

AMAZING STEVE'S MAGIC BOOK

**BOOK 2 OF
RAMPAGE AMID THE RUINS, THIRD EDITION**

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INTRODUCTION

Interpreting Spell Descriptions:

Bless

Casting Time: 1 action per ally

Save: None

Target/AOE: 1 ally per level

Realm: Blessing

Range: Touch

Duration: 6 turns

Spell Level: 1

Component: holy water or sacred oil

The cleric anoints an ally with holy water or sacred oil and prays. For the next hour, each ally blessed gets +1 to hit and +1 morale checks. This must, obviously, be cast before battle is started.

Each spell is described in the format shown on the example above.

Name Line: contains name of the spell.

Power Drain: If the code PD appears on the overview list and the words Power Drain appears after the description title,, that means that the spell creates a Power Drain, preventing the caster from casting other spells for 3d4 days. Bless does not cause Power Drain.

Casting Time: most spells are 1 attack action in casting time, meaning that the caster uses his attack for the round to cast the spell, some, however, are longer. Mages spells when read from a Grimoire take both the attack and movement actions. Bless takes 1 attack action per ally targeted.

Realm: each spell has a Realm, which governs what classes can cast what spell and also can involve immunity and vulnerability (e.g. Fire realm spells might not affect a Fire Elemental). If the letter P is added after the Realm, then the spell can be made into a Potion by most Mages.

Save: does the target get a saving throw to avoid the effects of the spell. "Yes" means if he rolls a save he avoids the negative effects of the spell. "No" or "None" means he cannot even roll a save. "Yes, half" means if he succeeds a saving throw he takes half the indicated damage, but never falls to less than 1 hit point as a result. Since Bless does no harm, there is no Saving Throw.

Range: the distance from the caster at which the spell can still reach, it is measured in map inches. Touch means the caster must touch the object. 0 means it affects the caster or an area centered on the caster. Bless requires with Cleric to touch his targets.

Component: some spells, chiefly the Bless, Blood, and Curse Realms, but a few others require a consumable component to cast them. Bless requires Holy Water (if Cleric is Lawful) or Sacred Oil (if Cleric is Neutral). The vial of water or oil is used up when the spell is cast.

Target/AoE: the targets the spell can affect or the area in which the spell affects everyone or everything or designated types. Bless allows the Cleric to affect 1 ally per experience level he has.

Duration: the length of time that the spell lasts. If it says Rounds or Combat Rounds that means the 1 minute period in a standard combat. If it says Turns, it means 10-minutes exploration turns. If it says Immediate, it means that the event is accomplished the moment the spell is cast and cannot be dispelled (e.g. inflicting damage is immediate, a *Dispel Magic* won't remove the damage). Permanent means the spell lasts forever unless it is dispelled somehow (by a *Dispel Magic* usually, but perhaps also by a *Remove Curse* or special condition described by the spell). Bless spell lasts 6 turns (1 hour).

SECTION FOUR: CLERICAL SPELL CRAFT

Power Points: Each cleric has a number of Power Points that he may use to cast spells during the day. When the sun rises, all his unused Power Points are lost and he must spend one hour in the morning in prayer and ritual to regain all his points. Unlike Mages, he does not particularly need a good night's rest first. Some powerful spells are marked as causing a Power Drain. Casting such a spell immediately drains all Power Points from the caster and they will not return for 3d4 days.

Spell Casting: Each clerical class has a number of Spell Realms open to it. A cleric may cast any spell of a Realm he has access to and for which he has sufficient Power Points. Each spell has a Spell Level which is both the number of Power Points it requires to cast and the minimum experience level the caster needs to be in order to cast the spell. Casting a spell requires that the cleric not be locked in melee and uses up his attack action for the round. He may not have been injured previously in the round he casts. Notice that Militants, Guardians and Punishers do not begin casting spells until they reach 2nd level, even if they get a bonus Power Point from WIS, they still can't cast until 2nd level.

4.1 CLERICAL SPELL REALMS

Blessing: by the direct manifestation of the power of the gods, the recipient gets a spiritual increase in its power. This realm is forbidden to Clerics of Chaos. Except for Chant, which requires the Cleric to beat on a small drum, spells of this realm require the expenditure of a vial of Holy Water (Lawful) or Sacred Oil (Neutral)

Blood: the gods grant power directly over the life energy in blood. All of these spells require the use of a pint of fresh blood from a dedicated chalice. Only Chaotic Clerics can access this Realm.

Combat: this Realm provides battlefield power to the more martial Clerics.

Curses: this Realm channels the scorn of the gods onto the Cleric's enemies and interferes with their bodies or souls. This Realm is forbidden to Lawful Clerics. Each spell requires that the cleric uses up 1 vial of tomb dust (Chaos), or Sacred Oil (Neutral).

Healing: the power of the divine repairs bodily damage, even to the point of restoring the dead to life, through this Realm. This Realm is forbidden to Chaotic Clerics.

Holy Light: the Cleric channels radiance from the sphere of the gods, bringing light in the darkness and chastisement to the minions of wickedness. Only Lawful Clerics may use these spells.

Nature: the Cleric's harmony with the natural world gives him power over plants, animals and the elemental forces by these spells. Only Neutral Clerics may use this Realm.

Prophecy: the more contemplative Clerics can use these spells to gain knowledge from the gods.

Protection: Clerics can use these spells to defend themselves and others. Forbidden to Neutral Clerics.

Unholy Darkness: the Cleric summons up shadows from the Abyss to obscure himself and confound his enemies. Only Chaotic Clerics may use these spells.

Realm	Militant	Spiritual	Guardian	Druid	Punisher	Warlock
Blessing	Yes	Yes	Yes	Yes	No	No
Blood	No	No	No	No	Yes	Yes
Combat	Yes	No	Yes	No	Yes	No
Curses	No	No	Yes	Yes	Yes	Yes
Healing	Yes	Yes	Yes	Yes	No	No
Holy Light	Yes	Yes	No	No	No	No
Nature	No	No	Yes	Yes	No	No
Prophecy	No	Yes	No	Yes	No	Yes
Protection	Yes	Yes	No	No	Yes	Yes
Unholy Darkness	No	No	No	No	Yes	Yes

Holy Light vs Unholy Darkness: a spell from either of these two realms cancels a lower level spell of the other. Two spells of equal level cancel each other.

4.2 CLERIC SPELL REALMS LISTS

Blessing Bless-1 Chant-3 Blessed Weapon-5 Remove Curse-7 Heroic Elevation-9 Great Feat-10 [PD]	Holy Light Righteous Light-1 Radiant Orb-3 Blaze of Justice-5 Circle of Brilliance-7 Eye of Heaven-9 Guiding Light-10
Blood Blood Heal-1 Chill the Blood-3 Blood Renewal-5 Face Melter-7 Animate Dead-9 Symphony of Blood-10	Nature Entangle-1 Speak with Animals-3 Element Shield-5 Animal Friendship-7 Summon Animals-9 Dispel Elemental-10
Combat Divine Shield-1 Hold Person-3 Dispel Magic-5 Hold Monster-7 Flame Strike-9 Blade Barrier-10	Prophecy Detect Magic-1 Augury-3 Find Traps-5 Locate Object-7 Speak with Dead-9 Commune-10 [PD]
Curses Stun Blasphemer-1 Accursed Ranting-3 Example-5 Damnation-7 Quest-9 Boils-10	Protection Divine Circle-1 Sanctuary-3 Dispel Magic-5 Glyph of Warding-7 Divine Armor-9 Divine Immunity-10
Healing Heal Wounds-1 Neutralize Poison-3 Cure Disease-5 Group Heal-7 Great Heal-9 [PD] Raise the Dead-10 [PD]	Unholy Darkness Fearsome Darkness-1 Persistent Dark-3 Protecting Shadow-5 Clawing Shadows-7 Impenetrable Darkness-9 Maddening Darkness-10

4.3 BLESSING REALM

Bless

Casting Time: 1 action per ally

Save: None

Target/AOE: 1 ally per level

Realm: Blessing

Range: Touch

Duration: 6 turns

Spell Level:1

Component: holy water or sacred oil

The cleric anoints an ally with holy water or sacred oil and prays. For the next hour, each ally blessed gets +1 to hit and +1 morale checks. This must, obviously, be cast before battle is started.

Chant

Casting Time: 1 action

Save: None

Target/AOE: All allies within 18"

Realm: Blessing

Range: 0

Duration: As long as cleric chants

Spell Level: 3

Component: small drum

The cleric chants the holy or sacred words of his god, filling his comrades with divine inspiration. Any ally of the same alignment as the cleric gains +1 to hit, +1 damage, +2 Morale and +1 to saving throws as long as the cleric maintains the chant. The chant is stopped if the chanter takes damage or decides to stop.

Blessed Weapon

Casting Time: 1 action

Save: None

Target/AOE: 1 or more weapons

Realm: Blessing

Range: touch

Duration: 10 Combat Rounds

Spell Level: 5

Component: holy water or sacred oil

The cleric recites a prayer to his god and anoints a weapon with sacred oil or holy water. The weapon becomes a +1 magic weapon for the duration of the spell, and will inflict an extra 1d6 damage vs. any enemy not of the cleric's alignment. Each level the caster is above 6th allows him to bless another weapon with the spell (to a max of 5).

Remove Curse

Casting Time: 1 action	Realm: Blessing	Spell Level: 7
Save: None	Range: 6"	Component: holy water or sacred oil
Target/AOE: 1 target or 6" radius	Duration: Immediate	

The caster removes some curses, such as lycanthropy, instantly, for other curses, it might just reveal the conditions that the curse can be lifted. Casting it in combat will act like a *Dispel Magic* against any Cleric Curse. Realm of spells in effect within 6" of the caster.

Heroic Elevation

Casting Time: 1 action	Realm: Blessing	Spell Level: 9
Save: None	Range: 3"	Component: holy water or sacred oil
Target/AOE: Up to 6 mortals	Duration: 10 Combat Rounds	

Up to 6 normal or first level characters who are of the caster's alignment and within 3" are filled with the power of the gods and will act in all ways as a 4th level Warrior for the duration of the spell. At the end of the spell duration, any of the targets who engaged in actual dangerous combat has a 1% chance of retaining his 4th level fighter status.

Great Feat [Power Drain]

Casting Time: 1 action	Realm: Blessing	Spell Level: 10
Save: No	Range: 20"	Component: holy water or sacred oil
Target/AOE: 1 Target	Duration: 10 combat rounds	

The target is granted the power to complete a single seemingly impossible action, such as tearing an iron anvil in half with his hands, walking over a pool of magma without harm, leaping over a 6 story building, knocking a temple over by pushing over the central columns or reciting the Ancient Epic from memory flawlessly. Judge has final say, but it does involve a Power Drain for the cleric.

4.4 BLOOD REALM

Blood Heal

Casting Time: 1 action	Realm: Blood	Spell Level: 1
Save: None	Range: 0	Component: chalice of blood
Target/AOE: 1 drinker	Duration: Immediate	

The cleric imbues a chalice of blood from a freshly slain enemy of Lawful or Neutral alignment with unholy power. If a Chaotic character or monster drinks it within 1 round of the casting, it will heal 8 points of damage and have any of the other effects of "magic healing".

Chill the Blood

Casting Time: 1 action	Realm: Blood	Spell Level: 3
Save: Yes	Range: 12"	Component: chalice of blood
Target/AOE: 1 target per 3 levels	Duration: 1 round per level	

Each target chosen by the caster feels an intense cold in his veins for the duration of the spell. At the start of each round he must Save or take 1d4 points of damage, which may disrupt spell casting. This damage is considered Cold damage.

Blood Renewal

Casting Time: 1 action	Realm: Blood	Spell Level: 5
Save: None	Range: 0	Component: chalice of blood
Target/AOE: 1 drinker	Duration: Immediate	

The cleric imbues a chalice of blood from a Lawful victim sacrificed on an altar of Chaos with unholy power. If anyone who knowingly drinks the contents of the chalice within 1 round of the casting will immediately change to Chaotic in alignment (Paladins, Militants and Spirituals immediately drop to level 1 and must choose a new class). However, the blood's magic will heal 20 points of damage, cure blindness, remove a curse and/or cure disease.

Face Melter

Casting Time: 1 action	Realm: Blood	Spell Level: 7
Save: Yes, half	Range: 12"	Component: chalice of blood
Target/AOE: 1 living creature	Duration: Immediate	

The target of the spell takes 1d6 points of damage per level of the caster, save for half, as blood pours out of his ruined face. If the target will drop to CHA 3 and cause NPC's to lose their composure and leave the person's

presence, unless they make a Morale Check with a -3. If the save was failed, the ruin of the person's face is permanent (barring wish, or the Great Heal), if the save was successful, the face is gradually restored at 1 point of CHA per month.

Animate Dead

Casting Time: 1 action Realm: Blood Spell Level: 9
Save: No Range: 12" Component: chalice of blood
Target/AOE: 2 corpses per exp. level Duration: Immediate

The caster causes 2 corpses per his experience level that is within 12" of the casting to become animated as a Skeleton or Zombie (If the corpse is just bones, it's a skeleton, if it has intact flesh, it's a zombie). If there are corpses of Size S creatures, the caster can make twice as many Small Skeletons or Zombies instead. If there is just a pile of assorted bones, he can make 4x his level in Flying Skulls or Crawling Arms instead. The animated corpse is completely under the caster's control and will carry out any commands given. If the master is absent, the undead will attack any living creature in sight (unless the master had left them with specific instructions like "don't kill anyone who speaks the password "Krangor", or don't kill any goblins). The control is permanent until the monsters are destroyed, although the control can be interfered with by some clerical magic. *Dispel Magic* has no effect on these creatures once created.

Symphony of Blood

Casting Time: 1 action Realm: Blood Spell Level: 10
Save: Yes, half Range: 0 Component: chalice of blood
Target/AOE: 20" in all directions of caster Duration: Immediate

All living creatures (friend or foe) within 20" of the caster when the spell is cast takes 3d6 damage when blood bursts from various veins, save for half. But, each of the 3d6 that is a "6". adds an additional 1d6 damage, which adds still another 1d6 if another 6 is rolled, which increases continue until no more 6's are rolled.

4.5 COMBAT REALM

Divine Shield

Casting Time: 1 action Realm: Combat Spell Level: 1
Save: No Range: Touch
Target/AOE: 1 person Duration: 1 hour

The spell gives the target -2 to his Armor Class and +2 to Saving Throws against attacks that come from any creatures with an alignment other than that of the caster. Furthermore, any creature that is Invulnerable (can only be hit by magic weapons) is unable to directly touch the recipient with its physical body, claws, teeth, etc. It still may attack with a weapon, spell, magic effect.

Hold Person

Casting Time: 1 action Realm: Combat Spell Level: 3
Save: Yes Range: 12"
Target/AOE: up to 4 persons in a 4"x4"area Duration: 10 combat rounds

Up to 4 chosen persons in a 3"x4" area within 12" and in the view of the caster are designated by the caster. Each must make a saving throw or become *held* as if in the grip of a large pair of hands. Held people cannot move, cast spells, or make an attack. The only actions they can take during the 10 rounds that the spell lasts are to make enough defensive motion to maintain their regular Armor Class in defense and to speak. The spell can also be cast to free up to 4 people in a 4"x4" area from another's *Hold Person* spell.

Dispel Magic

Casting Time: 1 action Realm: Combat Spell Level: 5
Save: Special Range: 24"
Target/AOE: 4"x4" area Duration: Immediate

The spell dissipates any magical effect in force within the area of effect. For example, person who has been charmed by a spell would be freed from the charm, a mage protected by Air Shield would see that shield removed. The spell has no effect on permanent magic items, like magic swords. The spell always works on magic cast by someone of lower level than the one casting the *Dispel Magic*. If the original caster of the spell to be dispelled is from an equal or up to two levels higher level than the caster, roll 1d6 and the dispel fails on a 1-2. If the original caster of the spell to be dispelled is three or more levels higher than the caster's level, roll 1d6 and the dispel fails on a 1-4.

Hold Monster

Casting Time: 1 action Realm: Combat Spell Level: 7
Save: Yes Range: 24"
Target/AOE: up to 4 creatures in a 4"x4" area Duration: 10 combat rounds

Up to 4 chosen monsters in a 4"x4" area within 24" and in the view of the caster are designated by the caster. Each must make a saving throw or become *held*. Held monsters cannot move, cast spells or make an attack. The only actions they can take during the 10 rounds that the spell lasts are to make enough defensive motion to maintain their regular Armor Class in defense, or to speak. This spell can also be used to free up to 4 creatures from any Hold spell.

Flame Strike

Casting Time: 1 action

Save: Yes (half)

Target/AOE: 2"x2" area

Realm: Combat

Spell Level: 9

Range: 12"

Duration: 1 round per level

A column of fire comes down from the heavens or up from hell and stands in a 2"x2" area for 1 round per caster level. Any creature in the area takes 6d8 points of damage each round, but may make a save for half damage, indicating a jump out of the flames.

Blade Barrier

Casting Time: 1 action

Save: No

Target/AOE: 6"x6" square

Realm: Combat

Spell Level: 10

Range: 12"

Duration: 12 turns

A whirling cascade of magic blades flash around the edges of the square. Anyone who attempts to cross the barrier takes 1d6 points of damage per level of the caster. The caster, and the caster alone, can pass through the barrier unharmed.

4.6 CURSES REALM

Stun Blasphemer

Casting Time: 1 action

Save: Yes

Target/AOE: 1 Target

Realm: Curses

Range: 10"

Duration: 1d4 rounds

Spell Level: 1

Component: Tomb Dust/Sacred Oil

One target of a different alignment than the cleric must save or be stunned for 1d4 rounds. While stunned, the victim may only make move actions, and even then only move ½ its normal allowance.

Accursed Ranting

Casting Time: 1 action

Save: None

Target/AOE: All enemies within 90'

Realm: Curses

Range: 0

Duration: As long as cleric curses

Spell Level: 3

Component: Tomb Dust/Sacred Oil

The cleric chants a litany of foul curses against the foes of his gods filling them with divine dread. Any enemy of a different alignment to the cleric suffers -1 to hit, -1 damage, -2 Morale and -1 to saving throws until the cleric decides to stop cursing or suffers damage and is forced to.

Example

Casting Time: 1 action

Save: Yes

Target/AOE: 1 target

Realm: Curses

Range: 24"

Duration: 1d6 days

Spell Level: 5

Component: Tomb Dust/Sacred Oil

One mortal target must make a save or become transformed into a mockery of some sort, e.g. a donkey-faced boy, or a giant cockroach or a dancing toad-person. The victim will have a 10% chance of failing any action he tries while cursed (attacking, moving, casting a spell, ordering beer), but can still speak (if strangely) and be recognized. Strangers will laugh or scream at seeing the victim. A *Remove Curse* will remove the effects, but it will also wear off in 1d6 days.

Damnation

Casting Time: 1 action

Save: Yes

Target/AOE: 1 target

Realm: Curses

Range: 12"

Duration: 4 Rounds

Spell Level: 7

Component: Tomb Dust/Sacred Oil

The cleric utters a powerful damning curse against a single foe of a different alignment than himself. If the target fails his save, demonic or skeletal arms will reach up from the ground and begin to drag him down. Unless a *Remove Curse* is cast or the caster is killed within 4 rounds, the victim will be dragged down screaming to hell.

Quest

Casting Time: 1 action

Save: Yes

Target/AOE: 1 creature

Realm: Curses

Range: 12"

Duration: Permanent

Spell Level: 9

Component: Tomb Dust/Sacred Oil

The spell compels the target to complete a stated task or refrain from taking a stated action. Each day he does not make progress toward the goal he falls under the effects equal to an *Example* spell. If someone attempts to remove the Quest using a *Remove Curse*, the original caster may make a saving throw to prevent it. This spell is

unable to be lifted by a *Dispel Magic* spell. The victim of a *Quest* spell is unable to even attempt or discuss doing harm the caster until the quest is complete.

Boils

Casting Time: 1 action

Realm: Curses

Spell Level: 10

Save: Yes, Special

Range: 24"

Component: Tomb Dust/Sacred Oil

Target/AOE: All enemies in range

Duration Permanent

All enemies in spell range immediately break out in painful, ugly boils. Those with 6-HD or levels or less get no saving throw, those with higher levels/HD do get one. The boils cause anyone dealing with the victims to Save or shun them. The victims also suffer a -2 to all their rolls due to the pain. A *Remove Curse* will cure the boils. Spell casters afflicted by Boils must roll CON or less d20 to successfully cast a spell or read a scroll.

4.7 HEALING REALM

Heal Wounds

Casting Time: 1 action

Realm: Healing

Spell Level: 1

Save: None

Range: Touch

Target/AOE: 1 living creature

Duration: immediate

This spell immediately either heals 8 hit points of damage so far lost by a target who currently has 1 or more hit points, or will free a victim of monster-induced paralysis (e.g. from ghouls or gelatinous cubes) or it will have any of the effects described for "magical healing" under the Near Death Experience rules.

Neutralize Poison

Casting Time: 1 action

Realm: Healing

Spell Level: 3

Save: None

Range: Touch

Target/AOE: 1 living creature or object

Duration: immediate

This spell immediately stops any poison effect in the targeted creature, and even reverses poison damage or apparent death of a poisoned creature if applied within 1 hour of the poisoning. It will negate paralytic poisons too, but not the paralysis of ghouls. It will also cause a poisoned object to lose its venomous danger.

Cure Disease

Casting Time: 1 action

Realm: Healing

Spell Level: 5

Save: None

Range: Touch

Target/AOE: 1 living creature

Duration: immediate

This spell immediately stops any disease effect in the targeted creature, and even reverses disease damage or apparent death of a diseased creature if applied within 1 hour of death.

Group Heal

Casting Time: 1 action

Realm: Healing

Spell Level: 7

Save: None

Range: 0

Target/AOE: 2" radius of caster

Duration: immediate

This spell immediately heals 12 hit points of damage so far lost by all allies within 2" of the caster or it acts as "magical healing" to those targets under Near Death Experience, or removes paralysis caused by monsters.

Great Heal [Power Drain]

Casting Time: 1 action

Realm: Healing

Spell Level: 9

Save: No

Range: Touch

Target/AOE: 1 creature

Duration: Immediate

At the choice of the caster, this spell either heals all lost hit points to the target, or regrows one lost limb, eye, etc., or restores all ability scores lost from some sort of damage or magic, or cures blindness or deafness, or restores 1 experience level lost to a monster's level draining effect. For all uses except the Hit Points recovery, the caster suffers a Power Drain and the recipient is incapacitated the same number of days as the caster is drained.

Raise the Dead [Power Drain]

Casting Time: 10 minutes

Type: Healing

Spell Level: 10

Save: No

Range: Touch

Target/AOE: 1 creature

Duration: Immediate

The spell restores a dead creature to life. The caster must touch the remains of the creature to be raised and the creature may not have been dead for more than 1 day per level of the caster. Mortals raised from the dead lose 1 point of CON and are weak and helpless for a period of time equal to the length of time the caster suffers power drain. The CON loss cannot be restored by a Great Heal spell, only by a Wish (1 wish per CON point).

4.8 HOLY LIGHT REALM

Righteous Light

Casting Time: 1 action

Realm: Holy Light

Spell Level 1

Save: Yes

Range: 0

Target/AOE: 8" Radius

Duration: Immediate

The cleric calls forth an 8" burst of intense holy light. Any non-lawful creature will have his vision dazed for a moment, losing his next attack action. All undead or non-lawful extra-worldly creatures will suffer 1d4 damage. Finally, all undead of HD equal to or lower than the cleric must make a Saving Throw or flee from the cleric for 2d4 rounds.

Radiant Orb

Casting Time: 1 action

Realm: Holy Light

Spell Level: 3

Save: No

Range: 0

Target/AOE: orb

Duration: 6 hours

The cleric calls forth a magical orb about the size of his fist which will hover 2 cubits behind his head for 6 hours and give off a wholesome light in a 6" radius, allowing all those with Normal Vision to see as if it were a sunny afternoon.

Blaze of Justice

Casting Time: 1 action

Realm: Holy Light

Spell Level: 5

Save: Yes, half

Range: 12"

Target/AOE: 1 target.

Duration: Immediate

From the palm of his hand a single radiant beam of light shines forth and strikes without error one target within 12". If the target is Chaotic, it will suffer 1d8 damage per experience level of the cleric. If the target is Neutral, it will suffer 1d4 damage per level of the cleric. The target will also have to make a Morale Check.

Circle of Brilliance

Casting Time: 1 action

Realm: Holy Light

Spell Level: 7

Save: Yes

Range: 0

Target/AOE: 4"x4"

Duration: 10 combat rounds

Centering on the cleric, a circle covering a 4x4" area comes into being. For 10 rounds neither the cleric nor the circle may move. The shining light of the circle will prevent all Undead, Lycanthropes, Invulnerable, and Demonic creatures from crossing its outer edge. The circle will also give a +4 to all saving throws of Lawful combatants within the circle. Chaotic creatures who see the circle will have to make a Morale Check. The area up to 12" in all directions from the cleric will be illuminated as daylight.

Eye of Heaven

Casting Time: 1 action

Realm: Holy Light

Spell Level: 9

Save: Yes, half

Range: 24"

Target/AOE: 4"x4"

Duration: Immediate

The cleric invokes his god and points to a 4x4" area within 24" of his position. A huge, awe-inspiring divine eye appears above and the creatures beneath its gaze begin to wilt under its holy scrutiny. Any undead in the target area, if they are lower in HD than the cleric's level, are instantly destroyed. Any Chaotic creatures will take 1d10 per experience level of the cleric in damage, save for half. Any Neutral creatures will take 1d6 damage per level of the cleric, save for half.

Guiding Light

Casting Time: 1 action

Realm: Holy Light

Spell Level: 10

Save: No

Range: 10"

Target/AOE: up to 7 persons

Duration: up to one year

The cleric chooses up to 7 persons (perhaps including himself) and a quest or destination for each of them (not necessarily all the same places). A divine sphere of light will appear before each of them and will guide them to the destination or object in question. As long as the person follows the light, he cannot be surprised and he will see any invisible creature or illusion that falls within the 8" radius of the sphere's illumination. Each sphere lasts for up to one year or until the destination is reached or quest completed.

4.9 NATURE REALM

Entangle

Casting Time: 1 action

Realm: Nature

Spell Level: 1

Save: Yes

Range: 18"

Target/AOE: 6"x6" area

Duration: 10 combat rounds

When out of doors in a place with ample vegetation (not the desert or frozen tundra), the cleric can cause the vegetation to reach out and tangle up the limbs of creatures in the area of effect. A very tiny creature will be entangled for 10 rounds, tiny for 8 rounds, small for 6 rounds, medium for 4 rounds, large for 2 rounds and giant for 1 round. While entangled victims can only face melee attack if they are at the edge of the area. The vegetation will give anyone attacking the entangled victims a -3 on their attack rolls. Entangled victims cannot move or attack, only speak.

Speak with Animals (CL-2)

Casting Time: 1 action

Realm: Nature

Spell Level: 3

Save: No

Range: 0

Target/AOE: Animals within earshot

Duration: 1 hour

The caster gains the ability to speak and understand normal animals, and even giant versions of normal animals (i.e., yes to bears, yes to giant bears, yes to owls, yes to giant owls, no to owl bears) for the duration of the spell. Add +3 to reaction rolls from animals that are spoken to.

Element Shield

Casting Time: 1 action

Realm: Nature

Spell Level: 5

Save: No

Range: 0

Target/AOE: 1 target

Duration: 1 hour

The caster or 1 person he touches gains protection from magic based on the elements: Earth, Air, Fire and Water. The protected person gains +2 on Saving Throws against such magic attacks, and suffers one half the expected damage. The caster must declare which of the four elements is to be protected against each time the spell is cast.

Animal Friendship

Casting Time: 1 action

Realm: Nature

Spell Level: 7

Save: None

Range: 10"

Target/AOE: 1 HD of animal/level

Duration: Permanent

1 HD of animal per level of the caster will become the caster's friend and will do its best to help him and his cause. A cleric can have only 1 animal friend at a time, and he must dismiss one before befriending another.

Summon Animals

Casting Time: 1 turn

Realm: Nature

Spell Level: 9

Save: No

Range: 5 miles

Target/AOE: 75 HD of animals

Duration: 1 day

The spell calls up to 75-HD of normal animals from the land 5 miles around the caster. The animals travel to the caster, arriving in about an hour. The animals will do their best to help the caster and will stay for an entire day. If the spell is re-cast before they have departed, the hour travel time can be eliminated.

Dispel Elementals

Casting Time: 1 action

Realm: Nature

Spell Level: 10

Save: None

Range: 18"

Target/AOE: 30'x30' area

Duration: 2 turns

Any elemental or creature of the elemental nature, such as Xorn and Water Weirds in the area of effect are instantly returned to their elements.

4.10 PROPHECY REALM

Detect Magic

Casting Time: 1 action

Realm: Prophecy

Spell Level: 1

Save: No

Range: 0

Target/AOE: caster

Duration: 10 rounds

The caster gains the ability to perceive whether any person or object that he can see is under a magic spell or has magic properties.

Augury

Casting Time: 1 action

Realm: Prophecy

Spell Level: 3

Save: None

Range: 0

Target/AOE: caster

Duration: 1 round

This spell reveals through consulting runes, lots, chicken entrails, watching flights of birds or other such means, the will of the gods. The caster can ask whether a particular action will likely turn out well or poorly for the caster and his friends within the next hour and the gods will give their opinion.

Find Traps

Casting Time: 1 action

Realm: Prophecy

Spell Level: 5

Save: No

Range: 0

Target/AOE: 12"x12"

Duration: 3 turns

The caster will perceive the location and general effect of any magical or mechanical trap that comes within a 12"x12" area with his current location as the center point.

Locate Object

Casting Time: 1 action

Realm: Prophecy

Spell Level: 7

Save: No

Range: 10" x caster level

Target/AOE: 1 object

Duration: 30 minutes

The spell reveals to the caster the location of a specific object or one example of a specific type that is within the range of the spell.

Speak with Dead

Casting Time: 1 action

Realm: Prophecy

Spell Level: 9

Save: None

Range: Touch

Target/AOE: 1 corpse

Duration: 3 questions within 1 hour

The caster can ask 3 questions of the summoned spirit of a corpse. The spirit will answer as best and as truthfully as it can but might not know the answers. A level 9 cleric can question a corpse dead up to 7 years, and a level 10 cleric can question a corpse dead for any length of time.

Commune [Power Drain]

Casting Time: 1 action

Realm: Prophecy

Spell Level: 10

Save: None

Range: 0

Target/AOE: caster

Duration: 3 questions

The caster may ask 3 questions of the gods, who will answer truthfully. During 1 Holy Week a year, the number of questions may be increased to 6. This spell is also how clerics can identify the functions and powers of magic items (each item is 1 question).

4.11 Protection Realm

Divine Circle

Casting Time: 1 full round (move and attack)

Realm: Protection

Spell Level: 1

Save: Yes

Range: 0

Component: chalk

Target/AOE: 10' diameter circle (2x2")

Duration: until circle is broken

The cleric draws a circle on the ground and inscribes certain divine symbols of power around it. The circle can be used to keep something in or keep something out. In either case, undead, demons, elementals, summoned monsters, spirits or any creature from beyond the physical world, cannot cross the line of the circle without making a Saving Throw. The creature can make an attempt once every 10 minutes. If the caster is present, to cross the circle the creature must make a Saving Throw and the caster must fail a Saving Throw. If the caster is not present, the creature merely needs to make his saving throw. If for any reason, the circle is broken, smudged, erased etc., the spell fails. Creatures may not make any physical attack or hurl fire or the like over the line of the circle, but can attempt charms or other enchantments, telekinesis, illusions, or anything not involving an object crossing the barrier. The allies of the caster can make missile or spell attacks across the barrier, but if they miss or the defending creature makes a saving throw, then the circle is smudged and fails. Any spell resistance that a creature has is not effective against a *Divine Circle*.

Sanctuary

Casting Time: 1 action

Realm: Protection

Spell Level: 3

Save: Yes

Range: 0

Target/AOE: caster

Duration: 10 combat rounds

The caster is protected by a divine aura that compels anyone attempting to attack him to make a Saving Throw, and if it fails, the attacker changes his mind and does something else.

Dispel Magic

Casting Time: 1 action

Realm: Protection

Spell Level: 5

Save: Special

Range: 24"

Target/AOE: 4"x4" area

Duration: Immediate

The spell dissipates any magical effect in force within the area of effect. For example, person who has been charmed by a spell would be freed from the charm, a mage protected by Air Shield would see that shield removed, a slowed or hasted person would return to normal speed. The spell has no effect on permanent magic items, like magic swords. The spell always works on magic cast by someone of lower level than the one casting the *Dispel Magic*. If the original caster of the spell to be dispelled is from an equal or up to two levels higher than the caster, roll 1d6 and the dispel fails on a 1-2. If the original caster of the spell to be dispelled is three or more levels higher than the caster's level, roll 1d6 and the dispel fails on a 1-4.

Glyphs of Warding

Casting Time: 1 action

Realm: Protection

Spell Level: 7

Save: None

Range: 2"

Target/AOE: 5 1"x1" squares

Duration: Permanent until triggered

The caster traces a series of divine glyphs to protect a desired area. Any creature that crosses or touches the glyphs and is of a different alignment than the caster, or doesn't have the password, will suffer 2 points of damage per level of the caster. The caster chooses the damage type ahead of time (fire, cold, electricity, acid etc.).

Divine Armor

Casting Time: 1 action

Realm: Protection

Spell Level: 9

Save: None

Range: 6"

Target/AOE: 1 suit of armor

Duration: 6 turns

One suit of armor is imbued with divine power. If a combatant with the same alignment as the caster wears that armor, each die of damage rolled against him reduced by 1 point for the duration of the spell and he may re-roll each failed save (1 time each) for the duration.

Divine Immunity

Casting Time: 1 action

Realm: Protection

Spell Level: 10

Save: None

Range: touch

Target/AOE: 1 Target

Duration: 6 turns

One chosen target becomes immune to one specific attack form. It can be 1 of the Clerical Spell Realms, or 1 of the Magic-User Spell Realms, or Energy Drain, Poison or Petrification, or even non-magical weapons. Almost anything can be chosen subject to Judge final approval. Whatever the immunity, the target may also not use that attack form during that period.

4.12 UNHOLY DARKNESS REALM

Fearsome Darkness

Casting Time: 1 action

Save: Yes

Target/AOE: 4"x4" area

Realm: Unholy Darkness

Spell Level 1

Range: 12"

Duration: 6 combat rounds

The spell creates a 4"x4" area of complete darkness, where even Night Vision or Cave Vision are useless.

Anyone who attempts to enter the darkness must make a Morale Check first, and if they do make such a check, or are caught in the area at the initial casting, they must make a saving throw or flee for 1d6 rounds. The caster himself can see in the darkness.

Persistent Dark

Casting Time: 1 action

Save: No

Target/AOE: 8"x8" area

Realm: Unholy Darkness

Spell Level: 3

Range: 36"

Duration: 24 hours

The spell creates a large globe of total darkness. It can be removed at the caster's will or when hit with a Dispel Magic. Only the caster himself or someone with *See in Darkness* spell or potion can see at all in the *Persistent Darkness* area, Night Vision and Cave Vision are of no help. A 10th level cleric can, if he wishes, make the spell permanent unless dispelled or canceled by a Holy Light spell of level 3 or higher.

Protecting Shadows

Casting Time: 1 action

Save: No

Target/AOE: 1 person

Realm: Unholy Darkness

Spell Level: 5

Range: Touch

Duration: 1 hour

The spell gives the target a series of shifting unholy shadows (Beings? Images? Vapors?) that swirl around him obscuring him. This grants him -2 to his Armor Class and +2 to Saving Throws against attacks that come from creatures with the Lawful alignment. Furthermore, the target increases his chance to surprise to 1-4, and if it is already that high, it rises to 1-5. Lastly, any missile attacks from anyone that hit the recipient have a 50% chance to have actually missed.

Clawing Shadows

Casting Time: 1 action

Save: No

Target/AOE: 8"x8" area

Realm: Unholy Darkness

Spell Level: 7

Range: 36"

Duration: 10 combat rounds

Only the caster himself or someone with *See in Darkness* spell or potion can see at all in the area of darkness created by this spell, Night Vision and Cave Vision are of no help. Anyone in the area will take 1d6 points of damage each round from sort of demonic clawing. Each round, such victims must make a Saving Throw or be tripped and fall down. They must make a Saving Throw in order to escape the area, if they happen to try.

Impenetrable Darkness

Casting Time: 1 action

Save: Yes

Target/AOE: 8"x8" area

Realm: Unholy Darkness

Spell Level: 9

Range: 36"

Duration: 2 hours

Only the caster himself or someone with *See in Darkness* spell or potion can see at all in the area of darkness created by this spell, Night Vision and Cave Vision are of no help. Anyone in the area will be shocked at the completeness of the darkness and the oppression of the unholy. Each person make make a saving throw or become completely bewildered, lost and trapped for the rest of the 2 hours of the spell duration.

Maddening Darkness

Casting Time: 1 action

Save: Yes

Target/AOE: 8"x8" area

Realm: Unholy Darkness

Spell Level: 10

Range: 36"

Duration: 3 hours, special

Only the caster himself or someone with *See in Darkness* spell or potion can see at all in the area of darkness created by this spell, Night Vision and Cave Vision are of no help. Anyone in the area will be driven mad by the gibbering evil in the midst of the deepest darkness. Each person make make a saving throw or become completely divorced from reality. When the spell is dispelled or expires, the victims will be found rocking on the floor gibbering. Each day they can attempt another save, but if they fail for 3 days, the madness is permanent, curable by a *Great Heal*.

SECTION FIVE: MAGICAL SPELL CRAFT

MAGIC SPELL CASTING:

Power Points: Each Mage has a number of Power Points that he may use to cast spells during the day. He regains up to one half of his used Power Points for each 4 hours of uninterrupted sleep and a decent meal.

Spell Level: Each spell has a Spell Level which is both the number of Power Points it requires to cast and the minimum experience level the caster needs to be in order to cast the spell. Some powerful spells are marked as causing a Power Drain. Casting such a spell immediately drains all Power Points from the caster and they will not return for 3d4 days.

Spell Casting: Each Mage class has a number of Spell Realms open to it. A Mage may cast any spell of a Realm he has access to and for which he has sufficient Power Points and whose Spell Level is equal to or lower than his Experience level. Casting a spell requires that the Mage not be locked in melee and he may not have been injured previously in the round he casts. A spell cast with *Mastery* (see below) or from a scroll only costs the attack action for the round, but one read from a Grimoire requires both the move and the attack actions.

Focus: each Mage class has an object called a Focus associated with it. When casting a spell with Mastery one must be holding his Focus, or he will need to roll his Intelligence or less on 1d20 to cast the spell without failing and wasting his time and Power Points. A focus is not needed to cast from a Grimoire.

Grimoires and Mastery: each class of Mage has its own list of Spell Realms that are permitted to it. When a Mage starts play he will have a book called a Grimoire which contains all the spells of those realms. He must read the spell aloud from his Grimoire in order to cast it until he *Masters* it. To master a spell you must cast it in a useful manner in an adventure 3 times multiplied by the Spell Level, or you can spend 1 month per spell level in dedicated practice (spend your Living Expenses, and no travel, adventure or item creation). Once a spell has been Mastered, the Mage can cast it without hauling out his Grimoire. When creating a new Mage character at first level, you automatically have Mastery of *Read Magic* and also choose a second spell from your eligible spells to have already mastered. If you are beginning at higher than first, choose 1 per experience level.

What's the difference between casting a mastered spell and reading from the Grimoire? Reading from the Grimoire requires you to either have a table or a Lackey on which to place the book, or to use both hands. Reading from the Grimoire also takes both your Movement and Attack action to cast the spell. Casting from mastery allows you to have both hands free to hold objects (one is usually your focus). Casting from mastery also only requires you to spend your attack action, and not the movement action of your round. Finally, if you are separated from your Grimoire, you can only cast spells you have mastered.

Spells outside of your Class: if you wish to cast spells that are not on a list that is allowed to your class, you first must obtain a Grimoire containing such spells (these will not be found for sale, you usually must rob or steal to get one or discover one in a dusty tomb). Then you must spend 1 month studying this Grimoire, casting a *Read Magic* spell each day. At the end of the month, you lose 1 experience level (which cannot be returned by magical means, only by adventuring), dropping to the lowest XP points of the new level. But, now you may use this Grimoire to cast and master any of the spells within it.

Primitives: Some NPC mages are known as Primitives, using techniques from before the invention of Grimoires. Primitives do not have fixed Spell Realms and are not able to cast from Grimoires. Since they don't have Grimoires, the only way they can learn a spell is for it to be directly taught to them by a master or supernatural being (teaching time varies) and the only way they can master a spell is by dedicated practice (1 month per spell level). The only spells they can actually cast are ones that they have mastered. Primitive mages are best not played by actual player characters. Their class code would be MP.

5.1 THE MAGICAL SPELL REALMS

Air: the Air Realm deals with manipulating the basic element Air.

Boundary The Boundary Realm deals with the borders between two places and how they are connected and separated. These are often very practical adventure spells.

Defense: The Defense Realm deals with magic that helps keep the caster safe from harm.

Earth: the Earth Realm deals with manipulating the basic element Earth.

Enchantment : Enchantment Realm deals with the interference with the spirit and mind of the target.

Fire: the Fire Realm deals with manipulating the basic element Fire.

Grip Spells: while all other spells operate at a distance and cannot be cast by a mage who has been engaged in combat, the grip spells require that the caster touch his target and so can be cast during melee combat.

Illusion: The Illusion Realm deals with the deception of the senses of the targets

Knowledge: The Knowledge Realm deals with the caster learning information beyond the normal means.

Magical Art: these spells lie outside of the Spell Realms and are contained in the Grimoires of all Mage classes. They are the cornerstones of magic and keys to its understanding and practice.

Necromancy: the Necromancy Realm deals with Death, and the manipulation, animation and control of the dead.

Perception:: The Perception Realm deals with allowing the caster to sense things beyond normal sight or hearing.

Summoning: The Summoning Realm deals with the bringing of creatures or objects to the presence of the caster and the control of them.

Transformation: The Transformation deals with the conversion of one object into something else, usually, but not always, living tissue is involved.

Water the Water Realm deals with manipulating the basic element Water.

Realm	Wizard	Enchanter	Necromancer	Sorcerer	Alchemist
Air	No	Yes	No	No	Yes
Boundary	Yes	No	Yes	Yes	No
Defense	Yes	Yes	Yes	Yes	Yes
Earth	No	No	Yes	No	Yes
Enchantment	Yes	Yes	No	No	No
Fire	Yes	No	No	No	Yes
Grip	No	No	No	Yes	No
Illusion	No	Yes	No	Yes	No
Knowledge	Yes	No	Yes	No	No
Magical Art	Yes	Yes	Yes	Yes	Yes
Necromancy	No	No	Yes	No	No
Perception	Yes	Yes	No	No	No
Summoning	No	Yes	Yes	Yes	No
Transformation	No	No	No	No	Yes
Water	No	No	No	Yes	Yes

5.2 MAGE SPELL LISTS:

Air Air Shield-1 Levitate-3 (P) Lightning Bolt-5 Fly-7 (P) Cloud Kill-9 Control Weather-10	Fire Flames-1 Floating Torch-3 Fireball-5 Wall of Fire-7 Fire Shield-9 Disintegrate-10	Necromancy Crawling Arm-1 Flying Skull-3 Animate Dead-5 Control Undead-7 Death Spell-9 Undeath-10
Boundary Hold Portal-1 Knock-3 Wizard Lock-5 Dimension Door-7 Pass Wall-9 Mighty Seal-10 [PD]	Grip Shocking Grip-1 (P) Grip of Fear-3 (P) Grip of Pain-5 (P) Grip of Submission-7 Grip of Power-9 Grip of Death-10	Perception Detect Magic-1 (P) Detect Invisible-3 (P) See In Darkness-5 (P) Wizard Eye-7 Reveal Lies-9 True Seeing-10
Defense Circle of Protection-1 Protect from Normal Missiles-3 (P) Shield vs. Law or Chaos—5 Element Protection-7 (P) Spell Shield-9 Anti-Magic Shell-10	Illusion Disguise-1 (P) Invisibility-3 (P) Group Invisibility—5 Phantom Scene—7 Phantom Killer—9 Projected Image-10	Summoning Invisible Chuggins-1 Summon Spirits-3 Summon Monster-5 Invisible Stalker-7 Conjure Elemental-9 Summon Demon-10
Earth Stone Missile-1 Dirt Pile-3 Earth Shift-5 Boulders-7 Rock to Mud/Mud to Rock-9 Move Earth-10	Knowledge Read Languages-1 (P) Locate Object-3 (P) Scry-5 (P) Confusion-7 Contact Higher Plane-9 Legend Lore-10	Transformation Paralysis-1 Repair-3 Polymorph Self-5 (P) Polymorph Other-7 Stone to Flesh/Flesh to Stone-9 Abomination Creation-10
Enchantment Sleep-1 Charm Person-3 Wave of Fear-5 Hypnotic Pattern-7 Mass Charm-9 Geas-10 [PD]	Magic Art Read Magic-1 Mind Reading-3 (P) Dispel Magic-5 Remove Curse-7 Reincarnation-9 Limited Wish-10	Water Concealing Fog-1 Water Breathing-3 (P) Ice Bolt-5 Wall of Ice-7 Ice Storm-9 Part/Lower Water-10

5.3 AIR REALM

Air Shield

Casting Time: 1 action

Save: None

Target/AOE: Caster

Realm: Air

Spell Level: 1

Range: 0

Duration: 10 combat rounds

This spell creates a fast-whirling current of air that surrounds the caster. While he cannot launch missile weapons or throw flasks or similar objects while shielded, he can still cast spells and do other actions. The air shield gives with caster AC 2 against missiles shot against him and AC 4 against all other attacks

Levitate

Casting Time: 1 action

Save: No

Target/AOE: Caster

Realm: Air-P

Spell Level: 3

Range: 0

Duration: 1 hour

The spell summons a column of air that will lift the caster up or down. He can hover at any level or rise or lower up to 12" per round.

Lightning Bolt

Casting Time: 1 action

Save: Yes--half

Target/AOE: 12"x1"

Realm: Air

Range: 24"

Duration: Immediate

Spell Level: 5

The caster chooses a target within 24" in line of sight a lightning bolt with a 1" width appears 12" away from the target and strikes everyone between that point and the target, doing 1d6 points of damage for each experience level of the caster. Anyone within the strike area may make a saving throw to take only ½ the rolled damage (never falling to less than 1 hp). The spell can also be used to inflict 1 siege point of damage per level of the caster to any building.

Fly

Casting Time: 1 action

Save: No

Target/AOE: caster

Realm: Air-P

Range: 0

Duration: 1 turn/level plus 1d6 turns

Spell Level: 7

The caster can fly through the air at a speed equal to 18" per combat round.

Cloud Kill

Casting Time: 1 action

Save: No

Target/AOE: 8"x8" cloud

Realm: Air

Range: 24"

Duration: 6 turns

Spell Level: 9

The spell collects all the noxious vapors in the air all around and concentrates them into a deadly cloud of gas. The cloud moves 6" per round away from the caster, unless caught by wind, in which it follows the wind. A strong wind or thick vegetation disperses the cloud. Any creature with 4-HD or fewer caught in the cloud dies with no saving throw, those with 5+ hit dice or levels are unaffected.

Control Weather

Casting Time: 1 action

Save: No

Target/AOE: 5 miles x 5 miles

Realm: Air

Range: 0

Duration: Immediate

Spell Level: 10

The spell transforms local weather conditions instantly to whatever he desires, change a tornado to a nice day, a hailstorm to a thick fog etc. The caster has no control of the conditions once they are transformed.

5.3 BOUNDARY REALM

Hold Portal

Casting Time: 1 action

Save: No

Target/AOE: 1 door

Realm: Boundary

Range: 2"

Duration: 6 turns

Spell Level: 1

This spell holds a door, window or drawer closed shut for 6 explorations turns. The caster can open and close it at will, as can another magic-user at least 3 levels higher than the caster. A knock spell or dispel magic will negate the spell. The only other way to pass the door is to break it to pieces.

Knock

Casting Time: 1 action

Save: No

Target/AOE: All doors chosen in range

Realm: Boundary

Range: 12"

Duration: Immediate

Spell Level: 3

The spell opens any and all doors, chests, windows, drawers, gates etc. that the caster chooses within 12" (he has to know they are there). It unlocks any mechanical locks, slides any bars, and even temporarily opens magic locks including Hold Portal and Wizard Lock spells for 1 turn.

Wizard Lock

Casting Time: 1 action

Save: No

Target/AOE: 1 door, lid, or drawer

Realm: Boundary

Range: Touch

Duration: Permanent

Spell Level: 5

One door, gate, lid, drawer etc., that can normally be locked or unlocked will become permanently locked closed. The caster can still open and close the door freely as can a mage 3 or more levels higher than he. A *Knock* spell will also temporarily open the door for 1 turn. In any case, when the door is re-closed it re-locks. Task rolls are unable to open a wizard-lock. A *Dispel Magic* can remove the wizard lock (see the spell for chance of success). The item can, of course, be broken apart to defeat the lock, but that is often, lengthy, noisy and might destroy content

Dimension Door

Casting Time: 1 action

Save: Yes

Realm: Boundary

Range: 2"

Spell Level: 7

Target/AOE: 1 target

Duration: Immediate

The target (which could be the caster himself) is immediately teleported to any location within 36" that is free of obstruction and on solid ground. If the target is unwilling, he may make a saving throw to avoid the spell.

Pass Wall

Casting Time: 1 action

Realm: Boundary

Spell Level: 9

Save: No

Range: 6"

Target/AOE: 1 wall

Duration: 3 turns

The caster opens a tunnel up to 6" deep in a wall. The tunnel is actually a trans-dimensional portal that will vanish after the spell expires. Anyone is free to simply walk through the tunnel.

Mighty Seal [Power Drain]

Casting Time: 1 action

Realm: Boundary

Spell Level: 10

Save: No

Range: 30'

Target/AOE: 1 container, door or room

Duration: Permanent

The mage chooses a container, doorway or room, up to 20"x20"x20" in volume and causes it to be completely sealed for all time. He chooses a magic word that can be used to open and close the seal at his command. Any spell of below level 10 is completely ineffective at opening the seal or penetrating the container at all.

5.5 DEFENSE REALM

Circle of Protection

Casting Time: 1 full round (move and attack)

Realm: Defense

Spell Level: 1

Save: Yes

Range: 0

Component: chalk

Target/AOE: 2" diameter circle

Duration: until circle is broken

The mage draws a circle on the ground and inscribes certain arcane symbols around it. The circle can be used to keep something in or keep something out. In either case, undead, demons, elementals, summoned monsters, spirits or any creature from beyond the physical world, cannot cross the line of the circle without making a Saving Throw. The creature can make an attempt once every 10 minutes. If the caster is present, to cross the circle, the creature must make a Saving Throw and the caster must fail a Saving Throw. If the caster is not present, the creature merely needs to make his saving throw. If for any reason, the circle is broken, smudged, erased etc., the spell fails. Creatures may not make any physical attack or hurl fire or the like over the line of the circle, but can attempt charms or other enchantments, telekinesis, illusions, or anything not involving an object crossing the barrier. The allies of the caster can make missile or spell attacks across the barrier, but if they miss or the defending creature makes a saving throw, then the circle is smudged and fails. Any magic resistance that a creature has is not effective against a Circle of Protection.

Protection from Normal Missiles

Casting Time: 1 action

Realm: Defense-P

Spell Level: 3

Save: No

Range: 0

Target/AOE: Caster

Duration: 2 hours

The spell causes any non-magical arrow, bolt, thrown weapon, sling stone/bullet, hurled rock or boulder to miss if it is aimed at the caster.

Shield vs. Law or Chaos

Casting Time : 1 action

Realm: Defense

Spell Level: 5

Save: No

Range: Touch

Target/AOE: 2" radius around target

Duration: 1 hour

The caster must specify whether it protects against Law or Chaos when cast. The spell gives the target and anyone standing within 2" of him, -2 to his Armor Class and +2 to Saving Throws against attacks that come from creatures with the Law or Chaos alignment (depending on which is cast). Furthermore, an enchanted/summoned creature of the designated alignment cannot touch the person so protected with its body, but still may hit him with a spell, magic effect or weapon. So, a demon couldn't hit the protected person with its claws but could throw fire at him or hit him with an ax.

Element Protection

Casting Time: 1 action

Realm: Defense-P

Spell Level: 7

Save: No

Range: 0

Target/AOE: 1 target

Duration: 1 hour

The caster or 1 person he touches gains protection from magic based on the elements: Earth, Air, Fire and Water. The protected person gains +2 on Saving Throws against such magic attacks, and suffers one half the expected damage. The caster must declare which of the four elements is to be protected against each time the spell is cast.

Spell Shield

Casting Time: 1 action

Save: No

Target/AOE: 1 creature

Realm: Defense

Range: Touch

Duration: 1 hour

Spell Level: 9

The target becomes magically protected against all spells of level 5 or less for the duration of the spell.

Anti-Magic Shell

Casting Time: 1 action

Save: No

Target/AOE: 1" radius around caster

Realm: Defense

Range: 0

Duration: 1 hour

Spell Level: 10

A sphere of protection springs up with a 1" radius around the caster. No magical effect can pass the barrier either in or out. The caster can raise or lower the barrier at will until the duration expires, but if he lowers the barrier, it must stay down until his enemies have had a turn in initiative.

5.6 EARTH REALM

Stone Missile

Casting Time: 1 action

Save: No

Target/AOE: 1 target per missile

Realm: Earth

Range: 24"

Duration: Immediate

Spell Level: 1

The caster manipulates a small chunk of nearby stone and causes it to fly at any target in range. It hits automatically, with no saving throw, and inflicts 1d6 points of damage. Every two additional levels past first allows the caster to add another missile to the attack.

Dirt Pile

Casting Time: 1 action

Save: Yes

Target/AOE: 4"x4"

Realm: Earth

Range: 16"

Duration: Immediate

Spell Level: 3

The spell collects a 4"x4"x1" loose pile of dirt and dumps it anywhere within 16". Anyone underneath must make a saving throw to leap clear before the dirt comes down. If someone fails the save he will be trapped in the dirt. A size L or G creature can free itself in 2 rounds. Size M creatures can free themselves in 4 rounds. Size S or T creatures take 6 rounds to escape. Creatures trying to escape from the dirt pile are protected from most attack forms. No creature will voluntarily stay under the dirt, because it will eventually suffocate if it does.

A group of 6 men (or 2 ogres or 12 goblins) with shovels can clear away the pile in 10 rounds.

Earth Shift

Casting Time: 1 action

Save: Yes

Target/AOE: 1 person

Realm: Earth

Range: 6"

Duration: Immediate

Spell Level: 5

The caster targets 1 creature (or himself) within 6" who, if he is unwilling to be shifted, can make a Saving Throw to avoid the effect. The target is immediately swallowed up into the earth and rapidly transported to any spot within 20" of where it started, to immediately return to the surface. The designated destination must be a point touching the earth, connected to the origin spot, with enough clear above-ground space to accommodate the creature, or the spell will fail.

Boulders

Casting Time: 1 action

Save: Yes

Target/AOE: 1 target per exp. level

Realm: Earth

Range: 36"

Duration: Immediate

Spell Level: 7

The spell collects a bunch of large rocks and directs them at great speed against a series of targets. The caster chooses 1 target per experience level within 36" and 1 boulder is hurled against each one. Each boulder does 2d6 hit points of damage, unless the target makes a saving throw, in which case the boulder misses. The caster can target a particular individual with several boulders. If all the boulders are directed against a single building, the building suffers 1 siege point of damage per level of the caster.

Rock to Mud, Mud to Rock

Casting Time: 1 action

Save: Yes

Target/AOE: a 60 sq. inch area, 2" deep

Realm: Earth

Range: 24"

Duration: Immediate

Spell Level: 9

The caster can turn 300 square foot area, up to 10' deep of Rock into a like volume of Mud or Mud into Rock. This can be rated as about 50 Siege Points of Siege Damage.

Move Earth

Casting Time: 1 actions

Realm: Earth

Spell Level: 10

Range: 240'

Duration: 6 turns

5.7 ENCHANTMENT REALM

Casting Time: 1 action

Realm: Enchantment

Spell Level: 1

Range: 18"

Duration: 2d6 turns

Charm Person

Casting Time: 1 action

Realm: Enchantment

Spell Level: 3

Save: Yes

Range: 12"

Target/AOE: 1 person

Duration: Special

Wave of Fear

Casting Time: 1 action

Realm: Enchantment

Spell Level: 5

Save: Yes

Range: 12"

Target/AOE: 6"x6"

Duration: 1 turn

Any living creature (not undead or demons or constructs), who has 6-HD or less, in the area of effect must make a Saving Throw or become terrified of the caster and flee away from the caster for 10 minutes.

Hypnotic Pattern

Casting Time: 1 action

Realm: Enchantment

Spell Level: 7

Save: Yes

Range: 12"

Target/AOE: All in range

Duration: As long as the caster maintains it

The caster creates a swirling, mesmerizing visual effect in the air that causes all living creatures who can see it (friend and foe alike) to make a saving throw or stand motionless staring at it for as long as the mage maintains it. The mage can move, but cannot cast a spell, attack, use a magic item or any other attack action, and cannot take damage if he wants to maintain the spell. Any creature that takes damage while mesmerized is awakened from the spell. Victims will have no recollection of what happened while mesmerized.

Mass Charm

Casting Time: 1 action

Realm: Enchantment

Spell Level: 9

Save: Yes

Range: 12"

Target/AOE: 30-HD of creatures

Duration: Special

The caster targets up to 30-HD of living creatures in range who must make a saving throw or become charmed by the caster. Any target that fails the saving throw will consider the caster his best pal in the world and will strive to please him and protect him. He will, however, not harm his own family or former comrades for his new chum, only try to make peace between them. If he is attacked by the caster or his allies, the spell is broken. The charm lasts for 30 days, minus the INT of the victim, at which time the victim can attempt another saving throw to escape the charm or it lasts another like period of time until another save can be attempted.

This spell is particularly effective when cast by a Chaotic-aligned mages against Orcs, Half-orcs, Goblins, Hoborgs or Hobgoblins. The spell will work on up to 100 of these creatures within 24" of the caster and they do not get a saving throw.

Geas [Power Drain]

Casting Time: 1 action

Realm: Enchantment

Spell Level: 10

Save: Yes

Range: 20"

Target/AOE: 1 creature

Duration: Permanent

The spell compels the target to complete a stated task or refrain from taking a stated action. Each day he does not make progress toward the goal he suffers 1 hit point of damage that cannot be healed until the task is done. This spell cannot be lifted by *Dispel Magic*.

5.8 FIRE REALM**Flames**

Casting Time: 1 action

Realm: Fire

Spell Level: 1

Save: Yes, for half

Range: 3"

Target/AOE: 2"x2" area

Duration: immediate

The caster shoots forth a sheet of fire from his hands, eyes or mouth into a 2"x2" area directly 3" in front of him. Anyone in the area takes 1d4 hit points of fire damage, plus 1 point per level of the caster. The victims roll a saving throw to take half damage and avoid having flammable objects on their bodies being destroyed.

Floating Torch

Casting Time: 1 action

Realm: Fire

Spell Level: 3

Save: None

Range: 0

Target/AOE: 1 torch

Duration: 4 hours

The caster causes 1 torch to catch fire with a magically slow-burning pace, lasting for 4 hours. Moreover, the torch floats either immediately to his left or right or slightly behind and above him the entire time. He must set the position at the casting and it will remain there. He can have the torch strike as a weapon in place of a round's attack action, but it acts exactly as a normal torch would if he were holding it. It may strike any space in melee contact with the mage.

Fireball

Casting Time : 1 action

Realm: Fire

Spell Level: 5

Save: Yes--half

Range: 36"

Target/AOE: 4"x4" area

Duration: Immediate

A fiery ball shoots forth from the caster's hand to a point within 36" in line of sight. At that point the ball explodes in a 4"x4" area doing 1d6 points of damage for each experience level of the caster. Anyone within the blast radius may make a saving throw to take only ½ the rolled damage (never falling to less than 1hp). The fireball also inflicts 1 siege point of damage to any wooden building per level of the caster.

Wall of Fire

Casting Time: 1 action

Realm: Fire

Spell Level: 7

Save: No

Range: 60'

Target/AOE: wall 24" long

Duration: 10 combat rounds

The caster creates an opaque wall of fire, 24" long, 2" thick and 4" high, which lasts for 10 combat rounds. The wall can be of any shape desired. Creatures of less than 4 HD will not be able to get through the wall but those 4 HD or above, who make a morale check, can get through but will take 3d6 damage, but undead or fire vulnerable creatures will take 4d6.

Fire Shield

Casting Time: 1 action

Realm: Fire

Spell Level: 9

Save: No

Range: 0

Target/AOE: Caster

Duration: 10 combat rounds

The caster is closely surrounded by fearsome flames. He is not harmed by them, instead gets +2 on his saving throw against all fire attacks, and what is more whenever someone hits him for melee damage, the attacker takes twice that amount of damage from the flames.

Disintegrate

Casting Time: 1 action

Realm: Fire

Spell Level: 10

Save: Yes

Range: 12"

Target/AOE: 1 target

Duration: Immediate

1 target of size Large or smaller must save or instantly become dissolved into atoms. If targeted on a building, it does 1d6 points of Siege Damage.

5.9 GRIP REALM

Shocking Grip

Casting Time: 1 action

Save: Yes

Target/AOE: 1 adjacent target

Realm: Grip Spell-P Spell Level: 1

Range: touch

Duration: Immediate

The caster must be in melee contact with an enemy, he casts the spell, and then must grab the target. The caster does not need to make an attack roll, but the target does get a Saving Throw to avoid the attack. If the save fails, the target takes 1d8 points of electrical damage, plus 1 per experience level of the caster.

Grip of Fear

Casting Time: 1 action

Save: Yes

Target/AOE: 1 target

Realm: Grip Spell-P

Spell Level: 3

Range: touch

Duration: 3d6 rounds

A living creature touched by the caster, in melee contact, (no to hit roll needed) must make a saving throw or flee in blind terror from the caster for 3d6 rounds

Grip of Pain

Casting Time : 1 action

Save: Yes

Target/AOE: 1 adjacent target

Realm: Grip Spell-P

Spell Level: 5

Range: touch

Duration: 1-round plus 1 round per caster level

The caster must be in melee contact with an enemy, he casts the spell, and then must grab the target. The caster does not need to make an attack roll, but the target does get a Saving Throw to avoid the attack. If the save fails, the target takes 1 point of damage and is completely incapacitated by pain each round that the spell lasts. The incapacitated victim cannot move or make any attack actions (including casting spells or using magic items) and any attack made against him is made with a +4 to hit.

Grip of Submission

Casting Time: 1 action

Save: Yes

Target/AOE: 1 adjacent target

Realm: Grip Spell

Spell Level: 7

Range: touch

Duration: 1-round plus 1 round per caster level

The caster must be in melee contact with an enemy, he casts the spell, and then must grab the target. The caster does not need to make an attack roll, but the target does get a Saving Throw to avoid the attack. If the save fails, the target must obey the exact commands of the caster to the letter for as long as the spell lasts. The target must be able to understand the caster's commands in order to follow them, but if it can't it will not harm the caster in any way while the spell lasts.

Grip of Power

Casting Time: 1 action

Save: Yes

Target/AOE: 1 adjacent target

Realm: Grip Spell

Spell Level: 9

Range: touch

Duration: Immediate

The caster must be in melee contact with an enemy, he casts the spell, and then must grab the target. The caster does not need to make an attack roll, but the target does get a Saving Throw to avoid the attack. If the save fails, the caster's hand exerts tremendous force, doing 5d6 points of damage and shattering whichever limb of the target he chooses to grab. If he shattered a leg, the target will only be able to crawl 2" a round, if he shatters an arm, it will not be able to use 2-handed weapons or a weapon plus shield. The victim also will suffer a -4 to all attack rolls, saving throws and will be unable to cast spells or use scrolls due to the immense pain. While the pain penalty will subside after any magical healing, the crushed limb requires 1d6 months of rest or a *Great Heal* or *Limited Wish* spell to see recovery.

Grip of Death

Casting Time: 1 action

Save: Yes

Target/AOE: 1 adjacent creature

Realm: Grip Spell

Spell Level: 10

Range: touch

Duration: Immediate

The caster must be in melee contact with a living being, he casts the spell, and then must grab the target. The caster does not need to make an attack roll, but the target does get a Saving Throw to avoid the attack. If the save fails, the target dies immediately.

5.10 ILLUSION REALM

Disguise

Casting Time: 1 action

Realm: illusion-P

Spell Level: 1

Save: Yes

Range: touch

Target/AOE: 1 person or 2"x2"

Duration: 1 hour

This spell has 2 modes: person and area. In the person mode, the caster or 1 person he touches takes on the outer, illusory, appearance of any person or creature of approximately the same size. The caster must have seen the person/creature to be imitated. If anyone makes a close examination of the disguised person, the examiner will see through the illusion if he makes a Saving Throw. In the area mode, the caster can disguise a 2"x2"x2" area in any way he desires—making a desk look like a pile of logs, a pit look like a comfy sofa, etc. In a potion, it is always the person version.

Invisibility

Casting Time: 1 action

Realm: Illusion-P

Spell Level: 3

Save: No

Range: touch

Target/AOE: 1 creature

Duration: 24 hours or till broken

The spell causes 1 creature (caster or the person he touches) to become completely invisible for 24 hours or until the invisible one breaks the spell by making an attack or casting any sort of spell or using a scroll or magic item other than a potion. Anything worn or carried by the invisible creature is also invisible but becomes visible if he drops it. Any object he picks up becomes invisible.

Group Invisibility

Casting Time: 1 action

Realm: Illusion

Spell Level: 5

Save: No

Range: 0

Target/AOE: 12 allies within 3"

Duration: 2 hours or till broken

The spell causes up to 12 allies within 3" of the caster to become completely invisible for 2 hours or until an individual breaks the spell by moving more than 3" away from the caster, making an attack or casting any sort of spell or using a scroll or magic item other than a potion. If one person breaks the spell, he breaks it only for himself, not for all under the spell, except the caster, if he breaks the spell, it is broken for all. Anything worn or carried by the invisible creatures is also invisible but becomes visible if it is dropped. Any object picked up becomes invisible.

Phantom Scene

Casting Time: 1 action

Realm: Illusion

Spell Level: 7

Save: Yes

Range: 0

Target/AOE: 48" radius from caster

Duration: Until Broken

The landscape or building or room in up to a 48" radius from the caster is masked by an illusion to appear as anything the caster desires, e.g. a castle becomes a desert, a forest becomes a lake. The illusion is maintained until an intelligent creature, who is not an ally of the caster, touches the illusion and makes a Saving Throw.

Phantom Killer

Casting Time: 1 action

Realm: Illusion

Spell Level: 9

Save: Yes

Range: 20"

Target/AOE: 1 creature

Duration: 2d4 Combat Rounds

The spell creates an illusory image of the target's worst nightmare and then uses this to attack its mind. The Phantom relentlessly stalks the target and attacks it 1 time per round until the spell expires. The victim must make a saving throw against each attack or die of shock. Other people present cannot see the phantom. Undead and mindless creatures like golems are immune. A *Dispel Magic* can remove the phantom.

Projected Image

Casting Time: 1 action

Realm: Illusion

Spell Level: 10

Save: No

Range: 24"

Target/AOE: Caster

Duration 1 hour

The spell creates an image of the caster, anywhere he wants within 24" and simultaneously shrouds the caster in invisibility. The image mimics the movements of the caster and all spells and attacks seem to originate from it. The image miraculously seems to survive any attack made on it.

5.11 KNOWLEDGE REALM

Read Languages

Casting Time: 1 action

Realm: Knowledge-P

Spell Level: 1

Save: No

Range: 0

Target/AOE: caster

Duration: 1 hour

The caster can read any non-magical writings he sees without regard to its original language. Once he has read a particular piece of writing with this spell, he will forever after be able to read it without recasting the spell.

Locate Object

Casting Time: 1 action

Realm: Knowledge-P

Spell Level: 3

Save: No

Range: 6" x caster level

Target/AOE: 1 object

Duration: 30 minutes

The spell reveals to the caster the location of a specific object or one example of a specific type that is within the range of the spell.

Scry

Casting Time: 1 action

Realm: Knowledge-P

Spell Level: 5

Save: No

Range: 0

Target/AOE: 12" radius

Duration: 1 hour

The caster is able to see and hear anything visible/audible from a chosen spot within 12" of his current location, whether through walls, inside buildings, chests or graves, or even underground. It requires 2" of stone or a thin layer of lead to stop the scry. This spell can be cast through a crystal ball, and so the 12" area would be from the location viewed through the crystal ball itself.

Confusion

Casting Time: 1 action

Realm: Knowledge

Spell Level: 7

Save: Yes

Range: 12"

Target/AOE: 6"x6", 2d6 creatures

Duration: 12 rounds

2d6 creatures, in a 6"x6" area, are affected by the spell. Targets are selected from lowest HD to highest. Those with 4+ hit dice or levels get a saving throw to avoid the effect. Each round, those affected roll 1d6: on a 1-2 they attack the caster's party, 3-4 they stand around doing nothing and 5-6 they attack their own party.

Contact Higher Plane

Casting Time: 1 hour

Realm: Knowledge

Spell Level: 9

Save: Yes

Range: 0

Target/AOE: Caster

Duration: up to 7 questions

The caster projects his consciousness into the presence of some other-worldly being, such as a god, demon-lord or long-dead master wizard. He spends 1 hour in mental contact with the being, in which time the caster is completely helpless in this world. During this time, he can ask from 1 to 7 yes or no questions. For each question, the caster must make a saving throw or be driven mad for 1d6 days.

Legend Lore

Casting Time: 1 action

Realm: Knowledge

Spell Level: 10

Save: No

Range: 0

Target/AOE: Caster

Duration: Permanent

The caster immediately knows all the relevant legends, lore, stories or research about a specific place, person, or object pointed out or named by the caster. It will identify all the powers and drawbacks of any magic item, even artifacts and relics.

5.12 MAGIC ART REALM

Read Magic

Casting Time : 1 action

Save: No

Target/AOE: caster

Realm: Magic Art

Range: 0

Duration: Special

Spell Level: 1

The caster is able to decipher a scroll or part of a strange Grimoire when he casts this spell and reads the writing. He can also identify the nature and powers of most magic items, except for potions, by examining the rune tracings on them. One does not need to cast *Read Magic* to read the *Read Magic Spell* from a scroll. All mages begin play having Mastered *Read Magic*.

Mind Reading

Casting Time: 1 action

Save: Yes

Target/AOE: Anyone within range

Realm: Magic Art-P

Range: 6"

Duration: 2 hours

Spell Level: 3

While the spell is in effect, the caster can sense and understand the surface thoughts of any intelligent creature within range. Those actively trying to hide their thoughts succeed on rolling a saving throw. The caster must focus on one specific person at a time to read their thoughts and it takes a round to switch targets. The spell is also used by mentor-magicians to evaluate whether potential candidates have sufficient magical aptitude.

Dispel Magic

Casting Time: 1 action

Save: Special

Target/AOE: 4"x4" area

Realm: Magic Art

Range: 24"

Duration: Immediate

Spell Level: 5

The spell dissipates any magical effect in force within the area of effect. For example, person who has been charmed by a spell would be freed from the charm, a mage protected by Air Shield would see that shield removed. The spell has no effect on permanent magic items, like magic swords. The spell always works on magic cast by someone of lower level than the one casting the *Dispel Magic*. If the original caster of the spell to be dispelled is from an equal or up to two levels higher than the caster, roll 1d6 and the dispel fails on a 1-2. If the original caster of the spell to be dispelled is three or more levels higher than the caster's level, roll 1d6 and the dispel fails on a 1-4.

Remove Curse

Casting Time: 1 action

Save: No

Target/AOE: 1 target

Realm: Magic Art

Range: 4"

Duration: Immediate

Spell Level: 7

The caster removes some curses, such as lycanthropy, instantly; for other curses, it might just reveal the conditions that the curse can be lifted. Casting it in combat will act like a *Dispel Magic* against any Cleric Curse. Realm of spells in effect within 4" of the caster.

Reincarnation [Power Drain]

Casting Time: 1 action

Save: No

Target/AOE: 1 dead being

Realm: Magic Art

Range: Touch

Duration: Immediate

Spell Level: 9

The spell summons the spirit of a dead person or creature and creates a new body for it to inhabit. The Judge rolls randomly on the table below for the type of new body, linked to the original being's alignment, that will house the spirit. The new body will have all the powers of its species, and the spirit will bring along whatever class and levels it possessed. The Judge re-rolls the person's STR, DEX and CON, but his INT, WIS and CHA remains the same.

D10	Lawful	Neutral	Chaotic
1	Human	Human	Human
2	Human	Sprite	Orc
3	Human	Gnome	Goblin
4	Human	Centaur	Kobold
5	Halfling	Sasquatch	Half-orc
6	Elf	Elf	Hobgoblin
7	Dwarf	Satyr	Ogre
8	Elf	Lizard-man	Doppleganger
9	Dwarf	Rock Baboon	Hoborg
10	Gnome	Human	Bugbear

Limited Wish: [Power Drain]

Casting Time: 1 action

Realm: Knowledge

Spell Level: 10

Save: No

Range: special

Target/AOE: special

Duration: Varies

This spell can change an event from the last 24 hours, e.g., cause a failed saving throw to pass or a passed saving throw to fail, or in the next 24 hours (e.g. arriving at the palace before the assassins do). It can also heal certain conditions, like permanent damage from a Violet Fungus, as noted in various monster descriptions. It also can duplicate the effects of any spell (mage or cleric) of levels 1-7. Any sort of thing might be wished for within the time frame, but the Demon of Wishes does not like greed or grand ambitions, so the bigger the wish, the more likely that the wish's wording will be interpreted in a hyper-literal and inconvenient fashion. The caster must say "I wish..." when casting the spell, and there is no backsies, retconning or mind-changing, the first phrase uttered by the PLAYER is the wish.

5.13 NECROMANCY REALM**Crawling Arm**

Casting Time: 1 action

Realm: Necromancy Spell Level: 1

Save: No

Range: 6"

Target/AOE: 1 corpse hand

Duration: 12 hours

If the chopped-up remains of once living beings are present, the Necromancer can animate one as a Crawling Arm to follow his every command for 12 hours. Crawling Arms are AC 9, HD1d6 points, Morale 12, 1d4 damage, Move 3". If it hits it strangles 1d4 per round, victim can't attack it. The arms are Undead and have all the usual resistances. The arm becomes motionless garbage at the end of the spell.

Flying Skull

Casting Time: 1 action

Realm: Necromancy Spell Level-3

Save: No

Range: 6"

Target/AOE: 1 skull

Duration: 12 hours

If the skull of a dead person is available, the Necromancer can animate it as a Flying Skull to follow its every command for 12 hours. Flying Skulls are AC5, HD 1d6 points, Morale 12, 1d4 damage, Fly 18", and they make a cackling sound that causes all NPC's to make a morale check when they first hear it and whenever one hits them. The skulls are Undead and have all their usual resistances. The skull becomes an ordinary lifeless skull at the expiration of the spell.

Animate Dead

Casting Time: 1 action

Realm: Necromancy

Spell Level-5

Save: No

Range: 12"

Target/AOE: 2 corpses per exp. level

Duration: Permanent

The caster causes 2 corpses per his experience level that is within 12" of the casting to become animated as a Skeleton or Zombie. If there If the corpse is just bones, it's a skeleton, if it has intact flesh, it's a zombie. If there are corpses of Size S creatures, the caster can make twice as many Small Skeletons or Zombies instead. If there is just a pile of assorted bones, he can make 4x his level in Flying Skulls or Crawling Arms instead. The animated corpse is completely under the caster's control and will carry out any commands given. If the master is absent, the undead will attack any living creature in sight (unless the master had left them with specific instructions like "don't kill anyone who speaks the password "Krangor", or don't kill any goblins). The control is permanent until the monsters are destroyed, although the control can be interfered with by clerical magic. *Dispel Magic* has no effect on these creatures once created.

Control Undead

Casting Time: 1 action

Realm: Necromancy

Spell Level-7

Save: No

Range: 24"

Target/AOE: 6"x6" area

Duration: 4 hours

All undead creatures in the area of effect, up to 2-HD per level of the caster, come under the absolute mental control of the caster for 4 hours with no saving throw. When the time expires, intelligent undead roll a reaction roll to see what their attitude is toward the Necromancer.

Death Spell

Casting Time: 1 action

Realm: Necromancy

Spell Level-9

Save: Yes

Range: 240'

Target/AOE: 6"x6"

Duration: Immediate

Any creature with 8-HD or less in the area of effect must make a saving throw or die. Simultaneously, it will repair 4d6 hit points of damage suffered by all undead creatures in the area. Any being killed by the Death Spell immediately rises as a Zombie under the Necromancer's control.

Undeath

Casting Time: 1 hour

Realm: Necromancy

Spell Level-10

Save: Yes

Range: 10'

Component-Cash

Target/AOE: 1 person

Duration: Immediate

This horrific ritual slays a living person and immediately transforms them into an undead being. If the caster uses the spell on himself, he will become a lich or vampire, with all the powers and immunities of whichever form he decides upon. He, however, becomes Chaotic in alignment if not already so. If used on a captive, the victim gets a saving throw to avoid undeath, with Lawfully aligned characters getting a +4 on the save. A captive of 3-HD or less is transformed into a ghoul, 4-6 HD into a wight, 7-8 HD into a wraith, 9-10 HD into a specter. The undead that rises does not necessarily obey the caster of the spell, but the caster is likely to be able to use some other magic to achieve that. The lich or vampire transformation requires 10,000gp in arcane materials, the other transformations 500gp per HD of the undead that results. This spell is irreversible except by the gods themselves, and maybe not even them.

5.14 PERCEPTION REALM

Detect Magic

Casting Time: 1 action

Realm: Perception-P

Spell Level-1

Save: No

Range: 0

Target/AOE: caster

Duration: 10 rounds

The caster gains the ability to perceive whether any person or object that he can see is under a magic spell or has magic properties.

Detect Invisible

Casting Time: 1 action

Realm: Perception-P

Spell Level-3

Save: No

Range: 0

Target/AOE: Caster

Duration: 1 hour

The caster can see all invisible creatures and objects up to 12" away. Does not reveal things hidden by non-magical means.

See in the Darkness

Casting Time: 1 action

Realm: Perception-P

Spell Level-5

Save: No

Range: Touch

Target/AOE: 1 person

Duration: 24 hours

This spell allows the target to see perfectly even in total darkness, just as if it were daylight, even under the effects of magical darkness such as those cast with the Unholy Darkness cleric spells.

Wizard Eye

Casting Time: 1 action

Realm: Perception

Spell Level-7

Save: No

Range: 120'

Target/AOE: 1 movable spot

Duration: 1 hour

The caster creates mobile, invisible sensor that can travel 12" per round letting the caster see whatever it "sees" or "hears" as it goes. The eye's vision can detect the invisible and see in darkness as the spells.

Reveal Lies

Casting Time: 1 action

Realm: Perception

Spell Level-9

Save: Yes

Range: 12"

Target/AOE: 1 creature

Duration: 10 minutes

The caster casts the spell and then asks the target any number of questions. The target can make a saving throw to remain silent. If the save fails, the target must answer all the questions and if he lies, everyone within 24" of the target will be absolutely sure that the answer is a lie and will see a mental projection of the actual truth.

True Seeing

Casting Time: 1 action

Realm: Perception

Spell Level-10

Save: No

Range: 12"

Target/AOE: Caster

Duration 1 hour

The spell gives the caster the ability to see all invisible objects or creatures, phantoms and ethereal beings, all hidden doors and traps, and see the true nature of all things masked by illusions or common disguises for as long as the spell lasts.

5.15 SUMMONING REALM

Invisible Chuggins

Casting Time: 1 action

Realm: Summoning

Spell Level-1

Save: No

Range: 4"

Target/AOE: 1 piece of empty space

Duration: 1d6 hours

The caster summons and can command an invisible spirit that can do various tasks for him. In any one round it can be carrying up to 35 items, or open/close a door or chest (if unlocked) or do some light housework. The spirit cannot speak, attack, block attackers or any other combat tasks.

Summon Spirits

Casting Time: 1 action

Realm: Summoning

Spell Level-3

Save: Yes

Range: 12"

Target/AOE: Spirits

Duration: 1 turn

The caster summons up 2d4 spirits of his own alignment. The spirits (as a group) get a saving throw; if they succeed, roll a reaction check to see how they view the summoner. If they fail, they must obey the caster's commands for 10 minutes before departing. They aren't great fighters. However, they can fly and pass through walls and communicate with their summoner. They are unable to penetrate a circle of protection or divine circle under any circumstances. These minor spirits are AC8, have 1d6 hit points and can strike for 1d4 damage. They have a Morale of 8 and can move or fly 12" per round. If they are Chaotic they are vulnerable to Holy Water and if they are Lawful, they are vulnerable to Tomb Dust. They vanish if touched by silver.

Summon Monster

Casting Time: 1 action

Realm: Summoning

Spell Level-5

Save: No

Range: 0

Target/AOE: 2d4 creatures

Duration: 1 hour

When the spell is cast, 2d4 1-HD creatures appear instantly within 3" of the caster. The caster may choose the type (orcs, skeletons, hobgoblins, wolves, berserkers, etc), as long as they do not require magic weapons to hit them or have other significant magical powers. The Judge has final approval. Unless they are creatures that the caster can communicate with, they will automatically fiercely attack the caster's enemies, fighting until slain or the time expires. If he can communicate with them, they will do any command asked of them.

Invisible Stalker

Casting Time: 1 action

Realm: Summoning

Spell Level-7

Save: No

Range: 12"

Target/AOE: 1 invisible stalker

Duration: Until Mission Complete

The spell summons 1 Invisible Stalker monster. The stalker must carry out a single task (like steal the Rod of the Priest of Osiris, or Kill Timmy Johnson). The spell lasts until either the task is completed or the stalker is dead. A *Dispel Magic* cast on the stalker will not be effective.

Conjure Elemental

Casting Time: 1 action

Realm: Summoning

Spell Level-9

Save: No

Range: 12"

Target/AOE: 1 Large Elemental

Duration: 10 combat rounds

The spell summons 1 Large-Sized elemental of any of the 4 types. It will violently attack the caster's enemies and if there are none, will follow along with the caster until enemies appear or the spell duration expires. *Circles of Protection* and *Divine Circles* are effective against the creatures. *Protection from Law/Chaos* might be, depending on the alignment of the summoner.

Summon Demon

Casting Time: 10 minutes

Realm: Summoning

Spell Level-10

Save: Yes

Range: 20'

Target/AOE: 1 or more demons

Duration: Until demon released, task completed

The caster can summon 1 or more demons whose HD in total do not exceed his own level. The demons appear whether they make their saving throws or not. If they fail their saving throws, demons are compelled to complete one task set by the caster and then to depart without harming the caster. If they pass their saving throws, they will seek to destroy the summoner. It is common, therefore, for summoners to protect themselves with a Circle of Protection and to surround the spot where the demons will appear with a Circle of Protection as well. The hope is the confined demons will consent to make a bargain to be released. Any magic resistance that a demon has is not effective against this spell.

The caster can, instead of summoning another sort of demon, can decide to summon 2d6 Demonic Warriors. The Demonic Warriors do not get a saving throw against the spell and serve the caster for exactly 1

hour and depart. Treat them as 3rd level Warrior-Class characters with the common demonic abilities and vulnerabilities.

5.16 TRANSFORMATION REALM

Paralysis

Casting Time: 1 action

Save: Yes

Target/AOE: 1 living creature

Realm: Transformation

Spell Level-1

Range: 6"

Duration: 1 hour

The spell causes 1 living creature within range to make a save or become completely paralyzed for 1 hour as his limb muscles are transformed into turnips. The paralysis can also be lifted by a *Heal Wounds* or *Dispel Magic* spells.

Repair

Casting Time: 1 action

Save: None

Target/AOE: 1 object

Realm: Transformation

Spell Level-3

Range: 12"

Duration: Immediate

The spell will instantly repair 1 broken, non-magical, item of 500 pounds or so or less. No tools or raw materials are needed.

Polymorph Self

Casting Time: 1 action

Save: No

Target/AOE: caster

Realm: Transformation-P

Spell Level-5

Range: 0

Duration: 6 turns plus 1 turn per level

The caster can transform himself into the shape of any creature he desires. He gains the movement (e.g. fast speed, flight, swimming) and environmental abilities (e.g. water-breathing, fire resistance) of the creature, but not the combat abilities (e.g. no fire breath, AC or troll regeneration).

Polymorph Other

Casting Time: 1 action

Save: Yes

Target/AOE: 1 creature

Realm: Transformation

Spell Level-7

Range: 12"

Duration: Permanent

1 creature targeted by the spell must make a save or become transformed into any living creature that the caster desires. The creature retains its previous hit points and mentality (including spell powers if it still has hands and a mouth), but gains all of the special powers of the creature it has become (movement rate, AC, attacks, dragon breath, flight etc). The spell lasts until another Polymorph Other is cast on the creature or a *Dispel Magic* removes the spell.

Stone to Flesh/Flesh to Stone

Casting Time: 1 action

Save: Yes

Target/AOE: 2"x2"x2" or 1 creature

Realm: Transformation

Spell Level-9

Range: 32"

Duration Immediate

The spell causes a 2"x2"x2" volume of stone to turn into a like volume of flesh (enough to feed a rather large number of people) or to turn one creature that has been turned into stone by a medusa, basilisk or cockatrice (or the like) to return to normal. It can also be used to turn 1 targeted creature (with a flesh body, of course) into a statue of stone, but in this case the target gets a saving throw.

Abomination Creation [Power Drain]

Casting Time: 1 turn

Save: Yes

Target/AOE: 2-3 creatures

Realm: Transformation

Spell Level-10

Range: 12"

Duration Immediate

This spell creates a new monstrous creature by magically combining 2-3 other creatures. So, combining a bear and an owl created an owlbear. The creature can have up to 10 hit dice and up to AC 2, and attack forms a die larger than the donor creature's similar attacks. If the creature has 1-4 hit dice, it will be size S or M; if it has HD 5-10, it will be size L or G. There's no natural command power by the mage over the creature.

5.17 WATER REALM

Concealing Fog

Casting Time: 1 Action

Realm: Water

Spell Level-1

Save: No

Range: 0

Target/AOE: 6"x6"

Duration: 10 rounds

The caster draws in all the moisture necessary to create a thick fog centered on himself. The fog makes it impossible for anyone, including the caster, to see beyond 1" in it. This makes missile attacks and ranged spells impossible to target against anyone who is in the fog, or by anyone who is in the fog (including the caster). The fog does not move, so if the caster departs from it, it stays in place.

Water Breathing

Casting Time: 1 action

Realm: Water-P

Spell Level-3

Save: No

Range: 6"

Target/AOE: up to 10 creatures in range

Duration: 2 hours

Any targeted creature will be able to breath normally while under water for 2 hours.

Ice Bolt

Casting Time: 1 action

Realm: Water

Spell Level-5

Save: Yes, half

Range: 24"

Target/AOE: 1 target

Duration: Immediate

The spell summons up a large icicle and propels it at great speed at a specific target. The target will take 1d8 hit points of damage per experience level of the caster, unless it makes a saving throw, in which case the bolt scores only half damage.

Wall of Ice

Casting Time: 1 action

Realm: Water

Spell Level-7

Save: Yes

Range: 12"

Target/AOE: wall 24" long

Duration: 1 hour

The caster creates transparent wall of ice 24" long, 2" thick and 4" high, which lasts for 10 combat rounds. The wall can be of any shape desired. The wall stops all fire-related attacks. Creatures are not able to penetrate with wall without magic means. The Adventuring Task, climb (smooth) and some monsters can allow for a climb over it.

Ice Storm

Casting Time: 1 action

Realm: Water

Spell Level-9

Save: No

Range: 24"

Target/AOE: 6"x6" area

Duration: 10 combat rounds

A mighty storm of large, fast hail stones pummels the area. Any creature in the area of effect suffers 3d10 points of damage, no saving throw. The storm continues for 10 rounds, and if anyone moves through the storm area during any of those rounds, he suffers the damage that round. So, if someone is "Held" by a *Hold Person* spell and can't move, and then the *Ice Storm* appears over him, he will take the damage each and every round.

Part or Lower Water

Casting Time: 1 action

Realm: Water

Spell Level-10

Save: No

Range: 24"

Target/AOE: Special

Duration 6 hours

The spell either creates a dry path through a body of water, 6" wide as far as the eye can see, which lasts for 6 hours, or it lowers the total depth of any body of water, short of a Great Lake, Sea or Ocean, by half for the same duration.

SECTION SIX: RITUAL SPELLS

Beyond the normal spells cast by Clerics and Mages in their various Spell Realms, there are some more powerful spells that can only be cast from rare ritual texts. These ritual texts cannot be copied or created by modern, mortal mages or clerics, only by supernatural entities of great power, master magicians of old, or even the gods themselves.

Any spell caster is able to attempt the casting of such a ritual if he has found such a ritual text. He, however, must roll 1d12 and get his experience level or lower on the die to be successful. If he fails the roll, check the Failure Table below. If the spell is successful, roll 1d20 and if the caster rolls his experience level or less, then the ritual text is still usable and in his possession. If he rolls over his level, the text is either destroyed or vanishes to another location.

If anyone tries to use a *Dispel Magic* spell against the effects of a ritual spell, it is always cast as if the ritual was cast by a caster 3 or more levels higher.

6.1 RITUAL FAILURE TABLE:

D20 Roll	Failure Effect
1-2	No ill effects
3-4	Caster loses 1d4 Strength
5-6	Caster loses 1d4 Intelligence
7-8	Caster loses 1d4 Wisdom
9-10	Caster loses 1d4 Dexterity
11-12	Caster loses 1d4 Constitution
13-14	Caster loses 1d4 Charisma
15	Caster loses 1d6x1000 XP
16	Caster drops to the lowest point in XP of 1 level less than current level
17	Caster is Power Drained for 2 months
18	Caster is afflicted as if by a Curse of Transformation
19	Caster is afflicted as if by an Imprisonment Ritual
20	Caster is dragged screaming to Hell

Note that none of the effects of Ritual Failure can be restored by a Great Heal spell,

6.2 RITUAL LIST

Army of the Dead	Glamorous Surroundings	Summon the Faithful
Avalanche	Grand Locator	Summon the Fiends
Banishment	Hurricane	Vision
Curse of Transformation [PD]	Imprisonment	Wind Walk
Deep Shelter	Mighty Blessing [PD]	Wish [PD]
Earthquake	Permanent	
Gate	Scry Shield	

6.3 THE RITUAL SPELLS

Army of the Dead

Casting Time: 1 hour

Save: No

Target/AOE: 200"x200"

Type: Ritual

Range: 48"

Duration: Permanent

The caster completes a mighty ritual in a large cemetery, old battlefield of other place where there are an abundance of buried corpses. From a 200"x200" foot area a horde of 900 animated skeletons and 100 skeleton warriors (3 HD), will arise and obey the caster's every command.

Avalanche

Casting Time: 1 turn

Save: No

Target/AOE: 24"x24"

Type: Ritual

Range: 500"

Duration: 10 combat rounds

The spell gathers a moving rolling patch of destructive rocks, soil and boulders 24"wide, 24" long and 2" deep that begins at any points within 500" chosen by the caster and moves in a direction the caster desires 12" per round for 10 rounds. Any creature of 1-HD or less caught in the avalanche is killed and any creature greater than 1-HD takes 2d6 damage and is swept along with the rocks, taking 1d6 additional damage each round for as long as the spell lasts. Any buildings struck by the avalanche suffer 6d6 points of siege damage

Banishment

Casting Time: 1 turn

Save: Yes

Target/AOE: 6" radius around caster

Type: Ritual

Range: 0

Duration: Immediate

All summoned creatures within the radius must immediately make a saving throw or be sent back whence they came. Any creature so banished cannot return to this plane for 10 years at least. Magic resistance does not apply against *Banishment*. The save is penalized by -2 for each object that the creature hates or fears present at the banishment.

Curse of Transformation [Power Drain]

Casting Time: 6 turns

Save: No

Target/AOE: 1 person or object

Type: Ritual

Range: 13 miles

Duration permanent

The caster must have a strand of hair, drop of blood, scrap of skin or some other piece of the target's body. The person targeted is immediately transformed into either a twisted, maimed, unrecognizable version of himself or into a lowly vermin (bug, rat, etc) at the caster's choice. The victim cannot speak or write or draw and causes anyone looking at him to Save or turn away in revulsion. A *Dispel Magic* will remove the curse. A *Remove Curse* will only reveal the means of lifting the curse. A *Limited Wish* will only lift the curse if cast within 24 hours of casting the curse. A *Wish* spell will lift the curse. Each curse will have a way of lifting it, set by the caster, that should be very difficult but not impossible.

Deep Shelter

Casting Time: 6 turns

Save: No

Target/AOE: 60'x60'x30'

Type: Ritual

Range: 10 miles

Duration: Permanent

Casting this spell creates a 60'x60'x30' space 1 mile beneath the earth. The caster can speak a magic word once a day thereafter. When that word is spoken, he and up to 10 other people (and/or pieces of furniture) can be transported to or from that shelter. The caster must be no farther than 10 miles away from the location of the shelter to travel there. It would be very unwise to kill the guy who brought you there, since only he can take you back. The space is unfurnished, but of comfortable temperature with air, light and water.

Earthquake

Casting Time: 1 turn

Save: No

Target/AOE: 48"x48" area

Type: Ritual

Range: caster level x20"

Duration 10 combat rounds

In the area of effect, the shock of the quake collapses all buildings and opens cracks in the earth. Each creature in the area will fall into a crack to its death on a "1" rolled on 1d6 any round it is still in the area of effect.

Gate

Casting Time: 6 turns

Save: No

Target/AOE: 1 extra-dimensional being

Type: Ritual

Range: 0

Duration: As long as being wants it

The caster names a particular powerful extra-dimensional being, e.g. Zeus, or a type of lesser such beings (e.g. a Deceiver Demon) and casts the spell. This brings the named being directly to the caster's presence. The

caster has no control over the being and it will react in anyway it might seem best. Roll 1d20: 1=being departs immediately, 2-19: being will listen to caster and decide what to do, 20=some other completely different being appears.

Glamorous Surroundings

Casting Time: 1 turn

Type: Ritual

Save: No

Range: 20"

Target/AOE: 20"x20"

Duration: Permanent

This spell allows the caster to make a 100'x100' area appear by illusion exactly as he desires. An old shack, might appear as a mushroom house, surrounded by candy cane trees, for example. While various spells might reveal the true appearance to some people, the effects are maintained forever, unless dispelled by some other magic.

Grand Locator

Casting Time: 3turns

Type: Perception

Save: No

Range: 250 miles

Target/AOE: 1 creature or object

Duration: 1 day per level

The caster suddenly can look around him and physically see 1 object or person named at the casting of the spell up to 250 miles away, whether it is hidden in a stone fortress or deep underground or atop a mountain. The sight lasts for 1 day per level.

Hurricane

Casting Time: 2 turns

Type: Ritual

Save: No

Range: 0

Target/AOE: 1 mile radius

Duration: 4 hours

The spell conjures up a terrible hurricane that strikes a 1-mile radius around the caster's location and lasts for 4 hours. Each turn a person spends out of doors will inflict 1 hit point of damage on him and make it impossible to cast spells or use a scroll. Each wooden building in the radius will be destroyed on a 3+ on 1d6. Each stone building in the radius will be destroyed in a 6+ on 1d6.

Imprisonment

Casting Time: 1 action

Type: Ritual

Save: Yes

Range: 24"

Target/AOE: 1 creature

Duration: Permanent

Any creature targeted by this spell that fails its saving throw is imprisoned in a state of suspended animation in a sphere deep in the earth forever. Nothing can hurt or help the creature and only a *Wish Spell* or a prearranged magic word can release the creature, and it must be cast in sight of the spot where the creature originally fell under the *Imprisonment* Spell.

Mighty Blessing [Power Drain]

Casting Time: 7 rounds

Type: Ritual

Save: No

Range: Touch

Target/AOE: 1 person

Duration 6 turns (1 hour)

The cleric calls on the god directly to bless the target touched, a phalanx of invisible Angels, Demons or Spirits will defend the target for 1 hour, raising his AC to -2, and allowing him to make all Saves, and to take one half damage from all attacks that do affect him. They will also catch him if he falls, buoy him if he sinks and provide breathable air if needed. The blessed target also gains +4 on all attacks and damage rolls he makes.

Permanent

Casting Time: 1 hour

Type: Ritual

Save: See below

Range: 24"

Target/AOE: 1 spell

Duration: Permanent

This hour-long ritual will make whatever spell that the caster next casts have a permanent duration. For example, a *Hold Person* would keep the victim held forever, unless dispelled, or a *Blade Barrier* would stay in place forever. The duration of the spell made permanent cannot be "Immediate." This spell is not necessary to make permanent magic items. A scroll, however, can be made "permanent" allowing it to be used 1 time each day. Putting a *Permanent* spell on a *Gate* spell opens a permanent portal to some extra-worldly place allowing beings to pass through it at will. Casting *Permanent* spell has a price, first it requires 1000gp worth of powdered diamonds which are expended by the spell, second, the caster must make a saving throw or he will lose 1 point from a random ability score (permanently).

Scry Shield

Casting Time: 1 turn

Save: No

Target/AOE: 1 creature or object

Type: Ritual

Range: Touch

Duration: 1 day

The target cannot be detected or located by any magical means whatsoever (e.g., scry, crystal ball, grand locator, read minds) for an entire day.

Summon the Faithful

Casting Time: 3 Turns

Save: No

Target/AOE: 36 warriors

Type: Ritual

Range: 12"

Duration: dawn till sunset

This ritual must be started a half an hour before dawn by a Lawful Cleric or Mage. At dawn it delivers a band of 36 Warriors of the Heavenly Host (3 HD supernatural fighters). They will faithfully follow the orders of the summoner from dawn to sunset.

Summon the Fiends

Casting Time: 3 Turns

Save: No

Target/AOE: 12 vampires

Type: Ritual

Range: 12"

Duration: sunset till dawn

This ritual must be started a half an hour before sunset by a Chaotic Cleric or Mage. At sunset it delivers a band of 12 8-HD vampires. They will faithfully follow the orders of the summoner from sunset to dawn.

Vision

Casting Time: 12 turns

Save: No

Target/AOE: special

Type: Ritual

Range: special

Duration: special

The caster asks one question about a particular object, person or place. A vision will then appear answering the question completely, truthfully and in great detail.

Wind Walk

Casting Time: 1 turn

Save: No

Target/AOE: caster and 1 person

Type: Ritual

Range: Touch

Duration 24 hours

The caster and one other touched creature are transformed into a vapor-like substance and can travel at immense speeds (100" per round) for as long as the caster desires, up to a maximum of 24 hours. At any point, the caster can return himself and his comrade (if he brought one) to normal, ending the spell.

Wish [Power Drain]

Casting Time: 1 action

Save: No

Target/AOE: special

Type: Ritual

Range: special

Duration: Varies

This spell can change an event from the last year, e.g., cause a failed saving throw to pass or a passed saving throw to fail, or in the next year (e.g. arriving at the palace before the assassins do). There are several spells and rituals that require a wish to counteract. It also can duplicate the effects of any spell (mage or cleric) of levels 1-9. The wish can also be used to create or summon any object worth 2500gp or less (includes most potions and scrolls). Any sort of other things might be wished for, but the Demon of Wishes does not like greed or grand ambitions, so the bigger the wish, the more likely that the wish's wording will be interpreted in a hyper-literal and inconvenient fashion. The caster must say "I wish..." when casting the spell, and there is no backsies, retconning or mind-changing, the first phrase uttered by the PLAYER is the wish.

SECTION SEVEN MAGIC ITEM CREATION

7.1 Copy Grimoire: a 5th level or higher Mage can make a copy of his Grimoire, either as a spare or for the use of an apprentice. It will take him 1 month of diligent work in a secure place and 500gp worth of materials.

7.2 Create Alchemical Products: beginning at 1st level, an Alchemist with an Alchemist's Workshop (1500gp) can create any of the Special Alchemical Products and Flask Weapons from the Equipment Lists (except Holy Water, Sacred Oil and Tomb Dust). These cost ¼ the retail price and take the retail price divided by 50 days to create.

7.3 Create Healing Potions: for 150gp and 1 week's work Spirituals and Druids (level-1) and Militants and Guardians (level-2) can create a Healing Potion that heals 8 hit points of damage. If he is level 3 or higher, he can create a potion of Neutralize Poison for 300gp and 2 weeks' work. If he is level 5 or higher he can create a potion of Cure Disease for 600gp and 3 weeks' work. Spirituals, Militants and Guardians must do this work at an altar of their god. Druids may do so in the wild.

7.4 Create Holy Water: for 5gp and 1 day's work, a Spiritual (level 1) or Militant (level-2) can create a vial of holy water. (The 5gp is mostly for the special container). It must be done at a Holy Altar.

7.5 Create Poison: for 1/3 the retail price and 1 day per 25gp of retail price, a Warlock or Punisher of level 3 can create one dose of any of the poisons on the equipment lists. Must have a Poison Kit (25gp).

7.6 Create Potions: a Mage with a potion kit (350gp) can create a potion of any spell that he has in his Grimoire and he is sufficient level to cast. That spell must be marked with the letter P on the spell list (on the overall list and after the Realm name on the description). The potion costs 150gp and 1 week of work per spell level of the spell. Unlike scrolls, a potion can be used by non-spell casters and can be used when locked in melee or after taking damage. There are many potions which do not correspond to a spell and these can only be made by Alchemists.

7.7 Create Scrolls: a Mage or Cleric can create a scroll, which is a 1-time use spell storage device, by spending 1 week of time and 100gp worth of scroll materials per Spell Level. He can take out the scroll and cast it just as a regular spell one time, and then the words disappear and the parchment crumbles. If a Mage finds a scroll written by another Mage, he must cast *Read Magic* and read over it at some time before he tries to cast it. A Mage must be of sufficient level to cast the spell and the spell must be in his Grimoire in order for him to create a scroll of it, but he may use/cast any spell on a mage scroll that he finds and has used *Read Magic* upon. A Cleric does not need to use *Read Magic* to understand and use Clerical scrolls, but he can only use scrolls written by a Cleric the same alignment as he.

7.8 Create Tomb Dust: for 5gp and 1 day's work, a Warlock (level-1) or Punisher (level-2) can create a flask of tomb dust (some access to decayed bodies is required). He must work at an Unholy Altar to be successful.

7.9 Create Wands and Talismans: a Mage of level 7 or higher may make a wand and Clerics of level 7 or higher may make a talisman. The creation requires spending 1 month and 1000gp per level of the spell (maximum of 5th level spells). When the initial preparation is complete, there is, however a chance the creation will fail. A cleric must roll his WIS ability score or a mage his INT, minus the level of the spell, or less on a 20 to succeed, or his time and money are wasted. The wand or talisman now contains 100 divided by the Spell Level of the spell infused number of charges. Any mage can use the wand to cast the infused spell, using up 1 charge. Any cleric the same alignment as the creator can use the talisman to cast the infused spell, using up one charge. When all the charges in a talisman or wand are used up, a wand will crumble to dust, but the talisman becomes an ordinary divine symbol (but can be remade by the same process, at a 10% discount in time and money). Wands and talismans can be used when locked in melee or after the user was injured that round. Clerics require a temple and altar for this creation, Mages, a Magic Laboratory.

7.10 Natural Identification: beginning at level 2, a Druid may spend 1 day in the forest to find 1d4 examples of any herbal product from those in the Gear Book, except the Black or White Lotus. He can also create a dose of Healing Salve in 1 day and 10gp, if he has access to a forest or swamp.

7.11 Reproduce Potions: If given any potion, an Alchemist of level 4 or higher with an Alchemist's Workshop (1500gp) can analyze it (and thus destroy that sample) and create a formula for the potion. Thereafter he can create new copies of the potion for half the normal time and cost.

7.12 Sanctify Sacred Oil: for 5gp and 1 day's work, a Guardian (level-2) or Druid (level-1) at an altar to his god can make an ordinary flask of oil into Sacred Oil.

7.13 Creation of Permanent Items: all other magic items, not listed above are considered Permanent Items and can be created by level 9 or 10 Mages and by Clerics of level 7 (CS, CD, CW) or 8 (CM,CG,CP) or higher. The caster must give himself over entirely to the task of enchanting the object for the entire time period necessary. Each magic item is assigned a Tier by the Judge for creation purposes. The tier rating tells you the cost in materials to enchant the item, the time it takes to complete the enchantment. It is within the Judge's discretion to forbid any particular item from being made by mortal hands at all. The gods and certain secret guilds of mortals might have completely different means of making magic items, but they are not available for player use.

Mages have can make any item that can be made at all, except for definitely religious items. Clerics, on the other hand, must have some sort of religious connection to make an item. For example, it is difficult to see why a god would approve a cleric's desire to make Shoes of Levitation, but if a temple is at war with the followers of the goddess Mistress of Flame, a Ring of Fire Resistance would be approved. Furthermore, any item made by a cleric will only function in the hands of a user of the same alignment as the user. Clerics must spend the creation time in a shrine or temple of their god, with its own altar, free from disturbance. Mages must spend the time in their Magic Laboratory.

TIER	COST	TIME	Example
A	500gp	1 month	+1 arrows
B	1000gp	2 months	+2 arrows
C	1500gp	2 months	+3 arrows
D	2000gp	3 months	+1 Weapon
E	3000gp	3 months	Ring of Feather Falling
F	4000gp	4 months	Shoes of Levitation
G	5000gp	4 months	+2 Weapon
H	7500gp	5 months	Ring of Fire Resistance
I	10,000gp	5 months	Ring of Water Walking
J	15,000gp	6 months	+3 Weapon
K	20,000gp	6 months	Cloak of Wings
L	25,000gp	7 months	Crystal Ball
M	30,000gp	7 months	Ring of Spell Storing
N	50,000gp	12 months	Ring of Meteor Swarm

The tier price can be used as a guide for the market price of the item. If a player wants to sell an item, he can get the preparation cost for the sale. If he wants to buy such an item, it will cost at least twice the preparation cost, if it is available at all.