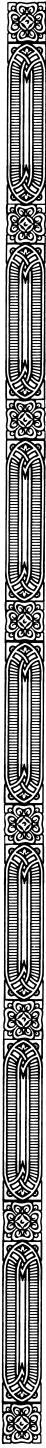


MAGIC-USER/ELF SPELLS



Level*	1	2	3	4	5	6
1	1	—	—	—	—	—
2	2	—	—	—	—	—
3	2	1	—	—	—	—
4	2	2	—	—	—	—
5	2	2	1	—	—	—
6	2	2	2	—	—	—
7	3	2	2	1	—	—
8	3	3	2	2	—	—
9	3	3	3	2	1	—
10	3	3	3	3	2	—
11	4	3	3	3	2	1
12	4	4	3	3	3	2
13	4	4	4	3	3	3
14	4	4	4	4	3	3

** Elves are limited to the 10th level of experience.*



FIRST-LEVEL MAGIC-USER/ELF SPELLS

Charm Person (*Range=120'; Duration=see below*)

Affects human/human-like creatures. Does not affect undead or larger than ogre-sized. Target must save vs. spells or consider caster as “best friend” and defend caster against any threat (real or imagined). Commands (if understood) will be obeyed except those counter to target’s nature/alignment, or instructing self harm. Additional saves based on Intelligence (3-8=additional save each month; 9-12=additional save each week; 13-18=additional save each day).

Detect Magic (*Range=60'; Duration=2 turns*)

Causes magically enchanted creatures, areas or objects in range to glow.

Floating Disc (*Range=6'; Duration=6 turns*)

Size/shape of small shield which follows at waist-height. Carries 5,000 coins/500 lbs. Automatically follows caster if caster moves beyond range.

Hold Portal (*Range:10'; Duration=2d6 turns*)

Magically holds shut a door, gate, window, or similar portal. Removed by knock spell. Broken in 1 round by creatures with 3 or more HD.

Light* (*Range=120'; Duration=1 turn/caster level + 6 turns*)

Causes an object to glow with a 30' diameter globe of light (dimmer than full daylight). If cast on creature’s eyes, failing save vs. spells results in blindness for duration. Reversed version (*darkness*) operates similarly, but does not block infravision. *Light* and *darkness* spells will cancel-out if cast against each other.

Magic Missile (*Range=150'; Duration=1 turn*)

Arrow of magical energy automatically strikes any visible target for 1d6+1. Two additional missiles per 5 caster levels gained. May be shot at any number of targets.

Protection from Evil (*Range=0'/caster only; Duration=6 turns*)

Provides +1 bonus to spellcaster’s saves and -1 penalty on “to hit” rolls from opponents of a different alignment. Keeps out hand-to-hand attacks from summoned/created creatures (but not missile fire). This melee barrier is broken if caster engages the monster in hand-to-hand combat, but “to hit” and saving throw adjustments remain in effect for duration.

Read Languages (*Range=0'/caster only; Duration=2 turns*)

Allows caster to read (but not speak) unknown languages, codes, maps, symbols, etc.

Read Magic (*Range=0'; Duration=1 turn*)

Permits caster to read magical words and runes, without which unfamiliar magic cannot be read (e.g., a defeated wizard’s spell book, or a found scroll.) Once viewed using the spell, subsequent readings of the same magic does not require the spell to be recast.

* Denotes a spell that is reversible.

Shield (Range=0/caster only; Duration=2 turns)

Magical barrier around caster that moves with them. AC 2 vs. missiles; AC 4 vs. others.

Sleep (Range=240'; Duration=4d4 turns)

Affects one creature greater than 4+1 HD, or 2d8 HD or less powerful creatures (4+1 or fewer HD). Lowest level creatures are affected first (HD with 'plusses' on HD are rounded down, but all creatures count as at least 1 HD). Sleeping creatures may be awakened by force, or killed at will with any edged weapon. Undead are unaffected by sleep.

Ventriloquism (Range=60'; Duration=2 turns)

Caster projects own voice from any location in range.



SECOND-LEVEL MAGIC-USER/ELF SPELLS

Continual Light* (Range=120'; Duration=permanent)

Globe of light with 60' diameter. Can be cast in space, or on an object or creature. If cast on eyes, a failed save vs. spells results in permanent blindness (until dispelled). Reversed version (*continual darkness*) operates similarly, and overpowers infravision and *light* spells. *Continual light* and *continual darkness* spells each dispel the other.

Detect Evil (Range=60'; Duration=2 turns)

Detects evil motivations in creatures or evil enchantments on objects, causing them to glow.

Detect Invisible (Range=10' per caster level; Duration=6 turns)

Caster (only) can see invisible creatures or objects within range.

ESP (Range=60'; Duration=12 turns)

Caster concentrates in general direction for 1 turn, after which they can "hear" thoughts of a creature within range (regardless of language). Multiple targets in the direction of concentration result in a confusing "jumble" of thoughts, but caster can "attune" to a single creature's thoughts with an extra turn of concentration. Works through up to 2' of rock, but cannot penetrate lead. Does not work on undead.

Invisibility (Range=240'; Duration=permanent until "broken")

May be cast on one creature or item. Items (but not animals) carried by an invisible creature turn invisible until discarded. Invisible light sources still cast visible light. Spell ends if the invisible creature attacks or casts a spell.

Knock (Range=60'; Duration=1 round)

Opens naturally and magically locked doors, gates, chests, etc. (e.g., via *hold portal*, *wizard lock*, hidden latches, mechanical locks, bars, rust, warping).

Levitate (Range=0/caster only; Duration=1 turn/caster level + 6 turns)

Caster may move up or down (only) at 20'/round. May carry a normal amount of weight. May stop ("hang") at any point.

Locate Object (Range= 10'/caster level + 60'; Duration=2 turns)

Gives direction (but not distance) to closest desired object within range. Does not locate creatures, and caster must know the specific object or general type of object sought.

Mirror Image (Range=0'/caster only; Duration=6 turns)

Creates 1d4+1 images that duplicate appearance and movements of caster. Any attack against the caster strikes an image first (regardless of “to hit” roll), destroying that image until the spell is re-cast.

Phantasmal Force (Range=240'; Duration=concentration)

Fills a 20'x20'x20' space with a vivid illusion that disappears if touched, or if hit in combat (AC 9). Illusionary damage does not affect targets who save vs. spells; nor does it inflict real damage on those who fail, but they behave as though it does (e.g., kill=loss of consciousness, turn to stone=paralysis); effects wear off in 1d4 turns

Web (Range=10'; Duration=48 turns)

Covers 10'x10'x10' area. Giant strength or better breaks through in 2 rounds. Ogre strength breaks through in 4 rounds. Human strength breaks through in 2d4 turns. Flames destroy in 2 rounds (however, those caught within the web take 1d6 flame damage per round).

Wizard Lock (Range=10'; Duration=permanent)

Similar to *hold portal*, but lasts indefinitely, and may be used on anything with a lock. Locked items/portals can be opened at will (without breaking the spell) by: the original caster, a *knock* spell, or a magic-using character of 3+ levels greater than the original caster.



THIRD-LEVEL MAGIC-USER/ELF SPELLS

Clairvoyance (Range=60'; Duration=12 turns)

Caster concentrates in general direction for 1 turn, after which they can see through the eyes of a creature within range. Different subjects (within range) may be chosen afterward. Spell cannot penetrate lead, or more than 2' of rock.

Dispel Magic (Range=120'; Duration=permanent)

Destroys spell effects in a 20' cube (but does not affect magic items). Spells created by an equal/lower-level caster are automatically dispelled; otherwise, chance of failure increases 5% per level-of-difference between elf/magic-user and the original caster.

Fireball (Range=240'; Duration=instantaneous)

Shoots a fiery exploding missile that deals 1d6 per caster level to all those caught in the 40' diameter ball of fire created when it strikes its target. Save vs. spells results in half damage.

Fly (*Range=0; Duration=1 turn/caster level + 1d6 turns*)

Permits caster (or creature, by touch) to fly in any direction at any speed, up to 360'(120'). May stop ("hang") at any point.

Haste (*Range=240'; Duration=3 turns*)

Doubles movement and missile/melee attacks for up to 24 creatures in 60' diameter. Does not increase the rate at which spells may be cast, or at which magic-items may be used.

Hold Person (*Range=120'; Duration=1 turn/caster level*)

When cast at a group, paralyzes 1d4 humans, humanoids, or demi-humans on failed save vs. spells (each gets a save). When cast at a single target, target saves at -2. Does not affect undead or larger than ogre-sized.

Infravision (*Range=0; Duration=1 day*)

Sees heat patterns in dark to 60' range. Useless in normal or magical light.

Invisibility 10' Radius (*Range=120'; Duration=special*)

Creates an area of invisibility of 10' radius, centered upon one creature (the target), moving with that creature. All other creatures in the area-of-effect at the time of casting are also invisible, but invisibility is lost if they move more than 10' away from the subject of the spell. Otherwise, as *invisibility*.

Lightning Bolt (*Range=180'; Duration=instantaneous*)

Creates a 5'x60' lightning bolt that deals 1d6 per caster level to all those in its path. Reflects off solid surfaces back to caster if not yet at full 60' length. Save vs. spells results in half damage.

Protection from Evil, 10' Radius (*Range=0'; Duration=12 turns*)

As *protection from evil*, but barrier moves with elf or magic-user. Benefits and restrictions are applied to all friendly creatures within the area of effect. Monster may melee with any target if barrier is broken.

Protection from Normal Missiles (*Range=30'; Duration=12 turns*)

Complete protection from small, non-magical missiles. Protects target only.

Water Breathing (*Range=30'; Duration=1 day*)

Allows one creature to breathe under water at any depth (but does not enhance underwater movement ability, or affect ability to breathe air).



FOURTH-LEVEL MAGIC-USER/ELF SPELLS

Charm Monster (*Range=120'; Duration=special*)

As charm person, but affects all creatures (except undead). Affects 3d6 creatures with 3 HD or fewer, or 1 creature with more than 3 HD.

Confusion (*Range=120'; Duration=12 rounds*)

Affects 3d6 creatures in 60' diameter area. No saving throw for creatures having fewer than 2+1 HD. Others get a save vs. spells each round to avoid the effects for that round (effects continue for duration). Each round, roll 2d6 for confused creatures to determine their actions: 2-5=attack the caster's party; 6-8=do nothing; 9-12=attack their own party, if present.

Dimension Door (*Range=10'; Duration=1 round*)

Immediately transfers caster or target to any place within a 360' range of the starting point. Unwilling targets get save vs. spells to avoid being transported. Location at discretion of caster. If location is unknown, a general direction may be given (e.g., 200' up, or 40' west, or 10' down). Spell fails automatically if ending location is in solid object.

Growth of Plants (*Range=120'; Duration=special*)

Causes up to 3,000 square feet of normal vegetation (e.g., 30'x100', 60'x50', etc.) to become thick and overgrown with creepers, briars, vines, etc. (plants must be present in area to work). Persists until dispelled. Impassable to all but largest creatures.

Hallucinatory Terrain (*Range=240'; Duration=special*)

Conceals real features of an area (within range) by making natural terrain appear different. Persists until touched by intelligent creature.

Massmorph (*Range=240'; Duration=special*)

100 human or man-sized creatures are changed to appear as trees (e.g., woods, orchard, etc.). Undetectable by creatures moving through the area. Persists until dismissed by *dispel magic* or caster chooses to end effect. Hidden creatures moving out of range return to normal appearance.

Polymorph Other (*Range=60'; Duration=special*)

Changes one subject into another living creature. New form limited to twice HD of original (otherwise, spell fails). Hit points remain as previous. Subject gains all abilities and personality of new form. Cannot duplicate a specific individual. Unwilling victims permitted save vs. spells. Effect lasts until dispelled or subject dies.

Polymorph Self

(*Range=0'/caster only; Duration=1 turn/caster level + 6 turns*)

Caster may assume the physical form of any living creature with HD equal to or less than caster's level, but hp, "to hit" rolls, and saving throws remain the same. Cannot take the form of a specific individual. Gains new form's physical abilities but not special abilities. Ends if duration ends, effect is dispelled, or caster dies.

Remove Curse* (*Range=0'; Duration=permanent*)

Removes one curse from one individual, or frees them from a cursed item. Reversed version (*curse*) causes penalty or misfortune to befall an individual creature, but overambitious curses may backfire on the caster (GM's discretion); victim must save vs. spells or suffer the effects of the curse designed by the caster. A victim may be subject to any number of (non-stacking) curses.

Wall of Fire (*Range=60'; Duration=special*)

Creates opaque sheet of flame up to 1,200 square feet in any shape caster desires (e.g., 2' high \times 600' long, 20' diameter \times 20' high, etc.). Creatures under 4 HD cannot break through. If creatures with 4 HD or more pass through, they take 1d6; undead and cold-users take an additional 1d6. Cannot be cast into already occupied space. Lasts as long as the caster concentrates on it and remains stationary.

Wall of Ice (*Range=120'; Duration=12 turns*)

Creates translucent wall of ice up to 1,200 square feet in any shape caster desires (e.g., 20' high \times 60' long, 20' diameter \times 20' high, etc.). Creatures under 4 HD cannot break through. If creatures with 4 or more HD pass through, they take 1d6; fire-users (e.g., red dragons, hellhounds, flame salamanders) take an additional 1d6. Cannot be cast into already occupied space.

Wizard Eye (*Range=240'; Duration=6 turns*)

Creates a magical sensor (size of real eye) that sends the caster visual information (including infravision to 60'). Moves up to 120'(40'). Cannot pass through solid objects or move more than 240' from caster. Caster must concentrate to use it.



FIFTH-LEVEL MAGIC-USER/ELF SPELLS

Animate Dead (*Range=60'; Duration=indefinite*)

Creates undead skeletons or zombies from bones and/or bodies within range. Undead obey caster's commands until they are destroyed or dispelled. Spell animates 1 HD of undead per level of caster. Skeletons have the same HD as the original creature type; zombies have 1 HD more than the original creature type; class levels are ignored—all human remains are considered 1 HD creatures.

Cloudkill (*Range=0'; Duration=6 turns*)

Generates a 30' diameter fog of poisonous vapor that spreads from finger-tips of caster and rolls across surface of ground. Moves 60/turn (20/round) in direction of wind (or away from caster if no wind is present). Cloud is heavier than air and sinks to the lowest level of land (e.g. slides downhill, goes down holes, etc.). Creatures with 5 HD or less caught in cloud must save vs. poison or die, and on a successful save take 1 pt. of damage per round they remain in the cloud. Creatures of greater than 5 HD take 1 pt. of damage per round they remain in the cloud.

Conjure Elemental (*Range=240'; Duration=indefinite*)

Conjures elemental of spellcaster's choice (air, earth, fire, water; only 1 of each type may be conjured per day). Will serve and perform tasks as long as continual concentration is maintained by caster (caster cannot cast other spells, engage in combat, or move over half speed). If concentration is broken, elemental will turn on caster, return by most direct route, slay all in its path, and attack the conjurer. Otherwise, elemental will serve until slain in combat, until the conjurer orders it back to its plane of origin, or until it is dispelled (by *dispel magic* or *dispel evil*).

Contact Higher Plane (*Range=0'; Duration=see below*)

Allows caster to contact a higher plane in order to seek knowledge from powers there. Usable no more than once per week (or less often, at GM's discretion). **Number of yes/no questions a creature will answer:** 1 per plane distance (e.g., 3rd plane = 3 questions). **Chance of knowing answer to question:** $10\% + 5\% \text{ per plane}$ (e.g., 4th plane = 30% chance). **Chance of lying** (there is no way for caster to know if creature is lying): 65% minus 5% per plane distance (e.g., 8th plane = 25% chance). **Chance of driving caster insane:** 5% per plane beyond 2nd, minus 5% per caster level above 11th (e.g., 8th plane by 11th level caster = 30% chance, 8th plane by 13th level caster = 20% chance). Recovery from insanity takes 1 game week per plane distance contacted (e.g., 7th plane = 7 weeks).

Feeblemind (*Range=240'; Duration=indefinite*)

On a failed save vs. spells at -4, causes magic-user or elf to become mentally helpless, unable to think or cast spells. Effect persists until negated by *dispel magic*. Does not affect other creatures or character classes.

Hold Monster (Range=120'; Duration=1 turn/caster level + 6 turns)

As *hold* person, but affects all creatures (except undead). Affected creatures paralyzed on failed save vs. spells. If cast at a single monster, save is at -2. If cast at a group, affects 1d4 creatures, but without save penalty.

Magic Jar (Range=30'; Duration=special)

The caster places their life-force into an inanimate object within 30' (the "jar"), leaving their body in a trance. From there, the caster can attempt to possess another creature within 120' of the jar (1 attempt per creature per turn). On a failed save vs. spells, the life-force of the victim is placed in the jar and the caster's life-force takes over the victim's body. The body follows the caster's will (but caster cannot use possessed creature's spells). *Dispel evil* forces caster out of creature (back to the jar). If host body is slain, host life-force dies and caster's life-force ports to jar. From the jar, the caster may attempt to possess another body, or return to their own body. Destruction of jar with caster's life-force inside kills caster. Destruction of caster's body strands caster in jar. Spell ends when caster returns to their own body.

Pass-Wall (Range=30'; Duration=3 turns)

Creates a passage through solid rock or stone that is 5' diameter \times 10' deep.

Telekinesis (Range=120'; Duration=6 rounds)

Caster may lift 200 coins in weight per caster level and move it up to 20'/round in any direction caster desires. Requires concentration (objects will fall if caster is disturbed). Unwilling targets get save vs. spells to avoid being moved.

Teleport (Range=10'; Duration=instantaneous)

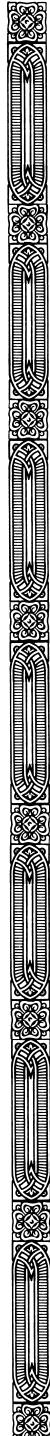
Transports caster or target (and up to full encumbrance load) to any known place, arriving at ground level. Unwilling targets get save vs. spells to avoid being teleported. Success based on d% roll and caster's knowledge of target area. **Casual knowledge of area** (caster has been there once or twice): 1-50=success; 51-75=too high; 76-00=too low. **General knowledge of area** (caster has studied the area for several weeks, or has been there often): 1-80=success; 81-90=too high; 91-00=too low. **Exact knowledge of area** (caster has made precise, detailed study of point of arrival): 1-95=success; 96-99=too high; 00=too low]. **Arriving too high**: 1d10 \times 10' too high (1d6 damage per 10' fallen). **Arriving too low**: instant death (no save). Caster cannot deliberately transport a target too high/low.

Transmute Rock to Mud* (Range=120'; Duration=3d6 days)

Turns volume of rock (up to 10' deep and up to 3,000 square foot area) into an equal volume of mud. Slows movement to 1/10 normal. Reversed version (*transmute mud to rock*; Range=120'; Duration=permanent) changes same volume of mud into rock.

Wall of Stone (Range=60'; Duration=special)

Creates wall of stone that is 2' thick, up to 500 square feet, and in any shape the caster desires. Cannot be cast in area already occupied by other object. Must be cast to rest on ground. Lasts until destroyed or dispelled (by *dispel magic*).



SIXTH-LEVEL MAGIC-USER/ELF SPELLS

Anti-Magic Shell (*Range=0'/caster only; Duration=12 turns*)

Creates personal barrier around caster. Stops all spells/spell effects from going in/out (including caster's) for duration, or until caster ends spell.

Control Weather (*Range=0'; Duration=concentration*)

Creates one special weather condition in 240' radius of caster. Caster must remain stationary and concentrate to maintain the effect. Only works outdoors. Affects all creatures in area (including caster). Effects vary. Typical effects: **rain** (missiles at -2 "to hit"; ground muddy after 3 turns and halves movement); **snow** (visibility reduced to 20'; movement halved; mud remaining after thaw slows movement to half); **fog** (visibility reduced to 20'; movement halved; chance to move wrong direction in fog at GM's discretion); **clear** (cancels bad weather like rain/snow/fog, but not secondary effects like mud); **intense heat** (halves movement; dries out mud from rain/snow/ *transmute rock to mud/etc.*); **high winds** (prevents flying/missile fire; halves movement; creates sandstorm in desert that halves movement and reduces visibility to 20'; ships sailing with wind move 50% faster); **tornado** (creates whirlwind under caster's control; as 12 HD air elemental; moves at 120'/round; dissipates when spell ends; ships caught in tornado must save as against storms or take 12 hull pts. damage).

Death Spell (*Range=240'; Duration=1 round*)

Affects 60'x60'x60' cube. Kills up to 4d8 levels of creatures of less than 8 HD (excess levels of effect are lost). Each creature permitted a save vs. death to avoid the effect. Does not effect undead or creatures with 8 or more HD.

Disintegrate (*Range=60'; Duration=instantaneous*)

Disintegrates any single non-magical creature or object (e.g., a tree, a 10' wall section, a dragon, etc.). Creatures permitted a save vs. death to avoid the effect.

Geas* (*Range=30'; Duration=special*)

On a failed save vs. spells, forces victim to carry out some service or to refrain from some action or course of activity (e.g., retrieve object for caster, keep information secret, guard a place, etc.). Action cannot be impossible or directly fatal or it will affect caster instead. Ignoring a *geas* inflicts cumulative penalties (at GM's discretion; e.g., combat penalties, lowered ability scores, spell loss, sickness ending in death) until *geas* is obeyed or character dies. Reversed version (*remove geas*) removes unwanted *geas* and its effects from subject, but with a 5% chance of failure per level of spellcaster below that of the magic-user who cast the *geas*.

Invisible Stalker (*Range=0'; Duration=special*)

Creates invisible stalker [AC:3; HD:8*; MV:120'(40'); #A:1; D:4d4; ST:F8; ML:12; AL:N; surprises any creature that cannot detect invisibility on 1-5 on 1d6]. The creature obeys only the summoner, and follows a command until the task is completed. It can only be returned to its native plane by completing its task, by being "killed," or by being dismissed with *dispel evil*.

Lower Water (Range=240'; Duration=10 turns)

Causes an area up to 10,000 square foot to reduce its depth by 50% for duration of spell.

Move Earth (Range=240'; Duration=6 turns)

Magically moves earth or alters surfaces features of any area within range. Extends downward until it hits solid rock or reaches range of spell. Moves earth as spellcaster wishes at rate of 60'/turn. Affects earth/soil only. Does not affect rock/stone.

Part Water (Range=120'; Duration=6 turns)

Creates a path up to 120'×10' through a body of water, permitting creatures to walk on bottom surface. Spellcaster may dismiss effect any time before duration ends.

Projected Image (Range=240'; Duration=6 turns)

Creates image of caster indistinguishable from original, except by touch. Spells cast by the magic-user will appear as if cast by the image (targets must be in sight of the caster). Image is dismissed if touched/struck by melee weapon. Image will appear to be unaffected by missile attacks and spells. Image must remain in spell range.

Reincarnation (Range=0'; Duration=permanent)

Brings back to life a dead character in another body (appears magically in front of spellcaster). **Roll 1d10 to determine reincarnated form:**

1=cleric; 2=dwarf; 3=elf; 4=fighter; 5=halfling; 6=magic-user; 7=thief; 8/9=original class; 10=monster. **If reincarnated as character class**, roll 1d6 to determine level (cannot be higher than character at time of death).

If reincarnated as monster, roll as indicated by alignment of character at time of death: **lawful** (roll 1d6: 1=gnome; 2=neanderthal; 3=blink dog; 4=pegasus; 5=unicorn; 6=small roc); **neutral** (roll 1d6: 1=pixie/sprite; 2=rock baboon; 3=lizard man; 4=ape; 5=centaur; 6=werewolf); **chaotic** (roll 1d10: 1=kobold; 2=goblin; 3=orc; 4=hobgoblin; 5=gnoll; 6=bugbear; 7=wererat; 8=ogre; 9=werewolf; 10=minotaur). Reroll if monster has HD greater than level of character at time of death. Monsters do not advance in experience (character must play as monster or retire from play). List of monsters may be adjusted at GM's discretion (all must have 6 or fewer HD, and be semi-intelligent or better).

Stone to Flesh* (Range=120'; Duration=permanent)

Converts mass of stone into fleshy substance, or restores character/creature turned to stone (e.g., by medusa stare or gorgon breath). Reversed version (*flesh to stone*) turns to stone one living creature along with any clothing/equipment in their possession at the time. Target is permitted a save vs. petrification/paralysis to avoid the effects of this spell.

