its source.
10	Wearer becomes undead (perhaps a ghoul, wight or zombie).

Dreadcube

The origin of these rare and greatly feared magical items is unknown – no magic-user in his or her right mind would willingly create such a thing.

A dreadcube is a small rotating 6" iron cube engraved with a complex series of arcane runes and diagrams. Each cube has a command word, typically written on its surface. When the command word is spoken by a magic-user, the cube's power is activated. It will then hover above the magic-user's palm, and remains there for a duration of one hour.

Each of the cube's six faces contains a dweomer, which can be activated only once. The powers of the faces are activated under several conditions, not all of which are under the possessor's control. Firstly, the magic-user may deliberately activate a face simply by touching it. Secondly, the power of a random face of the cube will activate as a reaction upon the casting of any magic-user spell within 60'. Lastly, the powers of all remaining faces of the cube will activate simultaneously if the cube itself is targeted with any form of magic (including *dispel magic*), or when the one hour duration expires.

The powers of the faces are randomly determined when activated, by rolling 1d6 – it is not possible to predict which effect a face contains.

Dreadcube, face effects

d6	Effect
1	<i>Lightning bolt</i> affecting a random target within range.
2	<i>Prismatic spray</i> emanating from the cube and oriented in a randomly determined direction.
3	<i>Dispel magic</i> affecting all magic within range.
4	<i>Polymorph others</i> affecting a random target within range.
5	<i>Summon monster V</i> .
6	<i>Spell resistance</i> affecting a random target within range.

Note that all powers which are randomly targeted are quite able to target the cube's possessor.

Gem of Orcus

This ruby, engraved in intricate script with an appeal to the demon lord of the undead, grants a variety of powers to its possessor. Firstly, the owner gains infravision to 60'. Secondly, for 6 turns once per day the owner may pass among undead creatures completely unnoticed, as per the necromancer spell *pass undead*. Lastly, the gem may be sacrificed in order to summon aid from the demon lord directly, according to the following table. Summoned creatures remain for 2d6 turns.

Gem of Orcus, summoning results

d00	Summoned Aid
01–20	2d8 skeletons
21–40	2d6 zombies
41–45	1 vampire
46–55	2d4 mummies
55–70	2d4 ghosts
71–80	1 spectre
81–90	1 marilith demon
91–99	1 glabrezu demon
00	Orcus, Prince of the Undead

Hat of Conjuration

In the hands of a magic-user, this normal looking hat has the ability to conjure an endless variety of objects, creatures and spell effects from thin air. The hat can be used 1d6 times per day. Conjured creatures and items exist for one turn, before disappearing, and spell effects have their normal duration. Note that creatures produced by the hat are not in any way under the magic-user's control.

Spells conjured by the hat will affect any applicable target nearby. In cases where multiple suitable targets are within range, the actual target should be determined randomly. Use the following tables to see what comes out of the hat.

Hat of conjuration, results

d20	Result
1–6	Mundane item (see following table)
7–10	1HD monster (use wandering monster tables)
11–13	1d6 + 1HD monster (use wandering monster tables)
14	1d6 + 5HD monster (use wandering monster tables)
15–16	1 st level spell (from magic-user spell lists)
17–18	Spell of level 1d4 + 1 (from magic-user spell lists)
19	Spell of level 1d6 + 3 (from magic-user spell lists)
20	Magic item (roll on the normal tables)

Hat of conjuration, mundane items

d%	Item	d%	Item	d%	Item	d%	Item	d%	Item
1	Backpack	21	Flint and steel	41	Leather armour	61	Pole arm	81	Spear
2	Banded mail	22	Fur cloak	42	Leather belt	62	Quarterstaff	82	Spell book (blank)
3	Battle axe	23	Garlic (3 cloves)	43	Leather boots	63	Quill pen	83	Splint mail
4	Bedroll	24	Glass vial (empty)	44	Light quarrels (10)	64	Quiver & 20 arrows	84	Spyglass
5	Block and tackle	25	Grappling hook	45	Lock	65	Rope, hemp (50 ft.)	85	Studded leather armour
6	Bottle of wine	26	Hammer	46	Longbow	66	Rope, silk (50 ft.)	86	Sword, bastard
7	Candles (10)	27	Hand axe	47	Mace	67	Sack, large (empty)	87	Sword, long
8	Chain (10 ft.)	28	Hat	48	Manacles	68	Sack, small (empty)	88	Sword, short
9	Chain mail	29	Heavy quarrels (10)	49	Map / scroll case	69	Saddle	89	Sword, 2-handed
10	Club	30	Helmet	50	Mirror, small steel	70	Saddle bag	90	Thieves' tools
11	Crossbow, heavy	31	Holy symbol, silver	51	Morningstar	71	Scale mail	91	Torches (8)
12	Crossbow, light	32	Holy symbol, wooden	52	Musical instrument	72	Scimitar	92	Rations (1 day)
13	Crowbar	33	Horse barding	53	Oil (1-pint flask)	73	Shield	93	Trident
14	Dagger	34	Hourglass	54	Padded armour	74	Shortbow	94	Warhammer
15	Dagger, silver	35	Ink (1 oz. Vial)	55	Paper (sheet)	75	Silk robe	95	Waterskin
16	Dart	36	Iron spikes (12)	56	Parchment (sheet)	76	Simple meal	96	Winter blanket
17	Flail	37	Javelin	57	Pick, heavy	77	Sling	97	Wolfsbane (fist full)
18	Flail, heavy	38	Ladder, 10-foot	58	Pick, light	78	Sling bullets (10)	98	Wooden chest (empty)
19	Flask (empty)	39	Lance	59	Pick, miner's	79	Small bell	99	Wooden pole, 10'
20	Holy water (flask)	40	Lantern	60	Plate mail	80	Spade or shovel	00	Wooden stakes (3)

Ring of Appearance Warping

This ring causes the owner's physical appearance, including clothing, to change both radically and randomly at the beginning of each turn of the duration. Magical items remain unchanged, as do non-clothing items on the character's person, but all mundane items of clothing take on a completely new appearance each turn.

The wearer of the ring has no control over the form his appearance takes, but may remove the ring at any time to return to normal.

The Labyrinth Lord may use any method to determine the wearer's random appearances, but the following table may be helpful. One die of each type listed should be rolled.

Ring of appearance warping, resulting appearance

Die	d4	d6	d8	d10
Result	Sex	Age	Dress	Features
1	Female	Child	Messy	Missing limb
2	Female	Youth	Scant	Obese
3	Male	Adult	Immaculate	Scrawny
4	Male	Mature	Formal	Muscular
5		Old	Threadbare	Bald
6		Decrepit	Elaborate	Hairy
7			Drab	Tall
8			Uniform	Short
9				Ugly
10				Beautiful

Severed Hand

Also known as a "hand of glory", this item holds great power when used by a necromancer. The preserved hand of a murderer has been treated so that it can be ignited and will slowly burn, like a candle.

A hand of glory, when placed by the side of a sleeping person and lit, causes the victim to be overcome with a permanent paralysis. Persons so affected typically die of thirst. A save versus paralysis is allowed to resist the hand's sinister effect.

Shrunken Head

These gruesome, fist-sized heads have been shrunken by a process of mummification, and steeped in blood and rare inks. They are often found in sets of 1d6 heads. In the hands of a necromancer they have several uses. Each head may only be used once.

Ward: When three or more heads are placed in formation around an area to be warded, and their magic activated, they will project a powerful aura of fear. Any living creature coming within 60' of the ward must make a save versus spells or be overcome with terror and flee as fast as possible for 1 turn. The ward is effective for 24 hours.

Guardian: A single head may be placed to act as a guardian, its stitched-shut eyes tearing open. Anyone except the necromancer coming into the head's field of view will cause it to begin to emit a loud groaning sound. The guardian head is effective for 24 hours.

Messenger: A head may be instructed to relay a message, either upon repetition of the correct command word, or when anyone comes into its presence. The message may be up to 100 words, and is repeated but once.

Skeleton Key

These magical keys, carved from thin bones, grant access to crypt doors, bypassing any form of mundane or magical locks, traps or wards. The keys are only effective in the hands of a necromancer, and each key can only be used once.

Skeleton Teeth

These enchanted teeth are usually found as a set of 2d6, either laced onto a necklace or kept in a pouch. The teeth are typically human, but may be of any species. When a tooth is taken and thrown onto the ground, an animated skeleton bearing a sword springs up immediately. If the person throwing the tooth is a necromancer, he can command the skeleton to do his bidding. Characters of other classes have a 75% chance of being able to command the conjured skeleton, otherwise the creature will turn and attack the one who summoned it. The skeletons crumble to dust after 6 turns.



IV. Example Memorized Spells: Elementalists

A: 1st level	B: 1st level	C: 1st level	D: 1st level
Firelight	Summon elementine	Unseen servant	Ray of fire/cold
A: 2nd level	B: 2nd level	C: 2nd level	D: 2nd level
Firelight, Wall of vapor	Summon elementine, Burning hands	Unseen servant, Manipulate fire	Ray of fire/cold, Summon elementine
A: 3rd level	B: 3rd level	C: 3rd level	D: 3rd level
Firelight, Wall of vapor, Summon greater elementine	Summon elementine, Burning hands, Fire trap	Unseen servant, Manipulate fire, Tidal force	Ray of fire/cold, Summon elementine, Resist fire
A: 4th level	B: 4th level	C: 4th level	D: 4th level
Firelight, Wall of vapor, Summon greater elementine, Pyrotechnics	Summon elementine, Burning hands, Fire trap, Elemental cancellation	Unseen servant, Manipulate fire, Tidal force, Summon greater elementine	Ray of fire/cold, Summon elementine, Resist fire, Fog cloud
A: 5th level	B: 5th level	C: 5th level	D: 5th level
Firelight, Wall of vapor, Summon greater elementine, Pyrotechnics, Fly	Summon elementine, Burning hands, Fire trap, Elemental cancellation, Fireball	Unseen servant, Manipulate fire, Tidal force, Summon greater elementine, Summon elemental I	Ray of fire/cold, Summon elementine, Resist fire, Fog cloud, Fireball
A: 6th level	B: 6th level	C: 6th level	D: 6th level
Firelight, Wall of vapor, Summon greater elementine, Pyrotechnics, Fly, Summon elemental I	Summon elementine, Burning hands, Fire trap, Elemental cancellation, Fireball, Gust of wind	Unseen servant, Manipulate fire, Tidal force, Summon greater elementine, Summon elemental I, Water breathing	Ray of fire/cold, Summon elementine, Resist fire, Fog cloud, Fireball, Vacuum
A: 7th level	B: 7th level	C: 7th level	D: 7th level
Burning hands, Firelight, Wall of vapor, Summon greater elementine, Pyrotechnics, Fly, Summon elemental I, Ice storm	Ray of fire/cold, Summon elementine, Burning hands, Fire trap, Elemental cancellation, Fireball, Gust of wind, Wall of fire	Wall of vapor, Unseen servant, Manipulate fire, Tidal force, Summon greater elementine, Summon elemental I, Water breathing, Summon elemental horror	Seasong/windsong/firesong, Ray of fire/cold, Summon elementine, Resist fire, Fog cloud, Fireball, Vacuum, Fire shield
A: 8th level	B: 8th level	C: 8th level	D: 8th level
Burning hands, Firelight, Wall of vapor, Heat metal, Summon greater elementine, Pyrotechnics, Fly, Summon elemental I, Ice storm, Contact elemental spirit	Ray of fire/cold, Summon elementine, Burning hands, Fire trap, Elemental cancellation, Resist fire, Fireball, Gust of wind, Wall of fire, Summon elemental II	Wall of vapor, Unseen servant, Manipulate fire, Tidal force, Summon greater elementine, Produce flame, Summon elemental I, Water breathing, Vacuum, Summon elemental horror, Wall of ice	Seasong/windsong/firesong, Ray of fire/cold, Summon elementine, Resist fire, Fog cloud, Pyrotechnics, Fireball, Vacuum, Fire shield, Summon elemental II
A: 9th level	B: 9th level	C: 9th level	D: 9th level
Burning hands, Firelight, Wall of vapor, Heat metal, Summon greater elementine, Pyrotechnics, Fly, Protection from fire, Summon elemental I, Ice storm, Contact elemental spirit, Command elemental I	Ray of fire/cold, Summon elementine, Burning hands, Fire trap, Elemental cancellation, Resist fire, Fireball, Summon elemental I, Gust of wind, Wall of fire, Summon elemental II, Cone of cold	Wall of vapor, Unseen servant, Manipulate fire, Tidal force, Summon greater elementine, Produce flame, Summon elemental I, Water breathing, Vacuum, Summon elemental horror, Wall of ice, Control winds	Seasong/windsong/firesong, Ray of fire/cold, Summon elementine, Resist fire, Fog cloud, Pyrotechnics, Fireball, Vacuum, Stone shape, Fire shield, Summon elemental II, Flame strike
A: 10th level	B: 10th level	C: 10th level	D: 10th level
Burning hands, Firelight, Wall of vapor, Heat metal, Summon greater elementine, Pyrotechnics, Fly, Protection from fire, Summon elemental I, Ice storm, Contact elemental spirit, Flash fire, Command elemental I, Atmosphere bubble	Ray of fire/cold, Summon elementine, Burning hands, Fire trap, Elemental cancellation, Resist fire, Fireball, Summon elemental I, Gust of wind, Wall of fire, Summon elemental II, Temperature control, Cone of cold, Summon elemental III	Wall of vapor, Unseen servant, Manipulate fire, Tidal force, Summon greater elementine, Produce flame, Summon elemental I, Water breathing, Vacuum, Summon elemental horror, Wall of ice, Move earth (lesser), Control winds, Passwall	Seasong/windsong/firesong, Ray of fire/cold, Summon elementine, Resist fire, Fog cloud, Pyrotechnics, Fireball, Vacuum, Stone shape, Fire shield, Ice storm, Summon elemental II, Flame strike, Wall of stone



V. Example Memorized Spells: Fey Elves

A: 1st level Auditory illusion, Resist cold	B: 1st level Color spray, Summon fey kin	C: 1st level Detect magic, Dancing lights	D: 1st level Summon fey kin, Protection from evil
A: 2nd level Auditory illusion, Resist cold, Produce flame	B: 2nd level Color spray, Summon fey kin, Dimension leap	C: 2nd level Detect magic, Dancing lights, Wall of vapor	D: 2nd level Summon fey kin, Protection from evil, Doppelganger
A: 3rd level Auditory illusion, Resist cold, Produce flame, Resist fire	B: 3rd level Color spray, Summon fey kin, Dimension leap, Mirror image	C: 3rd level Detect magic, Dancing lights, Wall of vapor, Warp wood	D: 3rd level Summon fey kin, Protection from evil, Doppelganger, Mirror image
A: 4th level Auditory illusion, Resist cold, Produce flame, Resist fire × 2	B: 4th level Color spray, Summon fey kin, Dimension leap, Mirror image × 2	C: 4th level Detect magic, Dancing lights, Wall of vapor, Warp wood, Mirror image	D: 4th level Summon fey kin, Protection from evil, Doppelganger, Mirror image, Obscuring mist
A: 5th level Auditory illusion, Resist cold, Produce flame, Resist fire × 2, Dispel magic	B: 5th level Color spray, Summon fey kin, Dimension leap, Mirror image × 2, Dispel magic	C: 5th level Detect magic, Dancing lights, Wall of vapor, Warp wood, Mirror image, Protection from fire	D: 5th level Summon fey kin, Protection from evil, Doppelganger, Mirror image, Obscuring mist, Snare
A: 6th level Auditory illusion, Detect invisible, Resist cold, Produce flame, Resist fire × 2, Dispel magic, Blink	B: 6th level Color spray, Protection from evil, Summon fey kin, Dimension leap, Mirror image × 2, Dispel magic, Protection from fire	C: 6th level Detect magic, Dancing lights, Faerie fire, Wall of vapor, Warp wood, Mirror image, Protection from fire, Blink	D: 6th level Summon fey kin, Detect invisible, Protection from evil, Doppelganger, Mirror image, Obscuring mist, Snare, Dispel magic
A: 7th level Auditory illusion, Detect invisible, Resist cold, Produce flame, Resist fire × 2, Dispel magic, Blink, Dimension door	B: 7th level Color spray, Protection from evil, Summon fey kin, Dimension leap, Mirror image × 2, Dispel magic, Protection from fire, Protection from electricity	C: 7th level Detect magic, Dancing lights, Faerie fire, Wall of vapor, Warp wood, Mirror image, Protection from fire, Blink, Sticks to snakes	D: 7th level Summon fey kin, Detect invisible, Protection from evil, Doppelganger, Mirror image, Obscuring mist, Snare, Dispel magic, Implant emotion
A: 8th level Auditory illusion, Detect invisible, Resist cold, Produce flame, Resist fire × 2, Dispel magic, Blink, Dimension door, Sticks to snakes	B: 8th level Color spray, Protection from evil, Summon fey kin, Dimension leap, Mirror image × 2, Dispel magic, Protection from fire, Protection from electricity, Create food & water	C: 8th level Detect magic, Dancing lights, Faerie fire, Wall of vapor, Warp wood, Mirror image, Protection from fire, Blink, Sticks to snakes, Create food & water	D: 8th level Summon fey kin, Detect invisible, Protection from evil, Doppelganger, Mirror image, Obscuring mist, Snare, Dispel magic, Implant emotion, Detect lie
A: 9th level Auditory illusion, Detect invisible, Resist cold, Produce flame, Resist fire × 2, Dispel magic, Blink, Dimension door, Sticks to snakes, True seeing	B: 9th level Color spray, Protection from evil, Summon fey kin, Dimension leap, Mirror image × 2, Dispel magic, Protection from fire, Protection from electricity, Create food & water, Telekinesis	C: 9th level Detect magic, Dancing lights, Faerie fire, Wall of vapor, Warp wood, Mirror image, Protection from fire, Blink, Sticks to snakes, Create food & water, Confusion (greater)	D: 9th level Summon fey kin, Detect invisible, Protection from evil, Doppelganger, Mirror image, Obscuring mist, Snare, Dispel magic, Implant emotion, Detect lie, Phantasmal door
A: 10th level Auditory illusion, Detect invisible, Resist cold, Produce flame, Resist fire × 2, Dispel magic, Blink, Dimension door, Sticks to snakes, True seeing, Time flow	B: 10th level Color spray, Protection from evil, Summon fey kin, Dimension leap, Mirror image × 2, Dispel magic, Protection from fire, Protection from electricity, Create food & water, Telekinesis, Teleport	C: 10th level Detect magic, Dancing lights, Faerie fire, Wall of vapor, Warp wood, Mirror image, Protection from fire, Blink, Sticks to snakes, Create food & water, Confusion (greater), Wall of fire	D: 10th level Summon fey kin, Detect invisible, Protection from evil, Doppelganger, Mirror image, Obscuring mist, Snare, Dispel magic, Implant emotion, Detect lie, Phantasmal door, Teleport

VIII. Example Memorized Spells: Magic-Users

A: 1st level	B: 1st level	C: 1st level	D: 1st level
Charm person	Unseen servant	Sleep	Sleep
A: 2nd level	B: 2nd level	C: 2nd level	D: 2nd level
Charm person, Magic missile	Unseen servant, Magic missile	Sleep, Hold portal	Sleep, Protection from evil
A: 3rd level	B: 3rd level	C: 3rd level	D: 3rd level
Charm person, Magic missile, ESP	Unseen servant, Magic missile, Invisibility	Sleep, Hold portal, Knock	Sleep, Protection from evil, Web
A: 4th level	B: 4th level	C: 4th level	D: 4th level
Charm person, Magic missile, ESP, Levitate	Unseen servant, Magic missile, Invisibility, Phantasmal force	Sleep, Hold portal, Knock, Scare	Sleep, Protection from evil, Web, Strength
A: 5th level	B: 5th level	C: 5th level	D: 5th level
Charm person, Magic missile, ESP, Levitate, Summon monster I	Unseen servant, Magic missile, Invisibility, Phantasmal force, Lightning bolt	Sleep, Hold portal, Knock, Scare, Fireball	Sleep, Protection from evil, Web, Strength, Dispel magic
A: 6th level	B: 6th level	C: 6th level	D: 6th level
Charm person, Magic missile, ESP, Levitate, Summon monster I, Suggestion	Unseen servant, Magic missile, Invisibility, Phantasmal force, Lightning bolt, Fly	Sleep, Hold portal, Knock, Scare, Fireball, Hold person	Sleep, Protection from evil, Web, Strength, Dispel magic, Haste
A: 7th level	B: 7th level	C: 7th level	D: 7th level
Burning hands, Charm person, Magic missile, ESP, Levitate, Summon monster I, Suggestion, Charm monster	Feather fall, Unseen servant, Magic missile, Invisibility, Phantasmal force, Lightning bolt, Fly, Dimension door	Shield, Sleep, Hold portal, Knock, Scare, Fireball, Hold person, Polymorph self	Detect magic, Sleep, Protection from evil, Web, Strength, Dispel magic, Haste, Ice storm
A: 8th level	B: 8th level	C: 8th level	D: 8th level
Burning hands, Charm person, Magic missile, Arcane lock, ESP, Levitate, Summon monster I, Suggestion, Charm monster, Arcane eye	Feather fall, Unseen servant, Magic missile, Locate object, Invisibility, Phantasmal force, Lightning bolt, Fly, Dimension door, Polymorph others	Shield, Sleep, Hold portal, Knock, Mirror image, Scare, Fireball, Hold person, Polymorph self, Summon monster II	Detect magic, Sleep, Protection from evil, Rope trick, Web, Strength, Dispel magic, Haste, Ice storm, Wall of ice
A: 9th level	B: 9th level	C: 9th level	D: 9th level
Burning hands, Charm person, Magic missile, Arcane lock, ESP, Levitate, Blink, Summon monster I, Suggestion, Charm monster, Arcane eye, Animate dead	Feather fall, Unseen servant, Magic missile, Locate object, Invisibility, Phantasmal force, Gust of wind, Lightning bolt, Fly, Dimension door, Polymorph others, Cloudkill	Shield, Sleep, Hold portal, Knock, Mirror image, Scare, Fireball, Tongues, Hold person, Polymorph self, Summon monster II, Hold monster	Detect magic, Sleep, Protection from evil, Rope trick, Web, Strength, Dispel magic, Suggestion, Haste, Ice storm, Wall of ice, Conjure elemental
A: 10th level	B: 10th level	C: 10th level	D: 10th level
Burning hands, Charm person, Magic missile, Arcane lock, ESP, Levitate, Blink, Summon monster I, Suggestion, Charm monster, Enchant arms, Arcane eye, Animate dead, Interposing hand	Feather fall, Unseen servant, Magic missile, Locate object, Invisibility, Phantasmal force, Gust of wind, Lightning bolt, Fly, Dimension door, Wall of fire, Polymorph others, Cloudkill, Cone of cold	Shield, Sleep, Hold portal, Knock, Mirror image, Scare, Fireball, Tongues, Hold person, Polymorph self, Summon monster II, Remove curse, Hold monster, Magic jar	Detect magic, Sleep, Protection from evil, Rope trick, Web, Strength, Dispel magic, Suggestion, Haste, Ice storm, Wall of ice, Flame charm, Conjure elemental, Summon monster III

VIII. Example Memorized Spells: Necromancers

A: 1st level	B: 1st level	C: 1st level	D: 1st level
Command dead	Command undead	Scare	Unseen servant
A: 2nd level	B: 2nd level	C: 2nd level	D: 2nd level
Command dead, Cause light wounds	Command undead, Ray of enfeeblement	Scare, Shadow touch	Unseen servant, Skeletal servitor
A: 3rd level	B: 3rd level	C: 3rd level	D: 3rd level
Command dead, Cause light wounds, Zombie servitor	Command undead, Ray of enfeeblement, Summon swarm	Scare, Shadow touch, Choke	Unseen servant, Skeletal servitor, Ghoul touch
A: 4th level	B: 4th level	C: 4th level	D: 4th level
Command dead, Cause light wounds, Zombie servitor, Corpse visage	Command undead, Ray of enfeeblement, Summon swarm, Ray of pain	Scare, Shadow touch, Choke, Zombie servitor	Unseen servant, Skeletal servitor, Ghoul touch, Spectral hand
A: 5th level	B: 5th level	C: 5th level	D: 5th level
Command dead, Cause light wounds, Zombie servitor, Corpse visage, Animate dead	Command undead, Ray of enfeeblement, Summon swarm, Ray of pain, Hold person	Scare, Shadow touch, Choke, Zombie servitor, Summon undead I	Unseen servant, Skeletal servitor, Ghoul touch, Spectral hand, Fear
A: 6th level	B: 6th level	C: 6th level	D: 6th level
Command dead, Cause light wounds, Zombie servitor, Corpse visage, Animate dead, Valour in death	Command undead, Ray of enfeeblement, Summon swarm, Ray of pain, Hold person, Animate dead	Scare, Shadow touch, Choke, Zombie servitor, Summon undead I, Cause disease	Unseen servant, Skeletal servitor, Ghoul touch, Spectral hand, Fear, Summon undead I
A: 7th level	B: 7th level	C: 7th level	D: 7th level
Command dead, Cause light wounds, Haunting, Zombie servitor, Corpse visage, Animate dead, Valour in death, Inter	Command undead, Darkness globe, Ray of enfeeblement, Summon swarm, Ray of pain, Hold person, Animate dead, Reassemble	Pass undead, Scare, Shadow touch, Choke, Zombie servitor, Summon undead I, Cause disease, Summon undead II	Command dead, Unseen servant, Skeletal servitor, Ghoul touch, Spectral hand, Fear, Summon undead I, Mummy touch
A: 8th level	B: 8th level	C: 8th level	D: 8th level
Command dead, Cause light wounds, Haunting, Feign death, Zombie servitor, Corpse visage, Animate dead, Valour in death, Inter, Bestow curse	Command undead, Darkness globe, Ray of enfeeblement, Resist turning, Summon swarm, Ray of pain, Hold person, Animate dead, Reassemble, Summon undead II	Pass undead, Scare, Shadow touch, Choke, Detect magic, Zombie servitor, Summon undead I, Cause disease, Summon undead II, Cause serious wounds	Command dead, Unseen servant, Skeletal servitor, Ghoul touch, Leech strength or fortitude, Spectral hand, Fear, Summon undead I, Mummy touch, Charm undead
A: 9th level	B: 9th level	C: 9th level	D: 9th level
Command dead, Cause light wounds, Haunting, Feign death, Zombie servitor, Corpse visage, Animate dead, Summon undead I, Valour in death, Inter, Bestow curse, Death spell	Command undead, Darkness globe, Ray of enfeeblement, Resist turning, Summon swarm, Ray of pain, Hold person, Fear, Animate dead, Reassemble, Summon undead II, Gaseous form	Pass undead, Scare, Shadow touch, Choke, Detect magic, Zombie servitor, Summon undead I, Hold person, Cause disease, Summon undead II, Cause serious wounds, Summon undead III	Command dead, Unseen servant, Skeletal servitor, Ghoul touch, Leech strength or fortitude, Spectral hand, Animate dead, Fear, Summon undead I, Mummy touch, Charm undead, Portent of doom
A: 10th level	B: 10th level	C: 10th level	D: 10th level
Command dead, Cause light wounds, Haunting, Feign death, Zombie servitor, Corpse visage, Animate dead, Summon undead I, Valour in death, Inter, Bestow curse, Cause serious wounds, Death spell, Summon shadow	Command undead, Darkness globe, Ray of enfeeblement, Resist turning, Summon swarm, Ray of pain, Hold person, Fear, Animate dead, Reassemble, Detach / graft, Summon undead II, Gaseous form, Magic jar	Pass undead, Scare, Shadow touch, Choke, Detect magic, Zombie servitor, Summon undead I, Hold person, Cause disease, Summon undead II, Cause serious wounds, Reassemble, Summon undead III, Death spell	Command dead, Unseen servant, Skeletal servitor, Ghoul touch, Leech strength or fortitude, Spectral hand, Animate dead, Fear, Summon undead I, Mummy touch, Charm undead, Swarm transformation, Portent of doom, Summon undead III

IX. Example Memorized Spells: Vivimancers

A: 1st level	B: 1st level	C: 1st level	D: 1st level
Sleep	Spore cloud	Natural weaponry	Skin transformation
A: 2nd level	B: 2nd level	C: 2nd level	D: 2nd level
Sleep, Vitality surge	Spore cloud, Spider climb	Natural weaponry, Entangle	Skin transformation, Sleep
A: 3rd level	B: 3rd level	C: 3rd level	D: 3rd level
Sleep, Vitality surge, Web	Spore cloud, Spider climb, Drone	Natural weaponry, Entangle, Venom	Skin transformation, Sleep, Fungal growth
A: 4th level	B: 4th level	C: 4th level	D: 4th level
Sleep, Vitality surge, Web, Infravision	Spore cloud, Spider climb, Drone, Accelerated healing	Natural weaponry, Entangle, Venom, Water breathing	Skin transformation, Sleep, Fungal growth, Web
A: 5th level	B: 5th level	C: 5th level	D: 5th level
Sleep, Vitality surge, Web, Infravision, Divide body	Spore cloud, Spider climb, Drone, Accelerated healing, Fly	Natural weaponry, Entangle, Venom, Water breathing, Cannibalize	Skin transformation, Sleep, Fungal growth, Web, Natural weaponry (improved)
A: 6th level	B: 6th level	C: 6th level	D: 6th level
Sleep, Vitality surge, Web, Infravision, Divide body, Plant growth	Spore cloud, Spider climb, Drone, Accelerated healing, Fly, Hold animal	Natural weaponry, Entangle, Venom, Water breathing, Cannibalize, Feign death	Skin transformation, Sleep, Fungal growth, Web, Natural weaponry (improved), Insect swarm
A: 7th level	B: 7th level	C: 7th level	D: 7th level
Detect poison, Sleep, Vitality surge, Web, Infravision, Divide body, Plant growth, Chimera I	Entangle, Spore cloud, Spider climb, Drone, Accelerated healing, Fly, Hold animal, Hive mind	Sleep, Natural weaponry, Entangle, Venom, Water breathing, Cannibalize, Feign death, Polymorph self	Speak with animals, Skin transformation, Sleep, Fungal growth, Web, Natural weaponry (improved), Insect swarm, Spore blast
A: 8th level	B: 8th level	C: 8th level	D: 8th level
Detect poison, Sleep, Vitality surge, Accelerated immune system, Web, Infravision, Divide body, Plant growth, Chimera I, Plant symbiosis	Entangle, Spore cloud, Spider climb, Drone, Fungal growth, Accelerated healing, Fly, Hold animal, Hive mind, Swarm transformation	Sleep, Natural weaponry, Entangle, Drone, Venom, Water breathing, Cannibalize, Feign death, Polymorph self, Polymorph others	Speak with animals, Skin transformation, Sleep, Fungal growth, Venom, Web, Natural weaponry (improved), Insect swarm, Spore blast, Chimera I
A: 9th level	B: 9th level	C: 9th level	D: 9th level
Detect poison, Sleep, Vitality surge, Accelerated immune system, Web, Infravision, Cannibalize, Divide body, Plant growth, Chimera I, Plant symbiosis, Divide mind	Entangle, Spore cloud, Spider climb, Drone, Fungal growth, Accelerated healing, Fly, Hold animal, Insect swarm, Hive mind, Swarm transformation, Insect plague	Sleep, Natural weaponry, Entangle, Drone, Venom, Water breathing, Cannibalize, Feign death, Plant growth, Polymorph self, Polymorph others, Regeneration	Speak with animals, Skin transformation, Sleep, Fungal growth, Venom, Web, Natural weaponry (improved), Insect swarm, Neutralize poison, Spore blast, Chimera I, Wall of thorns
A: 10th level	B: 10th level	C: 10th level	D: 10th level
Detect poison, Sleep, Vitality surge, Accelerated immune system, Web, Infravision, Cannibalize, Divide body, Plant growth, Chimera I, Plant symbiosis, Speak with plants, Divide mind, Animal growth	Entangle, Spore cloud, Spider climb, Drone, Fungal growth, Accelerated healing, Fly, Hold animal, Insect swarm, Hive mind, Swarm transformation, Spore blast, Insect plague, Devolution	Sleep, Natural weaponry, Entangle, Drone, Venom, Water breathing, Cannibalize, Feign death, Plant growth, Polymorph self, Polymorph others, Hive sight, Regeneration, Immunity to poison	Speak with animals, Skin transformation, Sleep, Fungal growth, Venom, Web, Natural weaponry (improved), Insect swarm, Neutralize poison, Spore blast, Chimera I, Swarm transformation, Wall of thorns, Venomous blood

Alphabetical Index of Spells

This index contains all spells from this book and the *Advanced Edition Companion*, including cleric and druid spells, for ease of reference. All spells are marked either as being from a Tome, or by class, as follows: C (cleric), D (druid), E (elementalist), F (fey), I (illusionist), MU (magic-user), N (necromancer), V (vivimancer).

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