

ORIGINAL EDITION DELTA

Fantasy Game Rules Supplement



BOOK OF SPELLS

2nd EDITION

EDITED BY DANIEL R. COLLINS

ART BY ISABELLE GARBANI

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With Special Thanks to all of our fellow players.

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2nd Edition, Version 1, December 2014

List of Spells

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1	Charm Person	Continual Light	Clairaudience
2	Detect Magic	Darkness	Clairvoyance
3	Hold Portal	Detect Evil	Dispel Magic
4	Light	Detect Invisibility	Fireball
5	Magic Missile	Invisibility	Fly
6	Protection from Evil	Knock	Haste
7	Read Languages	Levitate	Hold Person
8	Read Magic	Locate Object	Infravision
9	Shield	Magic Mouth	Invisibility Sphere
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4	Extend Spell	Conjure Elemental	Disintegrate
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14	Wizard Eye	Wall of Stone	

Foreword

Digital availability of the original fantasy game rules has come and gone at irregular intervals. When the first edition of the *OED Book of Spells* was published, all of the official game books had been retracted from online stores; as of this writing, the rulebooks to many editions are being sold again, but the *original* edition is still nowhere to be found. Thus, this work continues to fill a gap for players of the earliest game.

As before, the overriding principle is that spell descriptions should feature *maximal brevity*, such that players and DMs can parse their meaning at the table instantly, and not slow down play of the game (or even better: to recall a given spell without any look-up whatsoever). Many of the spells here have been cut down and polished even more than in the first edition, hopefully letting their essential facets shine brightly. Other edits have been made, generally to bring the spells more in line with the *original* edition (in terms of range, duration, etc.). In some cases other fixes and cleanups have been made in accordance with the author's years of personal experience with the game – see the author's blog and “Spells Through the Ages” articles which have informed the evolution of this work.

We have found great utility and excitement in handing a concise spell-book to each wizard player at the table, and we trust that continues to be the case.

Explanatory Notes

This author interprets one scale inch of distance to be 5 feet, and one turn as indicating 1 minute of time (or 5 rounds); however, the work is written such that if you interpret scale differently, then practically no changes need to be made.

All spells are permitted saving throws for anyone directly or negatively affected by them (half effect for damage-dealing spells). Concentration for spells that require it permits half-speed movement, but no attacks, spells, or reception of damage.

Low-level detection spells (up to 3rd level) are generally blocked by 3 feet of dirt or wood, 1 foot of solid stone, 1 inch of common metal, or a thin sheet of lead. Higher-level detection spells are blocked only by special magical protections.

While areas-of-effect do not usually scale up outdoors (feet-to-yards), this should be allowed for higher level spells that are specialized to the wilderness setting.

Spells with long-term durations should be given some secret variation by the DM (“but of that day and hour knoweth no man”). Finally, all spells are subject to DM adjudication, especially those high-level campaign-bending magics, which can possibly have mysterious limitations or side-effects. Choose wisely!

1st-Level Spells

Charm Person: (Range: 12 inches, Duration: 1 day) This spell makes one living humanoid of man-size or smaller regard the caster as a trusted friend and ally. The caster can then give the subject orders, language-permitting.

Detect Magic: (Range: 6 inches, Duration: 3 turns) The caster can detect magical auras on creatures, objects, and locations. Stronger magic will radiate more intensely.

Hold Portal: (Range: 12 inches, Duration: 6 turns) This spell magically bars a door, gate, or window, as if it were securely closed and normally locked. A *knock* spell or a successful *dispel magic* spell can negate a *hold portal*.

Light: (Range: 12 inches, Duration: 12 turns) This spell causes an area to be illuminated as by torchlight (6" radius globe). Optionally, it may be cast on a movable object and carried by a character.

Magic Missile: (Range: 12 inches, Duration: Instant) A bolt of magical energy strikes the target for 1d6+1 points of damage. For every two levels of experience past 1st, the caster gains an additional missile (maximum of five missiles at 9th level or higher).

Protection from Evil: (Range: Touch, Duration: 6 turns) This spell creates a magical barrier around the subject at a distance of one foot. The subject gains a +2 bonus to AC and saves, and cannot be touched at all by conjured creatures.

Read Languages: (Range: Personal, Duration: 12 turns) The caster can read otherwise incomprehensible written messages.

Read Magic: (Range: Personal, Duration: 6 turns) The caster can read magical inscriptions on objects that would otherwise be unintelligible. This deciphering does not usually invoke the magic in the writing, but it may in the case of a cursed work.

Shield: (Range: Personal, Duration: 6 turns) *Shield* creates an invisible, mobile disk of force that hovers in front of the caster. The disk intercepts attacks, providing armor as though in plate mail (AC 3), and negating any *magic missiles* cast at the user.

Sleep: (Range: 12 inches, Duration: 12 turns) This spell causes a comatose slumber to come upon several creatures. It affects 2d6 HD worth of enemy creatures. Creatures with the fewest HD are affected first, and only creatures with 4 HD or less are affected.



2nd-Level Spells

Continual Light: (Range: 12 inches, Duration: 1 week) This spell causes an area to be illuminated as by daylight (12" radius globe). Optionally, it may be cast on a movable object and carried by a character.

Darkness: (Range: 12 inches, Duration: Instant) This spell extinguishes all light sources in range, up to large campfire size, and dispels any magic light spells. Items can be re-lit normally thereafter (2-in-6 chance per round with flint & steel in hand).

Detect Evil: (Range: 6 inches, Duration: 12 turns) The caster can sense the presence of evil in creatures, objects, and locations. Stronger evil will radiate more intensely.

Detect Invisibility: (Range: 12 inches, Duration: 12 turns) The caster sees any objects or beings that are hidden, invisible, ethereal, or astral, as if they were normally visible.

Invisibility: (Range: 24 inches, Duration: 1 week) One creature or object vanishes from sight. An invisible creature can see itself as a hazy image. Dropped personal items become visible, and the spell ends if the subject attacks any creature.

Knock: (Range: 6 inches, Duration: Instant) The *knock* spell opens stuck, barred, locked, held, or *wizard locked* doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains.

Levitate: (Range: Personal, Duration: 12 turns) *Levitate* allows the caster to move up or down through the air as he or she wishes. The caster can move vertically up to 6" per round. The caster cannot move horizontally, but could clamber along the face of a cliff or push against a ceiling to move laterally.

Locate Object: (Range: 24 inches, Duration: 3 turns) The caster senses the direction of a well-known or clearly visualized object. The caster can search for general items such as a sword, jewel, or stairway, in which case he or she locates the nearest one of its type. Attempting to find a specific item requires an accurate mental image.

Magic Mouth: (Range: 6 inches, Duration: 1 week) This spell imbues a chosen object or creature with an enchanted mouth that appears and speaks a message when a specified event occurs in range. The message can be up to twenty-five words long, and in any language known by the caster.

Mirror Image: (Range: Personal, Duration: 6 turns) Several illusory duplicates of the caster appear, making it difficult for enemies to know where to attack. Roll 1d6 for the number of images. On a successful attack against the caster, roll to see if the caster or an image is struck; any hit on an image causes it to disappear.

Phantasmal Force: (Range: 24 inches, Duration: 6 turns) This spell creates the visual illusion of an object, creature, or force, as visualized by the caster. The caster can move the image within the range of the spell. The illusion disappears when hit in melee (AC 9). Concentration is required throughout the spell's duration if the illusion moves or reacts in any way.

Pyrotechnics: (Range: 24 inches, Duration: 3 turns) *Pyrotechnics* causes a great burst of aerial fireworks (12" radius globe). The area is lit as by daylight, and anyone within looking at the fiery lights may be blinded (save vs. spells, lasts 1d6 rounds). Alerted creatures can avert their gaze to avoid being blinded.

Read Minds: (Range: 6 inches, Duration: 6 turns) The caster can read the minds of other living creatures. Generally this reveals only surface emotions or thoughts. It can detect creatures on the other side of a door. Concentration is required on rounds that the user is actively sensing.

Strength: (Range: Touch, Duration: 1 day) This spell grants one creature a bonus to Strength of 1d6+1 points. If used regularly on the same subject, then a given creature will receive the same bonus on sequential days.

Web: (Range: 6 inches, Duration: 12 turns) This spell creates a mass of strong, sticky strands that trap those caught in their area (2" × 2" or similar area, 5 feet thick). The *web* must be anchored to solid, opposed points or else it collapses with no effect. A stuck creature can break loose with an attack roll (d20 + melee attack bonus ≥ 20), one chance per turn. The strands are flammable, burning 1" square per round.

Wizard Lock: (Range: Touch, Duration: 1 week) A *wizard lock* cast upon a door, chest, or portal magically locks it. The caster can freely pass their own lock without affecting it. Otherwise, a door or object secured with *wizard lock* can be opened only by breaking it down or with a successful *dispel magic* or *knock* spell.



3rd-Level Spells

Clairaudience: (Range: 6 inches, Duration: 6 turns) *Clairaudience* enables the caster to concentrate upon a nearby locale and hear as if the caster were physically there. Concentration is required on rounds that the user is actively sensing.

Clairvoyance: (Range: 6 inches, Duration: 6 turns) *Clairvoyance* enables the caster to concentrate upon a nearby locale and see as if the caster were physically there. Concentration is required on rounds that the user is actively sensing.

Dispel Magic: (Range: 12 inches, Duration: Instant) A caster can use *dispel magic* to end ongoing spells that have been cast on a creature, object, or area. Each spellcaster involved makes a dispel check: roll 1d20 + caster level, with the higher roll succeeding (ties go to the dispeller). A spellcaster can always dispel their own magic automatically with this spell. Permanent magic items are not affected.

Fireball: (Range: 24 inches, Duration: Instant) A *fireball* is a burst of flame that deals 1d6 fire damage per caster level to all within the area (2" radius globe; maximum 10d6). This spell has variable accuracy; the caster must pick a target in range and roll 2d6, where each point over 7 is 1" long, and each point under 7 is 1" short.

Fly: (Range: Personal, Duration: 12 turns) The caster can fly at a speed of 12" (with standard reductions for encumbrance). The flying maneuverability rating is good.

Haste: (Range: 24 inches, Duration: 3 turns) This spell empowers up to 20 creatures to move at double their normal speed. Attacks and spellcasting are not affected. This will automatically dispel and cancel with a *slow* spell.

Hold Person: (Range: 12 inches, Duration: 6 turns) One or more humanoids of man-size or smaller are frozen in place. The caster can opt to target a single person (save vs. paralysis at -3 penalty), or up to four (at normal saves).

Infravision: (Range: Touch, Duration: 1 day) The subject can see through total darkness by detecting infrared radiation (that is, by passive thermal imaging). The range of this vision is 60 feet (12").

Invisibility Sphere: (Range: 24 inches, Duration: 1 week) One focus creature and all those nearby (2" radius globe) vanish from sight. The creatures in the sphere can see each other as hazy images. Invisibility ends for any recipient if they move over 2" from the focus creature, or if they make any attacks.

Lightning Bolt: (Range: 24 inches, Duration: Instant) The caster throws a stroke of energy that deals 1d6 electrical damage per level to all within its area (a bolt 6" long by 1" wide, maximum 10d6). The caster must pick a target in range and roll 2d6, where each point over 7 is 1" long, and each point under 7 is 1" short.

Protection from Missiles: (Range: Touch, Duration: 12 turns) The warded creature gains resistance to ranged weapons. Any normal missiles that do a single die of damage are ignored by the creature. Magic or heavy missiles (such as from a giant, catapult, etc.) affect the creature as usual.

Protective Sphere: (Range: Touch, Duration: 12 turns) This spell wards all creatures in the area from attacks (2" radius globe). The subjects gain a +2 bonus to AC and saves, and cannot be touched at all by conjured creatures.

Rope Trick: (Range: Touch, Duration: 12 turns) This spell causes one end of a rope to rise straight up into the air (maximum 50 feet), at which point it is connected to an extradimensional space. Creatures that enter the space are hidden, beyond the reach of any spells (including divinations). The extradimensional space can hold up to six man-size creatures. Anything inside drops out when the spell ends.

Slow: (Range: 24 inches, Duration: 3 turns) This spell restricts up to 20 creatures to move at half their normal speed. Attacks and spellcasting are not affected. This will automatically dispel and cancel with a *haste* spell.

Suggestion: (Range: 6 inches, Duration: 1 month) The caster influences the actions of a target creature by suggesting a particular course of activity (language-permitting, and limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable.

Water Breathing: (Range: Touch, Duration: 1 day) One transmuted creature can breathe water freely.



4th-Level Spells

Charm Monster: (Range: 12 inches, Duration: 1 year) This spell makes any one living creature regard the caster as a trusted friend and ally. The caster can then give the subject orders, language-permitting. The creature gets a new save each month.

Confusion: (Range: 12 inches, Duration: 6 turns) This spell causes creatures to behave unpredictably. It affects 1d6 HD worth of enemy creatures per caster level (maximum 15d6). Roll 2d6 to determine the affected group's actions each round: 2-5 act normally, 6-8 do nothing, 9-12 attack friends. Creatures with the fewest HD are affected first, and only creatures with 6 HD or less are affected.

Dimension Door: (Range: Touch, Duration: Instant) This spell instantly transfers one character to another spot, up to 36" distant. The target location can be chosen by visualizing the area or by stating a direction and distance. The character always arrives as close as possible to the desired spot, in an open area, on a stable surface.

Extend Spell: (Range: 24 inches, Duration: 1 day) The caster extends the duration of a previously cast spell. The prior spell must be lower level than this spell (i.e., level 1-3) and have a duration given in turns. The extended spell then has a duration of 1 day.

Fear: (Range: 24 inches, Duration: 6 turns) Living creatures within a circular area become panicked and flee from the caster (2" radius globe). Panicked creatures drop what they're holding, choose their path randomly, and flee any other dangers that confront them. If cornered, a panicked creature cowers.

Hallucinatory Terrain: (Range: 24 inches, Duration: 1 year) The caster makes natural terrain look, sound, and smell like some other natural terrain. An area up to 12" × 12" square is affected. Creatures within the area are not changed.

Ice Storm: (Range: 12 inches, Duration: Instant) This spell causes great hailstones to pound down, dealing 8d6 points of damage to any creatures in their path (2" radius cylinder). The damage is half cold and half impact.

Plant Growth: (Range: 12 inches, Duration: 1 year) This spell causes normal vegetation to become thick and overgrown, such that creatures must slowly hack or force their way through. An area up to 12" × 12" square is affected, and speed drops to 1" for man-sized creatures, 2" for large creatures. The area must already have brush and trees in it for this spell to take effect (woods, marsh, etc.).

Polymorph Other: (Range: 12 inches, Duration: 1 year) The target changes into another creature, as selected from the list in Vol-2, up to their own HD (maximum 8 HD; cannot be undead, elemental, or extraplanar). The subject gains the creature's appearance, armor, movement, and attacks (by HD). Other statistics stay the same, including mental state, and no special abilities are granted.

Polymorph Self: (Range: Personal, Duration: 12 turns) The caster changes into another creature, as selected from the list in Vol-2 (maximum 8 HD; cannot be undead, elemental, or extraplanar). The caster gains the creature's appearance and movement, but no other abilities. This spell allows changing form as often as desired for the duration. Other spells cannot be cast while *polymorphed*.

Remove Curse: (Range: Touch, Duration: Instant) This spell instantly removes all curses on an object or a person. Permanent curses on magic items are not removed, but the spell can enable the person afflicted with such an item to get rid of it.

Wall of Fire: (Range: 6 inches, Duration: 12 turns) An immobile, blazing curtain of fire springs into existence. The form can be a 6" long plane or a 1" radius cylinder, with 2" height in either case. Creatures can pass through the wall at will, but they take 2d6 fire damage in doing so (double for cold-using creatures or undead).

Wall of Ice: (Range: 6 inches, Duration: 1 day) This spell creates an anchored sheet of thick ice. The form can be a 6" long plane or a 1" radius cylinder, with 2" height in either case. Creatures can break through the wall with an attack roll (d20 + melee attack bonus \geq 20), but then suffer 2d6 cold damage from icy shards (double for fire-using creatures). Large or magical fire can melt the wall (causing steamy fog for 1 turn).

Wizard Eye: (Range: 6 inches, Duration: 6 turns) The caster creates an invisible, magical eye through which he or she can see from a distance. Once conjured, the *wizard eye* can travel at a speed of 12" per round, up to 24" from the caster. The eye can pass through cracks about the size of a mouse-hole.



5th-Level Spells

Animal Growth: (Range: 12 inches, Duration: 6 turns) Up to 6 normal animals in range grow to giant size. In most cases this provides: AC 6, MV 15, HD 4, Atk 1, Dam 2d6 (some creatures will exchange a die of damage for poison, paralysis, or blood-drain). Optionally, use specific statistics from any monster book in use. This spell gives the caster no special means of command or influence over the enlarged animals.

Animate Dead: (Range: 6 inches, Duration: Permanent) This spell turns the bones or bodies of dead creatures (1 per caster level, man-size or smaller) into undead skeletons or zombies that follow the caster's spoken commands. The skeletons or zombies can follow the caster, or else guard a location and attack intruders on some specified trigger. The undead remain animated until they are destroyed or dispelled.

Cloudkill: (Range: 6 inches, Duration: 6 turns) A thick cloud of poisonous vapors billow out from a point in range of the caster (2" radius globe). Thereafter, the *cloudkill* travels at a speed of 6" away from the caster each round. The cloud kills any living creature with up to 6 HD unless they save vs. death. Because the vapors are heavier than air, they sink to the lowest level of the ground, pouring down any openings.

Conjure Elemental: (Range: 6 inches, Duration: 12 turns) This spell conjures a huge elemental of one type (16 HD: air, earth, fire, or water) from a large body of the same element, under the control of the caster. Only one conjuration can be made per day from any given elemental body (hill, river, etc.). Once conjured, the elemental can travel up to 24" from the caster. It can be dismissed by *dispel magic*, and a *protection from evil* spell prevents any contact. Concentration is required throughout the spell's duration, or else the elemental turns on the caster.

Contact Other Plane: (Range: Personal, Duration: 6 turns) This spell contacts an extradimensional entity up to 8 planes distant for knowledge and advice. The caster must save vs. spells or go insane (save at +1 per plane under 8, else incapacitated for 1 week per plane). If saved, then the caster can ask 6 "yes or no" questions; roll to see if the entity knows each answer (d20+10+plane \geq 20), and again to see if it answers truthfully (same roll). Concentration is required throughout the spell's duration.

Feeblemind: (Range: 12 inches, Duration: Permanent) When this spell is cast on a spell-using creature, the target's Intelligence drops to 1 (save vs. spells at -4 penalty). The creature thereby loses all knowledge and memory of any spells. The target remains in this state until a *dispel magic* or *remove curse* is used to cancel the effect.

Hold Monster: (Range: 12 inches, Duration: 6 turns) One or more creatures of any type are frozen in place. The caster can opt to target a single monster (save vs. paralysis at -3 penalty), or up to four (at normal saves).

Magic Jar: (Range: 12 inches, Duration: Permanent) The caster places his or her soul in an inanimate object, from which he or she can take control of another living body in range. One attempt may be made per turn, with success forcing the target's soul into the *magic jar* (save vs. spells to resist). The caster can move back to the jar at any time, returning the possessed soul to its body, and attempt to control another body. If a host body is slain, then the caster returns to the jar, and the host is simply dead. *Dispel magic* or *remove curse* cast on a host can drive the caster back to the jar. Destroying the receptacle ends the spell and destroys the caster's soul.

Passwall: (Range: 6 inches, Duration: 1 day) The caster creates a passage through wood, plaster, or stone walls (but not through metal or harder materials). The passage is a rounded arch, 5 ft. wide, 8 ft. tall, and 10 ft. long. Several such spells can form a continuing passage. When the spell ends, anyone within is expelled from the wall.

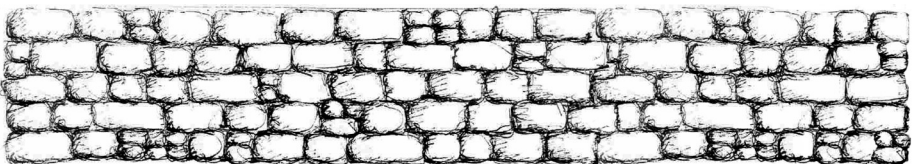
Telekinesis: (Range: 12 inches, Duration: 6 turns) The caster can move objects or creatures by concentrating on them. An object up to 5 stone can be moved 12"/round, 10 stone up to 6", and 20 stone up to 3" (e.g., a man in full plate). A battering attack can do 1d6 damage and knock a man-sized target prone (save vs. stone to avoid). Concentration is required on rounds that the user is actively moving some object.

Teleport: (Range: Touch, Duration: Instant) This spell instantly transports one character to a target location previously seen by the caster. A caster level check is made (d20 + level \geq 20), with the caster's knowledge of the destination modifying the roll. If knowledge is exact (detailed study in person), then there is no modifier and misses land 1d6 leagues away; if general (several visits), -5 modifier and land 1d6 \times 10 leagues away; if vague (present once, or viewed by *crystal ball*), -10 modifier and miss by 1d6 \times 100 leagues. The character always lands on a nearby stable surface.

Transmute Rock to Mud: (Range: 12 inches, Duration: 1 week) This spell turns natural earth and rock into an equal volume of mud. The affected stone cannot be cut, worked, load-bearing, or magical. An area up to 6" \times 6" square is affected, up to 10 feet deep. Creatures unable to free themselves from the mud will be forced to wade or swim (speed 1"), or if heavy then sink and suffocate (damage 1d6/round).

Wall of Iron: (Range: 6 inches, Duration: Permanent) The caster causes a flat, vertical iron wall to spring into existence (3" \times 2" or similar area, 1/4 foot thick). The wall inserts itself into any surrounding nonliving material if the area allows.

Wall of Stone: (Range: 6 inches, Duration: Permanent) This spell creates a wall of rock that merges into adjoining rock surfaces (6" \times 2" or similar area, 3 feet thick). The wall cannot occupy the same space as a creature or another object.



6th-Level Spells

Antimagic Sphere: (Range: Personal, Duration: 12 turns) An invisible barrier surrounds and moves with the caster (2" radius globe). The space within this barrier is impervious to all magical effects, including attacks by breath, gaze, song, etc. It prevents the functioning of magic items or spells within its confines. Conjured creatures are disrupted and banished if they enter the area. It cannot be dispelled.

Control Weather: (Range: 1 league, Duration: 1 day) The caster changes the weather in the local area. Weather can be shifted up to one step from natural on the following scale: Sunny, Cloudy, Rainy (missiles at -4 to hit), or Stormy (no missiles allowed, move at half-speed). The DM determines initial weather and may alter effects in non-temperate climates (e.g., arctic, desert, etc.). Any change takes 1 turn to occur.

Death Spell: (Range: 12 inches, Duration: Instant) This spell instantly slays a number of creatures. It affects 1d6 HD worth of enemy creatures per caster level (maximum 20d6). Saves vs. death apply. Creatures with the fewest HD are affected first, and only creatures with 8 HD or less are affected.

Disintegrate: (Range: 6 inches, Duration: Instant) A ray from the caster's finger causes one object or creature to vanish. Up to a 10-foot cube of nonliving matter is affected, so the spell disintegrates only part of a very large object. The ray can even affect magical matter or energy, but not an *antimagic sphere*.

Geas: (Range: 6 inches, Duration: Permanent) A *geas* places a magical command on a creature to carry out some service or to refrain from some activity, language-permitting. If the subject does not obey the *geas*, then he or she loses one point of Strength per day (death occurs at 0 Strength). It cannot be dispelled, and *remove curse* is ineffective. The DM should assess the strength of the *geas* (it cannot result in certain death), and ways of possibly ending one.

Invisible Stalker: (Range: 6 inches, Duration: Permanent) This spell conjures an invisible stalker (an extraplanar creature), which is compelled to perform one service for the caster. Once conjured, the stalker can work at any time or distance to complete its task; however, the creature is clever, and will seek to subvert instructions for long missions. It cannot be dispelled, although it can be killed in combat. The spell ends when the stalker completes the specified service.

Legend Lore: (Range: Personal, Duration: 6 turns) This spell brings to the caster's mind legends about an important person, place, or thing. The person or thing must be at hand, or the caster in the place in question. This spell will generally reveal any powers of a magic item, along with lore connected to the object, but it may be vague or incomplete (DM's discretion). Concentration is required throughout the spell's duration.

Lower Water: (Range: 24 inches, Duration: 12 turns) This spell causes water to sink away in a specified area (such as a marsh, stream, or pond). An area up to 12" × 12" square is affected, and the depth can be lowered by up to 20 feet.

Move Earth: (Range: 24 inches, Duration: 6 turns) This spell can move any one terrain feature over soft ground (not hard rock formations). An area up to 12" × 12" square is affected, and moves at a speed of 6" per round. Creatures may be caught up and moved with the feature in question. Concentration is required on rounds that the user is actively moving the terrain feature.

Project Image: (Range: 24 inches, Duration: 6 turns) The caster creates an illusory image of him or herself; it looks, sounds, and smells like the caster but is intangible. The illusion mimics the caster's actions (including speech) unless the caster concentrates on making it act differently. If the caster desires, any non-personal spell can originate from the image instead of from the caster. Attacks do not affect it.

Reincarnate: (Range: Touch, Duration: Instant) This spell brings back a creature dead for up to 1 week in another body. If the creature makes a save vs. death, then the soul returns in the same form; otherwise, randomize from humanoids of similar alignment on the Vol-2 list. In the latter case, deduct 1/2 XP and roll new physical abilities (but class and mental abilities are retained). If the type is not usually playable, then a save vs. spells is required to avoid taking the personality (i.e., become a DM-run NPC).

Stone to Flesh: (Range: 12 inches, Duration: Instant) This spell restores any petrified creature to its normal state. The spell can also convert a mass of stone into a fleshy substance; such flesh is inert unless a life force or magical energy is available. The caster can affect a mass up to 12 feet long and 3 feet in diameter.



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