

BOOK
of the
DIVINE



Spells for Clerics & Druids



Book of the Divine

THIS BOOK CONTAINS SPELLS OF A SPIRITUAL NATURE



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CLERIC SPELL LIST 1ST LEVEL

- | | |
|----------------------|-------------------------|
| 1. CURE LIGHT WOUNDS | 5. PROTECTION FROM EVIL |
| 2. DETECT EVIL | 6. PURIFY FOOD AND |
| 3. DETECT MAGIC | DRINK |
| 4. LIGHT | |

Cure Light Wounds

Range: Touch

Duration: Immediate

Cures 1d6+1 hit points of damage. An evil reversal of this spell allows an evil Cleric to cause light wounds.

Detect Evil

Range: 120 ft

Duration: 1 hour

The caster detects any evil enchantments, evil intentions, evil thoughts, or evil auras within the spell's range. Poison is not inherently evil, and cannot be detected by means of this spell.

Detect Magic

Range: 60 ft

Duration: 20 minutes

The caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. As examples: magical items may be discovered in this fashion, as can the presence of a charm secretly laid upon a person.

Light

Range: 60 ft

Duration: 1 hour (+10 minutes/level)

The target person or object (at a range of up to 120 ft) produces light about as bright as a torch, to a radius of 20 ft.

The Cleric version of this spell last 2 hours.

Protection from Evil

Range: Caster

Duration: 2 hours

Creates a magical field of protection around the caster, blocking out all enchanted monsters (e.g., elementals and demons). Evil monsters suffer a -1 penalty to hit the caster, and the caster gains +1 on all saving throws against such attacks. If the caster already has any magical bonuses to his saving throws or armor class, the bonus from the magic circle has no effect (although the protective circle still functions against enchanted creatures).

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Purify Food and Drink

Range: Close / Touch (Referee's discretion)

Duration: Immediate

Enough food and water for up to a dozen people is made pure, removing spoilage and poisons.



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CLERIC SPELL LIST 2ND LEVEL

- | | |
|----------------|-------------------------|
| 1. BLESS | 4. SILENCE, 15 ' RADIUS |
| 2. FIND TRAPS | 5. SNAKE CHARM |
| 3. HOLD PERSON | 6. SPEAK WITH ANIMALS |

Bless

Range: Only upon a character not in combat.

Duration: 1 hour (6 turns)

This spell grants its recipient a +1 to attack rolls (and improves morale, if the recipient is not a player character). The recipient cannot already be in combat when the spell is cast.

Find Traps

Range: 30 ft

Duration: 20 minutes (2 turns)

The caster can perceive both magical and non-magical traps at a distance of 30 ft.

Hold Person

Range: 180 ft

Duration: 9 turns

The caster targets 1d4 persons (the same parameters as the Charm Person spell), who are completely immobilized (saving throw applies). The caster may also target a single person, in which case the saving throw is made with a penalty of -2.

Silence, 15 ft Radius

Range: 180 ft

Duration: 12 turns

Magical silence falls in an area 15 ft around the targeted creature or object, and moves with it. Nothing from this area can be heard outside, no matter how loud.

Snake Charm

Range: 60 ft

Duration: 1d4+2 turns

One hit die (1 HD) of snakes can be charmed per level of the caster. The snakes obey the caster's commands.

Speak with Animals

Range: Caster

Duration: 6 turns

The caster can speak with normal animals. There is a chance that the animals will assist him, and they will not attack him or his party.

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CLERIC SPELL LIST 3RD LEVEL

1. CONTINUAL LIGHT

2. CURE DISEASE

3. LOCATE OBJECT

4. PRAYER

5. REMOVE CURSE

6. SPEAK WITH DEAD

Continual Light

Range: 120 ft

Duration: Permanent until dispelled

The targeted person or object produces light as bright as sunlight (and with the same effects as sunlight), to a radius of 120 ft.

Cure Disease

Range: Touch

Duration: Immediate

Cures the spell's recipient of any diseases, including magically inflicted ones. An evil reversal of this spell allows an evil Cleric to cause disease.

Locate Object

Range: 90 ft

Duration: 1 round/level

This spell gives the caster the correct direction (as the crow flies) toward an object the casters specifies with a description. The object cannot be something the caster has never seen, although the spell can detect an object in a general class of items known to the caster: stairs, gold, etc.

Prayer

Range: 30 ft

Duration: Following melee round

The prayer spell seeks short-term favor from the gods to help some other spell or attack to succeed. Prayer affects a 20x20 ft area, causing a saving throw penalty to all creatures in that area. The penalty is a -1, plus an additional -1 for every ten caster levels. Thus, a 10th level Cleric causes a saving throw penalty of -2. The penalty actually takes effect in the melee round following the one in which it was cast.

Remove Curse

Range: Very close

Duration: Immediate

This spell removes one curse from a person or object.

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Speak with the Dead

Range: Close / Touch (Referee's discretion)

Duration: 3 questions

The caster can ask three questions to a corpse, and it will answer, although the answers might be cryptic. Only higher-level Clerics have enough spiritual power to command answers of long-dead corpses. Clerics lower than 8th level can only gain answers from bodies that have been dead 1d4 days. Clerics level 8–14 can speak to corpses that have been dead 1d4 months. Clerics of level 15+ can gain answers from a corpse of any age, including thousand-year old relics (as long as the body is still relatively intact). Take note that there's a die roll involved here: for example, a seventh level Cleric attempting to speak with a 2 day old corpse might still fail—his d4 roll might indicate that he can only to a 1 day old corpse with this attempt at the spell.



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CLERIC SPELL LIST 4TH LEVEL

- | | |
|--------------------------|----------------------|
| 1. CREATE WATER | 10 FT RADIUS |
| 2. CURE SERIOUS WOUNDS | 5. SPEAK WITH PLANTS |
| 3. NEUTRALIZE POISON | 6. STICKS TO SNAKES |
| 4. PROTECTION FROM EVIL, | |

Create Water

Range: Close

Duration: Immediate

This spell creates a one-day supply of drinking water for 24 men (or, for game purposes, horses). At 9th level, the amount of water doubles, and doubles again at every level thereafter.

Cure Serious Wounds

Range: Touch

Duration: Immediate

Cures 2d6+2 hit points of damage. An evil reversal of this spell allows an evil Cleric to cause serious wounds.

Neutralize Poison

Range: Touch

Duration: Immediate

This spell counteracts poison if used promptly, but can't be used to bring the dead back to life later on.

Protection from Evil, 10 ft Radius

Range: 240 ft sphere

Duration: 1 hour

The spell creates a magical field of protection, ten feet in radius, around the caster. The field blocks out all enchanted monsters (e.g., elementals and demons). Evil monsters suffer a -1 penalty to hit anyone within the protective globe, and these shielded individuals gain +1 on all saving throws against such attacks. If a person in the circle already has any magical bonuses to his saving throws or armor class, the bonus from the magic circle has no effect (although the protective circle still functions against enchanted creatures).

Speak with Plants

Range: Speaking range

Duration: 6 turns

The caster can speak with and understand the speech of plants. Plants smaller than trees will obey his commands, moving aside when requested, etc.

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Sticks to Snakes

Range: 120 ft

Duration: 1 hour

The caster may turn as many as 2d8 normal sticks into snakes, each one having a 50% chance of being venomous. The snakes follow his commands, but turn back into sticks at the end of the spell (or when killed).



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CLERIC SPELL LIST 5TH LEVEL

- | | |
|--------------------|------------------|
| 1. COMMUNE | 5. INSECT PLAGUE |
| 2. CREATE FOOD | 6. QUEST |
| 3. DISPEL EVIL | 7. RAISE DEAD |
| 4. FINGER OF DEATH | |

Commune

Range: Caster

Duration: 3 questions

Higher powers grant an answer to three questions the caster poses to them. Higher powers don't like constantly being interrogated by mere mortals, so the spell should be limited to once per week or so by the Referee.

Create Food

Range: Close

Duration: Immediate

This spell creates a one-day supply of food for 24 humans (or the like). At 9th level, the amount of water doubles, and doubles again at every level thereafter.

Dispel Evil

Range: 30 ft

Duration: 10 minutes against an item

This spell affects only evil magic. Dispel Evil functions (temporarily) against evil "sendings," possibly including dreams or supernatural hunting-beasts. The power of an evil magic item is held in abeyance for 10 minutes rather than being permanently dispelled. Evil spells are completely destroyed.

The chance of successfully dispelling evil is a percentage based on the ratio of the level of the dispelling caster over the level of original caster (or HD of the monster). Thus, a 6th level Cleric attempting to dispel an evil charm cast by a 12th level Cleric has a 50% chance of success ($6/12 = 1/2$, or, 50%). If the 12th level Cleric were dispelling the 6th level Cleric's charm, the chance would be 200% ($12/6 = 2$, or, 200%).

Finger of Death

Range: 120 ft

Duration: Immediate

This spell kills a single creature (saving throw applies). Misusing the spell is an evil act that will likely invoke divine retribution of some kind.

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Insect Plague

Range: 480 ft

Duration: 1 day

This spell only works outdoors. A storm of insects gathers, and goes wherever the caster directs. The cloud is approximately 400 sq. feet (20 ft by 20 ft, with roughly corresponding height). Any creature of 2 HD or fewer that is exposed the cloud of insects flees in terror (no saving throw).

Quest

Range: Speaking range

Duration: Until completed

If the spell succeeds (saving throw), the caster may set a task for the spell's victim. If the victim does not diligently work at performing the task, he will suffer weakness (50% reduction in Strength), and an attempt to entirely abandon the quest incurs a curse set by the caster (details to be approved by the Referee).

Raise Dead

Range: Touch / Close (Referee's discretion)

Duration: N/A

Raise Dead allows the Cleric to raise a corpse from the dead, provided it has not been dead too long. The normal time limit is 5 days, but for every caster level higher than 8th, the time limit extends another 5 days. Characters with low Constitution might not survive the ordeal, and even for those with strong Constitution a period of at least a week is required before they can function normally. This spell only functions on races that can be used for player characters (i.e., "human-like").



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CLERIC SPELL LIST 6TH LEVEL

- | | |
|--------------------|------------------------|
| 1. ANIMATE OBJECT | 4. FIND THE PATH |
| 2. BLADE BARRIER | 5. SPEAK WITH MONSTERS |
| 3. CONJURE ANIMALS | 6. WORD OF RECALL |

Animate Object

Range: 60 ft

Duration: 1 hour

The Cleric “brings to life” inanimate objects such as statues, chairs, carpets, and tables. The objects follow the Cleric’s commands, attacking his foes or performing other actions on his behalf. The Referee must determine the combat attributes of the objects, such as armor class, speed, hit dice, and to-hit bonuses on the spur of the moment. A stone statue, as a basic example, might have AC of 1 [18], attack as a creature with 7–9 HD, and inflict 2d8 points of damage. Wooden furniture would be considerably less dangerous.

Blade Barrier

Range: 60 ft

Duration: 12 turns

Mystical blades, whirling and thrusting, form a lethal circle around the spell’s recipient, at a radius of 15 ft. The barrier inflicts 7d10 points of damage to anyone trying to pass through.

Conjure Animals

Range: 30 ft

Duration: 1 hour

The Cleric conjures up normal animals to serve as his allies: 1 creature larger than a man (such as an elephant), 3 animals the size of a man or horse (such as a lion), or 6 animals smaller than a man (such as a wolf). The animals obey the caster’s commands.

Find Path

Range: Caster

Duration: 1 hour (+10 minutes/level), 1 day outdoors

The caster perceives the fastest way out of an area, even if the area is designed to be difficult to navigate (such as a labyrinth). In the outdoors, the spell has greater power, lasting a full day.

Speak with Monsters

Range: Speaking range

Duration: 3d4 questions

The caster can speak with any type of monster, for the duration of a certain number of questions. The monster is not forced to answer.

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Word of Recall

Range: Indefinite

Duration: Immediate

The Cleric teleports without error back to his prepared sanctuary.



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CLERIC SPELL LIST 7TH LEVEL

- | | |
|--------------------|-----------------|
| 1. AERIAL SERVANT | 7. RESTORATION |
| 2. ASTRAL SPELL | 8. RESURRECTION |
| 3. CONTROL WEATHER | 9. SYMBOL |
| 4. EARTHQUAKE | 10. WIND WALK |
| 5. HOLY WORD | |
| 6. PART WATER | |

Aerial Servant

Range: N/A

Duration: Until completed or insanity

This spell summons a powerful creature from the elemental planes of air, to fetch and return one thing (or creature) to the caster. Only a creature with a Strength of 18 can fight its way from the servant's grasp, and even then the chance is not likely to be greater than 50%. The servant can carry up to 500 pounds in weight. An aerial servant has the following attributes: HD 16, AC 3 [16], Atk Bonus +17, Atk 1 (4d4), Move 240 ft. If the servant is frustrated in its efforts to bring the desired object to the caster, it will become insane, returning and attacking him.

Astral Spell

Range: 100 miles (above ground), 100 yards (below)

Duration: 2 hours

The caster projects his astral form into other places; the astral form is invisible to all creatures but those also traveling the astral plane of existence. The spell has a duration of two hours. If the caster's physical body is moved more than 100 miles from its original location while the astral form is away, the link is sundered and the caster's soul becomes lost in the beyond; and if the caster's body is underground, it need only be moved 100 yards before the connection is broken.

The astral form is capable of casting spells, but there is a 5% chance per spell level that the spell will fail. Additionally, there is a 2% chance per spell level of the attempted spell that the astral spell itself will falter as a result of the spell casting, and the astral form will return to the physical body. When traveling in astral form upon the earth, the astral form may travel as fast as 100 miles per hour per level above 18th. If the form is traveling underground, its top speed is much slower: 120 ft per 10-minute turn. When traveling into the deeper regions beyond the earth, speed and distance are obviously not measured in miles.

Control Weather

Range: Referee's discretion

Duration: Referee's discretion

The caster can summon or stop rainfall, create unusually high or low temperatures, summon or disperse a tornado, clear the sky of clouds, or summon clouds into being.

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Earthquake

Range: Referee's discretion

Duration: Immediate

In an area 60x60 ft plus an additional 10 ft (in both length and width) per three levels above 17th, the Cleric causes a powerful earthquake. The quake topples walls, causes rock-slides, and opens gaping fissures in the earth. Any creature caught in the quake has a 1 in 6 chance of falling into the depths of the earth and killed. The earthquake's tremors do not extend in any way beyond the spell's area of effect.

Holy Word

Range: 40 ft radius

Duration: Immediate

The speaking of a holy word dramatically affects all those within the range of its divine power. Creatures of fewer than 5 hit dice are slain, creatures of 5 to 8 hit dice are stunned for 2d10 turns, and creatures with 9–12 hit dice are deafened for 1d6 turns. Creatures with 13+ hit dice are unaffected but probably impressed.

Part Water

Range: 240 ft

Duration: 2 hour

This spell creates a gap through water, to a depth of 20 ft. At 18th and every level thereafter, the Cleric adds 10 ft to the depth of water parted, and 1 additional hour to the spell's duration.

Restoration

Range: Referee's discretion

Duration: Immediate

This spell restores levels lost to such horrible creatures as wraiths and shadows. An evil reversal of the spell allows an evil Cleric to drain a level from his target. The "good" version of the spell is exhausting to the caster, incapacitating him for 2d10 days. It is in the discretion of the Referee to allow this spell to restore lost points of ability scores as well as lost levels.

Resurrection

Range: Referee's discretion

Duration: Immediate

This spell (also called "Raise Dead Fully") raises the dead back to life, in the same manner as the Raise Dead spell. It is, however, considerably more powerful: the person raised from the dead needs no time to recuperate from the experience of death, and suffers no other penalties. An evil "reversal" of the spell can also be cast, which causes death with no saving throw.

Symbol

Range: Referee's discretion (according to symbol)

Duration: Varies (depends upon symbol used)

A symbol spell creates a deadly magical trap, written into the shape of an arcane rune. The

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runes magic is activated when any person or creature hostile to the caster reads it, or passes over, under, or past it. Various different runes are known, and others may be possible:

Symbol of Death: Deals 80 hit points of damage

Symbol of Discord: Causes all creatures in the hostile group to begin arguing, and possibly fighting amongst themselves with lethal intent.

Symbol of Fear: Casts a Fear spell.

Symbol of Insanity: Up to 100 HD of creatures are driven insane by a curse.

Symbol of Sleep: Casts a Sleep spell affecting double the normal number of creatures and with double the normal duration.

Symbol of Stunning: 150 hit dice (HD) of creatures are affected as per a Power Word, Stun.

Wind Walk

Range: Touch

Duration: 1 day or until dispelled

The caster and one other person in contact with him become incorporeal and mist-like, able to travel through walls and other obstacles. The Cleric can bring this companion along, traveling at 48 ft per minute indoors (or in subterranean settings) and much faster outdoors.



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DRUID SPELL LIST 1ST LEVEL

- | | |
|-------------------------|-------------------|
| 1. DETECT MAGIC | 4. KNOW WEATHER |
| 2. DETECT SNARES & PITS | 5. LOCATE ANIMALS |
| 3. FAERIE FIRE | 6. PURIFY WATER |

Detect Magic

Range: 60'

Duration: 20 minutes

The caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. As examples: magical items may be discovered in this fashion, as can the presence of a charm secretly laid upon a person.

Detect Snares & Pits

Range: 10' per caster level

Duration: 1 + druid level hours

This spell allows the caster to discover snares, pits, and other outdoor traps.

Faerie Fire

Range: 60'

Duration: 6 turns

This spell lines the target in a luminescent glow.

Know Weather

Range: 2 miles X 2 miles/ druid level

Duration: Immediate

The druid may forecast the weather in a given location (see range) with a chance of accuracy of 1-19 on d20.

Locate Animals

Range: 60' + 10' per level

Duration: 1 round per level

This spell gives the caster the correct direction (as the crow flies) toward an animal the casters specifies with a name or description. The object cannot be something the caster has never seen.

Purify Water

Range: close or touch

Duration: Immediate

Enough water for up to a dozen people is made pure, removing spoilage and poisons.

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DRUID SPELL LIST 2ND LEVEL

- | | |
|----------------------|-----------------------|
| 1. CURE LIGHT WOUNDS | 5. OBSCURING MIST |
| 2. CREATE WATER | 6. PRODUCE FLAMES |
| 3. HEAT METAL | 7. SPEAK WITH ANIMALS |
| 4. LOCATE PLANTS | 8. WARP WOOD |

Cure Light Wounds

Range: touch

Duration: immediate

Cures 1d6+1 hit points of damage.

Create Water

Range: close

Duration: immediate

This spell creates a one-day supply of drinking water for 24 men (or, for game purposes, horses). At 9th level, the amount of water doubles, and doubles again at every level thereafter.

Heat Metal

Range: 30'

Duration: 2 rounds

Heat Metal makes metal extremely warm. This spell affects 1 metal item weighing 1/2 pound per level of the caster. A creature takes damage if it's holding or wearing equipment that is targeted by this spell. On the first round of the spell, the metal becomes searingly hot to the touch. Heated objects in contact with hands make the hand unusable for 1 day. If another body part, other than hands or head, is affected, the victim will suffer 1d2 points of damage. If the searing metal is in contact with the victim's head, he'll take 1 point of damage and be dizzy.

A victim still in contact with the searing metal for a second consecutive round will receive further damage. Hand held objects will render the victim's hand useless for 1d3 weeks. Other body parts (other than hands or head) receive an additional 1d2+1 points of damage. A head in contact with heated metal for a second round receives an additional 2 points of damage and the creature affected is struck unconscious for 2d4 turns.

Locate Plants

Range: 60'

Duration: 20 minutes

This spell gives the caster the correct direction (as the crow flies) toward a plant the casters specifies with a name or description. The object cannot be something the caster has never seen.

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Obscuring Mist

Range: 20'

Duration: 1 turn per druid level

A misty vapor arises around the druid. It is stationary once created. The vapor obscures all sight beyond 5 feet. The cloud covers 100 cubic feet per druid level.

Produce Flame

Range: caster

Duration: 2 turns per level

This spell allows the druid to produce a small flame in the palm of his hand which illuminates as a small lantern. The flame may be hurled. It may cause inflammables to combust.

Speak with Animals

Range: caster

Duration: 6 turns

The caster can speak with normal animals. There is a chance that the animals will assist him, and they will not attack him or his party (unless he's got something particularly offensive to say).

Warp Wood

Range: 30'

Duration: permanent

This spell allows the druid to cause straight wooden shafts to bend. This spell affects an amount of wood equal to 1 spear shaft or 6 arrows per 2 druid levels.



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DRUID SPELL LIST 3RD LEVEL

- | | |
|----------------------|--------------------|
| 1. CALL LIGHTNING | 6. PROTECTION FROM |
| 2. CURE DISEASE | FIRE |
| 3. HOLD ANIMAL | 7. PYROTECHNICS |
| 4. NEUTRALIZE POISON | 8. WATER BREATHING |
| 5. PLANT GROWTH | |

Call Lightning

Range: 360'

Duration: 1 turn per level

In order for this spell to occur, the druid must be within 360' of stormy weather. The lightning bolt inflicts 8d6 + druid level points of damage (GMs may wish to allow a successful saving throw to half the damage). The caster may target anyone within the spell's range. The druid may call down 1 bolt of lightning per turn. This spell is only usable outdoors.

Cure Disease

Range: touch

Duration: immediate

Cures the spell's recipient of any diseases, including magically inflicted ones.

Hold Animal

Range: 120'

Duration: 1 hour + 10 minutes per level

The caster targets 1d4 mammals of up to 200 lb. X druid level, or reptiles, birds, and fish of up to 100 lb. X druid level, which are completely immobilized (saving throw applies). The caster may also target a single creature, in which case the saving throw is made with a penalty of -2.

Neutralize Poison

Range: touch

Duration: immediate

This spell counteracts poison if used promptly, but can't be used to bring the dead back to life later on.

Plant Growth

Range: 240'

Duration: permanent

Up to 300 square feet of ground can be affected by this spell; undergrowth in the area suddenly grows into an impassable forest of thorns and vines. The caster can decide the shape of the area to be enchanted. An alternate version (Referee's decision) would allow the spell to affect an area of 300x300 ft, for a total of 90,000 square feet).

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Protection from Fire

Range: touch

Duration: 3 turns + druid level

If cast upon a non-druid, this spell renders the target invulnerable to normal fire. If cast upon a druid, this spell also protects from magical fire, but such magical flames will immediately cancel the spell on the next turn.

Pyrotechnics

Range: 240'

Duration: 1 hour

The caster creates either fireworks or blinding smoke from a normal fire source such as a torch or campfire. The Referee will decide exactly how much smoke is produced, what effect it has, and what happens to it as it's produced, but the amount of smoke will definitely be more than 20 cubic feet.

Water Breathing

Range: 30'

Duration: 2 hours

The recipient of the spell is able to breathe underwater until the spell's duration expires.



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DRUID SPELL LIST 4TH LEVEL

- | | |
|-----------------------|----------------------|
| 1. ANIMAL SUMMONING I | 7. PROTECTION FROM |
| 2. CURE SERIOUS | LIGHTNING |
| WOUNDS | 8. SPEAK WITH PLANTS |
| 3. DISPEL MAGIC | 9. TEMPERATURE |
| 4. HALLUCINATORY | CHANGE 10 FEET |
| TERRAIN | 10. WALK THROUGH |
| 5. INSECT PLAGUE | FLORA |
| 6. PRODUCE FIRE | |

Animal Summoning I

Range: 30'

Duration: 1 hour

The Druid conjures up normal animals to serve as his allies: 1 creature larger than a man (such as an elephant), 3 animals the size of a man or horse (such as a lion), or 6 animals smaller than a man (such as a wolf). The animals obey the caster's commands.

Cure Serious Wounds

Range: touch

Duration: immediate

Cures 2d6+2 hit points of damage.

Dispel Magic

Range: 120'

Duration: 10 minutes

Dispel magic, although it is not powerful enough to permanently disenchant a magic item (nullifies for 10 minutes), it can be used to completely dispel most other spells and enchantments.

The chance of successfully dispelling magic is a percentage based on the ratio of the level of the Druid trying to dispel over the level of the Magic-user (or HD of the monster) who cast the original magic. Thus, a 6th level Druid attempting to dispel a charm cast by a 12th level Magic-user has a 50% chance of success ($6/12 = 1/2$, or, 50%). If the 12th level Druid were dispelling the 6th level Magic-user's charm, the chance would be 200% ($12/6 = 2$, or, 200%).

Hallucinatory Terrain

Range: touch

Duration: immediate

This spell creates an illusionary forest covering an area of 30'X30' per druid level. Creatures within this area will absolutely believe they are in a forest, acting and reacting appropriately to

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their surroundings. A GM may wish to allow victims of this illusion a saving throw to see through the illusion. Other druids, magical woodland creatures, and ents are never fooled by this hallucinatory forest. A Dispel Magic or a reversal of Hallucinatory Terrain will dispel this illusion.

Insect Plague

Range: 480'

Duration: 1 day

This spell only works outdoors. A storm of insects gathers, and goes wherever the caster directs. The cloud is approximately 400 sq. feet (20 ft by 20 ft, with roughly corresponding height). Any creature of 2 HD or fewer that is exposed to the cloud of insects flees in terror (no saving throw)

Produce Fire

Range: 30'

Duration: 1 turn

This spell creates fire covering an area of 10' X 10'. This spell may be reversed to extinguish fires covering the same area.

Protection from Lightning

Range: touch

Duration: 6 turn + druid level

This spell negates the effects of electrical attacks. The spell ceases after such an attack.

Speak with Plants

Range: 30'

Duration: 6 turns

The caster can speak with and understand the speech of plants. Plants smaller than trees will obey his commands, moving aside when requested, etc.

Temperature Change, 10'

Range:

Duration: 3 turns + druid level

Allows the druid to vary the temperature in a given area (10' radius) by +/- 50 degrees. Mistletoe is required to cast this spell.

Walk Through Flora

Range: close

Duration: 3 turns + druid level

This spell allows the druid to pass through thick/dense vegetation. This "doorway" (3' X 6') is usable only by the caster, but another druid or a dryad may follow. This spell may also be used to pass through solid trunks. The druid may decide to stay within the truck for up to the duration of the spell as an effective way to hide from others.

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DRUID SPELL LIST 5TH LEVEL

- | | |
|------------------------|--------------------------|
| 1. ANIMAL GROWTH | 6. HOLD PLANT |
| 2. ANIMAL SUMMONING II | 7. PASS PLANT |
| 3. ANTI-PLANT SHELL | 8. STICKS TO SNAKES |
| 4. COMMUNE WITH NATURE | 9. TRANSMUTE ROCK TO MUD |
| 5. CONTROL WINDS | 10. WALL OF FIRE |

Animal Growth

Range: 120'

Duration: 2 hours

This spell causes 1d6 normal creatures to grow immediately to giant size. While the spell lasts, the affected creatures can attack as per a giant version of themselves.

Animal Summoning II

Range: 30'

Duration: 1 hour

The Druid conjures up normal animals to serve as his allies: 2 creatures larger than a man may be summoned, or 6 creatures the size of a man or horse, or 12 animals smaller than a man.

Anti-Plant Shell

Range: self

Duration: 2 hours

An invisible bubble of force surrounds the caster, it protects against attacks from plants and living vegetables.

Commune with Nature

Range: self

Duration: 3 questions

Higher powers grant an answer to three questions the caster poses to them. Higher powers don't like constantly being interrogated by mere mortals, so the spell should be limited to once per week or so by the Referee. This spell must be performed outdoors and the answers received will only pertain to Nature.

Control Winds

Range: 120'

Duration: 6 turns + druid level

A druid may employ this spell to increase the force of, or calm, winds within 120' of the druid.

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The center-point of the spell's effect is the druid and follows the druid's movements. Such affected winds may influence flying creatures and sailing ships (forcing them out of the air or halting their maritime travel). A Control Winds spell cast upon an existing Control Winds spell will negate it. The spell's range is increased to 320 at 11th level, 400 at 12th level, and 480 at 12th druid level.

Hold Plant

Range: 30' + 10'/druid level

Duration: 6 turns + druid level

The caster targets 1d4 creatures, which are completely immobilized (saving throw applies). The caster may also target a single creature, in which case the saving throw is made with a penalty of -2. Hold Plant affects living, magical or animated plants. This spell affects both treants and fungoid life forms.

Pass Plant

Range: 480'

Duration: 10 minutes

Use of this spell allows the druid to enter one tree and emerge from another of the same species. The base distance traveled this way is 480 yards + modifier based on the type (Oak +120 yards. Ash, yew, linden, and elm -120 yards. Other deciduous trees -180 yards. Coniferous trees -240 yards). The tree's girth must be large enough to engulf the druid. Travel must be from one living tree to another. If no such tree exists within the range of the spell, then the spell fails and the druid simply re-emerges from the starting tree.

Sticks to Snakes

Range: 120'

Duration: 1 hour

The caster may turn as many as 2d8 normal sticks into snakes, each one having a 50% chance of being venomous. The snakes follow his commands, but turn back into sticks at the end of the spell (or when killed).

Transmute Rock to Mud

Range: 120'

Duration: 3d6 days

This spell transmutes rock (and any other form of earth, including sand) into mud. An area of roughly 300x300 ft becomes a deep mire, reducing movement to 10% of normal.

Wall of Fire

Range: 120'

Duration: 10 minutes

A wall of fire flares into being and burns for as long as the caster concentrates upon it. Creatures with 3 or fewer hit dice cannot pass through it, and no creature can see through it to the other side. Passing through the fire inflicts 1d6 hit points of damage (no saving throw) and undead creatures sustain twice the normal damage. The caster may choose to create a straight wall 60 ft long and 20 ft high, or a circular wall with a 15 ft radius, also 20 ft high.

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DRUID SPELL LIST 6TH LEVEL

- | | |
|------------------------------|---------------------------|
| 1. ANIMAL SUMMONING
III | 5. FINGER OF DEATH |
| 2. ANTI-ANIMAL SHELL | 6. SUMMON WEATHER |
| 3. CONJURE FIRE
ELEMENTAL | 7. TRANSPORT VIA
PLANT |
| 4. FEEBLEMIND | 8. TURN WOOD |

Animal Summoning III

Range: 30'

Duration: 1 hour

The Druid conjures up normal animals to serve as his allies: except that 4 creatures larger than a man may be summoned, or 12 creatures the size of a man or horse, or 24 animals smaller than a man.

Anti-Animal Shell

Range: covers a 20' hemisphere

Duration: 3 + druid level turns

An invisible bubble of force surrounds the caster in a 20' hemisphere and protects those inside the from all natural or giant animal attacks (excluding fantastic or magical creatures), but are unable to attack, be it by normal or magical means.

Conjure Fire Elemental

Range: 30'

Duration: 1 hour

The caster summons a 16 HD fire elemental from the elemental planes of existence, and binds it to his commands. On a roll of 1-2 on d20 the caster may choose to summon 1d3 salamanders instead, and on a roll of 1 on d20, the druid may choose to summon a 20 HD fire elemental.

A druid does not run the risk of being attacked by the elemental, as it will regard the druid as a friend.

Feeblemind

Range: 240'

Duration: permanent until dispelled

Feeblemind is a spell that affects only Magic-users. The saving throw against the spell is made at a -4 penalty, and if the saving throw fails, the targeted Magic-user becomes feeble of mind until the magic is dispelled.

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Finger of Death

Range: 120'

Duration: immediate

This spell kills a single creature (saving throw applies). Misusing the spell is an evil act that will likely invoke divine retribution of some kind.

Summon Weather

Range: 5 miles radius

Duration: varies

Through this spell the druid may call for any weather desired, limited by the current season and climate. Extreme weather conditions, such as blizzards, heat wave of +15 degrees, hail, torrential rains, may only be summoned by an 11th level druid. The altered weather is not under the control of the druid. It takes $3 + 5d4$ - druid level turns for the altered weather to arrive, but will become apparent after only 3 turns. The duration of this spell varies according to the climactic changes brought about by the druid. A tornado may last a few turns, while torrential rains might last a few hours or day (GM's choice).

Transport Via Plant

Range: unlimited

Duration: instantaneous or up to 24 hours

A more powerful version of Pass Plant, Transport Via Plant allows the druid to pass from one plant to any other plant of similar species anywhere, as long as the druid has seen the plant at one time. Should the emergence fail, the druid will instead emerge from another plant which may be miles away. A druid may choose to remain inside a plant instead of transporting from it, and may remain so for up to 24 hours. While within a plant in this manner, the druid is completely aware of his surroundings. This spell is usable but once per day.

Turn Wood

Range: 20' X druid level

Duration: 1 turn + level of the druid

This spell creates a wall of force which moves away from the druid. Any wooden objects in the wall's path (weapon hafts, spear shafts, arrows) are pushed back, dragging back any creature holding such items. The length of the wall runs 60' to either side of the druid, and moves at a rate of 40' per turn.

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DRUID SPELL LIST 7TH LEVEL

- | | |
|-------------------------------|----------------------------|
| 1. ANIMATE ROCK | 5. CREEPING DOOM |
| 2. CONFUSION | 6. FIRESTORM |
| 3. CONJURE EARTH
ELEMENTAL | 7. REINCARNATION |
| 4. CONTROL WEATHER | 8. TRANSMUTE
METAL/WOOD |

Animate Rock

Range: 40'

Duration: 6 turns

Animate Rock affects only stone. The druid may animate up to 2 cubic feet of stone per druid level and the animated stone will move at a pace of 20' to 40' (GM's discretion). there is a 1-14 chance on d20 that the animated stone will obey the druid. The objects follow the Druid's commands, attacking his foes or performing other actions on his behalf. The Referee must determine the combat attributes of the objects, such as armor class, speed, hit dice, and to-hit bonuses on the spur of the moment. A stone statue, as a basic example, might have AC of 1 [18], attack as a creature with 7-9 HD, and inflict 2d8 points of damage.

Confusion

Range: 120'

Duration: 2 hour

This spell confuses people and monsters, making them act randomly. On a roll of 2d6, the creatures will do the following:

Di Roll	Reaction
2-5	Attack caster & his allies
6-8	Stand baffled and inactive
9-12	Attack each other

Conjure Earth Elemental

Range: 30'

Duration: 1 hour

The caster summons a 16 HD earth elemental from the elemental planes of existence, and binds it to his commands. Like Conjure Fire Elemental, the druid does not run the risk of being attacked by the elemental, as it will regard the druid as a friend.

Control Weather

Range: varies

Duration: varies

The caster can summon or stop rainfall, create unusually high or low temperatures, summon or disperse a tornado, clear the sky of clouds, or summon clouds into being. Control Weather

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is not limited by the current season and climate.

Creeping Doom

Range: variable

Duration: 4 rounds per druid level

This spell summons a horde (1d10 X 100) of deadly insects to attack whatever the druid commands. The horde appears within 1d3 turns and the target needs to be within 60'. They will pursue the target until it moves 240' beyond the insect horde.

Firestorm

Range: 30'X30' to 30'X30'/druid level

Duration: 1 turn

This spell creates an intense fire covering an area of minimum 30'X30' up to a maximum of 30'X30'/druid level. The fire lasts but 1 turn though all combustible material will continue to burn. This spell may be reversed to extinguish normal fires in an area twice as large. There is a 1 in d20 chance that the reversed version will affect fires of magical origin.



Reincarnation

Range: touch

Duration: instantaneous

This spell brings a dead character's soul back from the dead, but the soul reappears in a newly formed body. If the resulting creature is a normal character race, roll 1d6 to determine the character's new level. See Table I and Table II on the following page.

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Table I

Die Roll	Reincarnated as...
1	Badger
2	Centaur
3	Dog, Cat, Wolf
4	Boar
5	Elf
6	Bat (Greater)
7	Dryad
8	Griffon
9	Human
10	Owlbear
11	Blink Dog
12	Lion
13	Nixie
14	Lycanthrope (Werewolf or other)
15	Will -o-the-Wisp
16	Unicorn
17	Horse
18	Beetle, Giant Fire
19	Wyvern
20	Use TableII below

TableII

Die Roll	Reincarnated as...
1	Bugbear
2	Centaur
3	Dog, Cat, Wolf
4	Dwarf
5	Elf
6	Gnoll
7	Goblin
8	Half-Orc
9	Harpy
10	Hobgoblin
11	Human
12	Kobold
13	Lizard Man
14	Lycanthrope (Werewolf or other)
15	Minotaur
16	Ogre
17	Ogre Mage
18	Orc
19	Troll
20	Wyvern

Transmute Metal to Wood

Range: 60'

Duration: permanent

This spell allows the druid to transform 5 pounds of metal per druid level into wood.



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