

# Clerical Spells

Level			
	1st	2nd	3rd
1	Cure Light Wounds*	Bless*	Continual Light*
2	Detect Evil	Find Traps	Cure Disease*
3	Detect Magic	Know Alignment	Growth of Animals
4	Light	Hold Person	Locate Object
5	Protection from Evil	Resist Fire	Remove Curse*
6	Purify Food and Water	Silence 15' Radius	Striking
7	Remove Fear*	Snake Charm	
8	Resist Cold	Speak with Animal	

Level		
	4th	5th
1	Create Water	Commune
2	Cure Serious Wounds*	Create Food
3	Neutralize Poison	Dispelling Evil
4	Protection from Evil 10' Radius	Insect Plague
5	Speak with Plants	Quest*
6	Sticks to Snakes	Raise Dead

## FIRST LEVEL CLERICAL SPELLS

### **Cure Light Wounds\***

Range: 0

Duration: permanent

This spell will heal 2-7 points (1d6 + 1) of damage done to any living creature (character or monster) when the cleric touches the individual. This spell may also be used to cure paralysis, but will not then cure any points of damage. The spell may be cast on the cleric's own body. The spell's effect will not, in *any* case, increase a creature's hit point total to more than the normal amount. **EX-AMPLE:** Tars the fighter normally has 6 hp. In a battle with goblins, he takes 5 points of damage. Gantry the cleric casts a **cure light wounds** spell on him during the battle, and rolls a 6 on the die, which cures up to 7 points of damage. Tars is restored to his original total of 6 hp, but the 2 extra points are wasted.

When reversed, this spell (**cause light wounds**) will do 2-7 points of damage to any creature or character touched. The cleric must roll to hit the opponent in normal combat.

### **Detect Evil**

Range: 120'

Duration: 6 turns

This spell can be used to detect evil intentions, or evilly enchanted objects within 120' causing the creatures or objects to glow. Actual thoughts are not detected; only the "feeling of evil". The exact definition of "evil" is left to each referee, and players should discuss this point so that all are in agreement; "Chaotic" is not always "evil". Poison and physical traps are neither good nor evil.

### **Detect Magic**

Range: 60'

Duration: 2 turns

This spell determines if there has been an enchantment laid upon a person, place, or thing, causing any magic item within 60' to glow. Several items may be tested until the spell's duration has ended. It is useful, for example, to discover if some item is magical, if a door has been magically "**held**" or "**wizard locked**" (see **Magic-user and Elf Spells**), and so forth.

### **Light\***

Range: 120'

Duration: 12 turns

This spell casts light in a circle, 30' in diameter. It is bright enough to read by, but not equal to full daylight. It may be cast on an object. The **light** may be cast at a creature's eyes. The creature may make a saving throw, but if it fails, the victim will be blinded for 12 turns.

Reversal of this spell (**darkness**) will create a circle of darkness 30' in diameter. It will block all sight, except infravision will work within the area. It will cancel a **light** spell if cast against it and vice versa.

### **Protection from Evil**

Range: 0 (caster only)

Duration: 12 turns

This spell circles the cleric with a magic barrier. This barrier will move with the caster. The spell serves as some protection from "evil" attacks (attacks by monsters of some alignment other than the cleric's alignment) by adding 1 to the cleric's saving throws, and subtracting 1 from the "to hit" die roll of these opponents. The spell will also keep out hand-to-hand attacks from enchanted (summoned or created) monsters (such as living statues), but not missile fire attacks from these creatures (see **COMBAT**). The cleric may break this protection by attacking the monster in hand-to-hand combat, but still gains the bonus "to hit" and saves.

### **Purify Food and Water**

Range: 10'

Duration: indefinite

This spell will make spoiled or poisoned food and water usable. The spell will purify one ration of food (iron or standard), 6 skins of water, or enough normal food to feed a dozen people.

### **Remove Fear\***

Range: 0

Duration: 2 turns

When the cleric casts this spell and touches a creature, the spell will calm the creature and remove all fear. If the recipient is running away due to magical fear, he or she may make a saving throw vs. Spells, adding a

bonus to the roll equal to the level of the cleric (for example, a 3rd level cleric will give a bonus of + 3 to the roll).

When reversed, this spell (**cause fear**) will make any one creature flee for two turns if a successful saving throw vs. Spells is not made. The spell has a range of 120'.

### Resist Cold

Range: 30'

Duration: 6 turns

This spell allows a creature to resist the effects of cold. Freezing temperatures will not harm a creature with this spell cast on it. This spell gives all creatures within the spell range a bonus of +2 on saving throws vs. "cold attacks" (such as white Dragon Breath). Any damage from cold is also reduced by -1 point per die of damage rolled (or per hit die of the white dragon). However, any cold attacks will still inflict at least 1 point of damage per die (or hit die) rolled.

## SECOND LEVEL CLERICAL SPELLS

### Bless\*

Range: 60'

Duration: 6 turns

This spell may only be cast on creatures not yet in melee and in a 20' x 20' area. It improves morale by + 1 and makes the creatures it is cast upon + 1 to hit and + 1 on damage. It will affect all friend-ly individuals within the area of the spell when the spell is cast. At the DM's option, this spell may be used as a part of a blessing or cleansing ritual. Reversed, this spell (**blight**) makes enemies' morale worse, -1, and gives -1 on to hit and damage rolls unless a successful save vs. Spells is made.

### Find Traps

Range: 30'

Duration: 2 turns

This spell makes a trapped area glow with a dull blue light when the cleric approaches within 30'. It reveals where mechanical and magical traps are, but not the kind of trap or how the trap can be disarmed.

### Know Alignment

Range: 10'

Duration: 1 round

This spell will reveal if any one creature is lawful, neutral, or chaotic. It will also reveal the alignment (if any) of an enchanted item or area (for example, a magic sword or temple).

### Hold Person

Range: 180'

Duration: 9 turns

The **hold person** spell will affect any human, demi-human, or human-like creature (bugbears, dryads, gnolls, gnomes, hobgoblins, kobolds, lizard men, ogres, orcs, nixies, pixies, or sprites). It will not affect **undead** or creatures larger than an ogre. The victim of this spell must save vs. Spells or be paralyzed. This spell may be cast at a single person or at a group. If cast at a single person, that person must save vs. Spells with a penalty of -2 to the die roll. If cast at a group, it will affect 1-4 (d4) persons, but with no penalty to their saving throws.

### Resist Fire

Range: 30'

Duration: 2 turns

The one creature this spell is cast on will not be harmed by heat or normal fire for the duration of the spell. Also, the character or creature will save at + 2 against magical fire (dragon's breath, fireballs, etc.). Damage from such fire is reduced by one point per die (each die will do at least one point of damage).

### Silence 15' Radius

Range: 180'

Duration: 12 turns

This spell will make a 30' diameter area totally silent. Conversation and spells in this area will be prevented for the duration of the spell. This spell does not prevent a person within the area from hearing noises made outside the area. If cast on a person, the victim must save vs. Spells or the spell effect will move with him! If the saving throw is successful, the spell will remain in the area in which it was cast, and the victim may move out of the area.

## Snake Charm

Range: 60'

Duration: special

With this spell a cleric may charm 1 hit die of snakes for every level of the cleric. Thus, a 5th level cleric could charm one 5 hit die snake, five 1 hit die snakes, or any combination totaling 5 hit dice or less. The snakes will rise up and sway, but will not attack.

If used on attacking snakes, the spell's duration is 2-5 rounds (d4 + 1), otherwise it lasts 2-5 turns. When the spell wears off, the snakes will return to normal.

## Speak with Animals

Range: 30'

Duration: 6 turns

This spell allows a cleric to talk to any normal or giant form of animal life. It will not affect intelligent animal races or fantastic creatures. This spell will allow the cleric to speak to one type of animal (like a dog) within the given range. The animal may be talked into doing a favor for the cleric, if the monster's reaction so indicates. The favor requested must be understood by the animal and it must be possible for the creature to do.

## THIRD LEVEL CLERICAL SPELLS

### Continual Light\*

Range: 120'

Duration: special

This spell creates a sphere of light 60' across. The light is equal in intensity to full daylight and lasts until **dispelled**. Creatures who have penalties when fighting in bright light (goblins, undead, etc.) will suffer the same penalties from the clerical **continual light** spell. If cast on an opponent's eyes the creature must save vs. Spells or be blinded until the spell is dispelled. This spell can be cast on an object.

The reverse of this spell (**continual darkness**) creates a 60' diameter sphere of darkness. Light (even from a **light** spell) torches and similar objects will not cast light within it, and infravision cannot penetrate it. If cast on a creature's eyes, the creature must

save vs. Spells or be blinded until the spell is dispelled. A **continual light** spell cast on **continual darkness** will dispel it, and vice versa.

### Cure Disease\*

Range: 30'

Duration: permanent

In one round this spell will cure the creature it is cast on of any disease, such as lycanthropy and mummy rot. **Cure disease** will also kill green slime.

The reverse of this spell (**cause disease**) infects the victim with a hideous wasting disease unless a save vs. Spell is made. The victim is -2 on all "to hit" rolls. In addition, his or her wounds cannot be magically cured and natural healing will take twice as long as usual. The disease will be fatal in 2-24 days unless a **cure disease** spell is cast on the victim.

### Growth of Animal

Range: 120'

Duration: 12 turns

This spell will double the size of one normal or giant animal. The animal will have twice its normal strength and do twice its normal damage in combat. It will also be able to carry twice its normal weight allowance. This spell does not change an animal's behavior. This spell will not affect intelligent animal races or fantastic creatures.

### Locate Object

Range: 120'

Duration: 6 turns

For this spell to be able to locate an object, the spell caster must know exactly what the object looks like (size, shape, color, etc.). A common type of object (such as a flight of stairs) can also be detected by this spell. The spell will not, however, locate a creature. The spell will point toward the nearest desired object if within range, giving the direction to it but not the distance.

### Remove Curse\*

Range: 0'

Duration: permanent

This spell will remove the effects of a curse put on a character or free a character

from a cursed magical item A **remove curse** spell will only remove one curse.

The reverse of this spell (**curse**) causes a misfortune or penalty to the creature upon which it is cast. Curses are limited only by the caster's imagination, but the DM may turn a curse that is too powerful back on the caster! Typical limits to curses include: -4 to hit, or -2 on saves, or prime requisite reduced by half, etc. A successful saving throw means the curse has no effect. There is no limit to the number of times a character can be cursed, provided each curse penalizes the character in a different way.

### **Striking**

Range: 30'

Duration: 1 turn

This spell makes one normal weapon do an additional 1d6 points of damage per attack (like a **staff of striking**). The weapon will cause the extra damage for as long as the spell lasts. It does not add to the chance of hitting, but does allow damage against creatures that can only be hit by magic weapons.

## FOURTH LEVEL CLERICAL SPELLS

### **Create Water**

Range: 0'

Duration: permanent

With this spell, the cleric summons forth an enchanted spring from the ground or a wall that will give enough water for 12 men and their mounts for one day (about 50 gallons). For every level the cleric is above 8th, twelve additional men and mounts can be supplied.

### **Cure Serious Wounds\***

Range: 0'

Duration: permanent

This spell will cure one living creature of 4-14 (2d6 + 2) points of damage.

The reverse of this spell (cause serious wounds) will cause 4-14 points of damage to any creature or character touched. The caster must roll to hit the opponent as in normal combat.

### **Neutralize Poison**

Range: 0'

Duration: permanent

This spell will cancel the effects of poison and revive a poisoned character if cast within ten rounds. It can also be cast on a poison or a poisoned item to make it harmless. It acts only on poison present at the time it is cast.

### **Protection from Evil 10' Radius**

Range: 0'

Duration: 12 turns

This spell circles the caster with a magical barrier that will protect all friendly creatures within 10' of the cleric. This barrier will move with the cleric. The spell serves as some protection from "evil" attacks (attacks by monsters of an alignment other than the caster's) by adding 1 to the caster's saving throw and subtracting 1 from evil opponents' "to hit" roll. This spell will also keep out melee attacks from enchanted monsters (such as elementals) but not missile or magical attacks from these creatures. Enchanted monsters can melee if any of the protected creatures attempt to attack them with hand-to-hand combat.

### **Speak with Plants**

Range: 30'

Duration: 3 turns

This spell gives the cleric the power to talk to plants and request simple favors of them. A request may be granted, if it is within the plants' power to understand and perform. This spell may be used to allow the cleric and party to pass through otherwise impenetrable undergrowth. This spell will also allow communication with plant-like monsters (treants, for example).

### **Sticks to Snakes**

Range: 120'

Duration: 6 turns

This spell turns 2-16 (2d8) sticks into snakes (AC 6, HD 1, MV 90' (30'), \*AT 1, D 1-4. Save FI, ML 7, AL N). There is a 50% chance the snakes will be poisonous. The snakes obey the cleric's commands. They turn back into sticks when the spell ends or when "killed".

## FIFTH LEVEL CLERICAL SPELLS

### Commune

Range: 0'

Duration: 3 turns

This spell allows the cleric to ask questions of the greater powers (the DM). The cleric may ask three questions that can be answered yes or no, however, the cleric may commune but once a week. Once a year the cleric may ask twice the normal number of questions. If this spell is being used too often in the game, the DM may wish to limit the cleric's use of this spell to once a month.

### Create Food

Range: 0'

Duration: permanent

With this spell, the cleric may create enough food to feed 12 men and their mounts for one day. For every level the cleric is above 8th, he or she is able to create food for 12 more men and their mounts. Thus a 10th level cleric could create enough food to sustain 36 men and their mounts for one day.

### Dispel Evil

Range: 30'

Duration: 1 turn

This spell will banish or destroy any enchanted or undead monster that comes in range if the creature fails its saving throw vs. Spells. If the saving throw is successful, the creature will immediately flee from the affected area. The caster must remain stationary and concentrate to maintain this effect. Alternately, the spell can be cast against one creature, reducing the creature's saving throw by -2. This spell will also free a creature within range from a cursed item.

### Insect Plague

Range: 480'

Duration: 1 day

This spell creates a vast swarm of insects 60' in diameter. The cloud of insects will obscure vision and will drive off creatures of less than 3 hit dice. The swarm will move at 20' per round. The cleric may direct the swarm while it is within the range. The caster must remain stationary and concentrate to maintain

the spell. If the caster is disturbed, the insects will scatter and the spell ends. This spell only works above ground.

### Quest

Range: 30'

Duration: special

This spell forces the character it is cast on to perform some special task or quest as commanded by the cleric at the time the spell is cast. A successful save vs. Spells will result in the spell having no effect. A typical task might include slaying a certain monster, rescuing a maiden, obtaining a magic item for the caster, or going on a pilgrimage. Such tasks will not be suicidal. Once the task is completed, the spell ends. If the character refuses to go on the **quest**, he or she will be **cursed** (the type is to be decided by the DM) until the **quest** is continued.

The reverse of this spell (**remove quest**) must be used to dispel an unwanted **quest** or a quest-related curse. The chance of success is reduced by 5% for every level the caster is lower than the cleric who cast the **quest**.

### Raise Dead\*

Range: 120'

Duration: permanent

By means of this spell the cleric can raise any human, dwarf, half-ling, or elf from the dead. An 8th level cleric can raise a body up to four days dead. For each level the cleric is above 8th, four days are added to this time. Thus a 10th level cleric can raise bodies up to twelve days dead. A raised character has 1 hit point and cannot fight, cast spells, use abilities, carry heavy loads, or move more than half speed. These effects will be healed after two full weeks of complete bedrest and this healing cannot be affected by magic. A **raise dead** cast against one undead creature will slay it unless it makes its saving throw vs. Spells.

The reverse of this spell (**finger of death**) creates a death ray that will kill any one creature. There is no effect if the creature makes a saving throw vs. Death Ray. Lawful clerics will only use **finger of death** in life-or-death situations.



# **Magic-User and Elf Spells**

Level			
	1st	2nd	3rd
1	Charm Person	Continual Light*	Clairvoyance
2	Detect Magic	Detect Evil	Dispel Magic
3	Floating Disc	Detect Invisible	Fire Ball
4	Hold Portal	ESP	Fly
5	Light*	Invisibility	Haste
6	Magic Missile	Knock	Hold Person
7	Protection from Evil	Levitate	Infravision
8	Read Languages	Locate Object	Invisibility 10' radius
9	Read Magic	Mirror Image	Lightning Bolt
10	Shield	Phantasmal Force	Protection from Evil 10' radius
11	Sleep	Web	Protection from Normal Missiles
12	Ventriloquism	Wizard Lock	Water Breathing

Level			
	4th	5th	6th
1	Charm Monster	Animate Dead	Anti-Magic Shell
2	Confusion	Cloudkill	Control Weather
3	Dimension Door	Conjure Elemental	Death Spell
4	Growth of Plants	Contact Higher Plane	Disintegrate
5	Hallucinatory Terrain	Feeblemind	Geas*
6	Massmorph	Hold Monster	Invisible Stalker
7	Polymorph Others	Magic Jar	Lower Water
8	Polymorph Self	Pass-Wall	Move Earth
9	Remove Curse*	Telekinesis	Part Water
10	Wall of Fire	Teleport	Projected Image
11	Wall of Ice	Transmute Rock to Mud*	Reincarnation
12	Wizard Eye	Wall of Stone	Stone to Flesh*

## FIRST LEVEL M-U AND ELF SPELLS

### Charm Person

Range: 120'

Duration: See below

This spell can be used on any human, or human-like creature (such as bugbears, gnolls, gnomes, goblins, hobgoblins, kobolds, lizard men, ogres, pixies, or sprites). It will not affect **undead**, nor creatures larger than an ogre. If the victim fails to make a saving throw vs. Spells, the victim will believe that the spell caster is its "best friend" and will try to defend the caster against any threat (real or imagined). If the caster speaks a language that the **charmed** creature understands, commands may be given to the victim. Any commands given will usually be obeyed, except that orders against its nature (alignment and habits) may be resisted, and an order to kill itself will be refused. Creatures with above average intelligence (a score of 13-18) may make a new saving throw each day. Creatures with average intelligence (a score of 9- 12, which includes the monsters listed above) may save again once per week, and creatures with below average intelligence (a score of 3-8) may save again once each month. (A **charm** may be re-moved by a **dispel magic** spell.)

### Detect Magic

Range: 60'

Duration: 2 turns

This spell determines if there has been an enchantment laid upon a person, place, or thing, causing any magic item within 60' to glow. Several items may be tested until the spells duration is ended. It is useful, for example, to discover if some item is magical, if a door has been magically **held** or **wizard locked**, and so forth.

### Floating Disc

Range: 6'

Duration: 6 turns

This spell creates an invisible magical platform about the size and shape of a small round shield which can carry up to 5000 coins (500 pounds) of weight. It cannot be created in a place occupied by another object. The **floating disc** will be created at the

height of the caster's waist, and will remain at that height, following the caster wherever he or she goes. If the caster goes further than 6 feet from the **disc**, it will automatically follow, with a movement rate equal to the caster's. When the spell duration ends, the **floating disc** will disappear, suddenly dropping anything that was on it.

### Hold Portal

Range: 10'

Duration: 2-12 turns

This spell will magically hold shut a door, gate, or similar portal. A knock (2nd level) spell will open the held portal. A creature of 3 hit dice (or more) greater than the caster may break open the held portal in one round.

### Light\*

Range: 120'

Duration: 6 turns + level of the caster, in turns

This spell casts light in a circle, 30' in diameter. It is bright enough to read by, but not equal to full daylight. It may be cast on an object. The **light** may be cast at a creature's eyes. The creature may make a saving throw vs. Spells, but if it fails, the victim will be blinded for the duration of the spell. The effects of the spell will last for 7 turns if a first level magic-user casts the spell, 8 turns for a second level magic-user, and so forth.

Reversal of this spell (darkness) will create a circle of darkness 30' in diameter. It will block all sight, except infravision will work within the area. It will cancel a light spell if cast against it and vice versa.

### Magic Missile

Range: 150'

Duration: 1 turn

A magic missile is a glowing arrow, created and shot by magic, which does .2-7 (1d6 + 1) points of damage to any creature it strikes. It will automatically hit any visible target. For every 5 levels the caster has gained, he or she may shoot two more missiles when casting the spell. **EXAMPLE:** a 6th level magic-user may cast three missiles. These may be shot at one target, or the caster may choose to cast the missiles at different targets.

## Protection from Evil

Range: 0 (caster only)

Duration: 6 turns

This spell circles the magic-user or elf with a magic barrier. This barrier will move with the caster. The spell serves as some protection from "evil" attacks (attacks by monsters of some alignment other than the caster's alignment) by adding 1 to the spell caster's saving throws, and subtracting 1 from the "to hit" die roll of evil opponents. The spell will also keep out attacks from enchanted (summoned or created) monsters (such as living statues), but not missile fire attacks from these creatures. The spell caster may break this protection by attacking the monster in hand-to-hand combat.

## Read Languages

Range: 0 (caster only)

Duration: 2 turns

This spell will allow the caster to read (not speak) any unknown language or code, including treasure maps, secret symbols, and so forth.

## Read Magic

Range: 0

Duration: 1 turn

By casting this spell, magical words or runes on an item or scroll may be read. Without this spell unfamiliar magic cannot be read or understood, even by a magic-user. However, once a scroll or runes are looked at with a **read magic** spell, the magic-user becomes able to understand and read that item later without the spell. A magic-user's or elf's spell book is written so that only the owner may read them without using this spell.

## Shield

Range: 0 (caster only)

Duration: 2 turns

This spell circles the spell caster with a magical barrier between the caster and his or her enemies. It moves with the spell caster. It gives the caster an Armor Class of 2 against missiles and AC 4 against other attacks. Sleep Range: 240' Duration: 4-16 turns This spell will put creatures to sleep for 4d4 turns. The caster can only affect creatures with 4 + 1 hit dice or less. Only 1 creature with 4 + 1 hit dice

will be affected; otherwise, the spell affects 2-16 (2d8) hit dice of creatures. The **undead** cannot be put to sleep. When affecting a group of creatures of mixed levels (hit dice), lower level creatures will always be put to sleep before higher level ones. Any "pluses" are ignored (for example, 2 + 1 hit dice is treated as 2 hit dice). Creatures with less than 1 hit die are still considered as 1 hit die. Any sleeping creature may be awakened by force (such as a slap). A sleeping creature may be killed (regardless of its hit points) with a single blow with any edged weapon. EXAMPLE: A party encounters 4 hungry lizard men. Sarien, an elf, casts a **sleep** spell at them. The DM rolls 2d8; the result of 7 means that 7 levels of creatures are affected. Lizard men have 2+ 1 hit dice each, treated as 2 for the effects of this spell. Three lizard men fall asleep: 7 divided by 2 equals 3½, but a creature cannot be "partially" asleep from the spell. Ventriloquism Range: 60' Duration: 2 turns This spell will allow the caster to make the sound of his or her voice come from someplace else, such as a statue, animal, and so forth.

## SECOND LEVEL M-U AND ELF SPELLS

### Continual Light

Range: 120'

Duration: permanent

This spell creates a globe of light 60' in diameter (not equal to full daylight) which will continue to shed light forever (or until it is dispelled). When cast at a creature's eyes, blindness may result (see **light**). The reverse of this spell (continual darkness) creates a 60' diameter sphere of darkness. Light (even from a light spell) torches and similar objects will not cast light within it, and infravision cannot penetrate it. If cast on a creature's eyes, the creature must save vs. Spells or be blinded until the spell is dispelled. A continual light spell cast on continual darkness will dispel it, and vice versa.

## Detect Evil

Range: 60'

Duration: 2 turns

This spell can be used to detect evil intentions, or evilly enchanted objects within 60' causing the creatures or objects to glow. Actual thoughts are not detected; only the "feeling of evil". The exact definition of "evil" is left to each referee, and players should discuss this point so that all are in agreement; "Chaotic" is not always "evil". Poison and physical traps are neither good nor evil.

## ESP

Range: 60'

Duration: 12 turns

This spell will allow the caster to "hear" thoughts. The spell caster must concentrate for one full turn in one direction to "hear" the thoughts (if any) of a creature within range. Any single creature's thoughts may be understood (regardless of the language), but if more than one creature is in the line of "hearing", a confused jumble of thoughts will be "heard". In this case, the caster may concentrate in that direction for an extra turn to sort out the jumble and concentrate on one creature. The spell caster may "hear" through 2 feet of rock, but a thin coating of lead will block the **ESP**. The thoughts of the **undead** (if any) cannot be "heard" by means of this spell.

## Invisibility

Range: 240'

Duration: permanent until broken (see below)

This spell will make the caster or any one person or object in range invisible. When a character becomes invisible, all the items (but not other creatures) carried and worn by that character also become invisible. Any invisible item will become visible once again and remain visible when it leaves the character's possession (is set down, dropped, and so forth). An invisible person will remain invisible until he or she attacks or casts a spell. A source of light may be made invisible, but the light will remain visible.

## Knock

Range: 60'

Duration: 1 round

This spell opens known secret doors, **held** and **wizard locked** doors, barred and otherwise secured or stuck gates, locked chests, and so forth.

## Levitate

Range: 0 (caster only)

Duration: 6 turns + level of the caster, in turns

When this spell is cast, the caster may move up or down in the air without any support. This spell does not enable the caster to move from side-to-side. The caster could, however, **levitate** to a ceiling and move sideways by using his or her hands. Motion up or down is at a rate of 20' per round. The spell cannot be cast on another person or object. The caster may carry a normal amount of weight (possibly including another person; see **Character Movement**, page B19).

## Locate Object

Range: 60' + 10' per level of the caster

Duration: 2 turns

For this spell to be effective in finding an object, the spell caster must know exactly what the object is. A common type of object, such as a flight of stairs, can also be detected by this spell. This spell will not, however, locate a creature. The spell will point towards the nearest desired object if within range, giving the direction to it but not the distance. The range of this spell will increase as the caster gains experience: a 3rd level elf can **locate object** 90' away, a 4th level elf could **locate object** at 100', and so forth.

## Mirror Image

Range: 0 (caster only)

Duration: 6 turns

With this spell, the caster creates 1-4 (1d4) additional images of himself or herself which look exactly the same as the caster and do exactly what he or she does. Any attack on the spell caster will strike an image instead. An attack on an image will destroy it, whether or not that attack actually "hits". The attack will be "used up", but one image will disappear and will not return (until the spell is cast again).

## Phantasmal Force

Range: 240'

Duration: concentration

This spell creates or changes appearances within the area of the spell effect: up to a 20' x 20' x 20' cube. The caster should create an illusion of something he or she has seen. If not, the DM should give a bonus to saving throws against this spell's attacks. If the caster does not use the spell to attack, the illusion will disappear if it is touched. If the spell is used to "create" a monster, it will have an Armor Class of 9 and will disappear if hit. If the spell is used as an attack (a false **magic missile**, a collapsing wall, etc.), the attack will not affect a victim who saves vs. Spells. If the caster moves or is affected by any attack in combat, the illusion will disappear and not return.

This spell never inflicts any real damage. Those "killed" will pass out, those "turned to stone" will be paralyzed, and so forth. These effects will wear off in 1-4 (1d4) turns.

## Web

Range: 10'

Duration: 48 turns

This spell creates a mass of sticky strands which are difficult to destroy except with flame. It will cover (and usually block) an area 10'x10'x10'. Giants (see D&D EXPERT SET) or creatures with similar great strength can break through a **web** in two rounds, but weaker creatures take much longer to break through. A human of normal strength will take 2-8 (2d4) turns to break through the web.

Flames (as from a torch, for example) will destroy the **web** in 2 rounds, but will burn any creature within it for 1-6 (1d6) points of damage. Anyone wearing **gauntlets of ogre power** (see **TREASURE**, page B50) can break free of a **web** in 4 rounds.

## Wizard Lock

Range: 10'

Duration: permanent

This spell is similar to a **hold portal** spell, but may be used on anything with a lock (instead of just a door) and will last forever. A **wizard lock** can be opened by the caster or by a **knock** spell without destroying

the **wizard lock**. A portal which has been **wizard locked** may be passed through without the use of a spell by any magic-using character (or NPC) of 3 or more levels greater than the caster of the **wizard lock**.

## THIRD LEVEL M-U AND ELF SPELLS

### Clairvoyance

Range: 60'

Duration: 12 turns

This spell allows the user to see an area through the eyes of any single creature in it. The creature must be in the general direction chosen by the caster and in range. The spell is blocked by more than two feet of rock or a thin coating of lead. "Seeing" through a creature's eyes takes one full turn, after which the caster can change subjects.

### Dispel Magic

Range: 120'

Duration: permanent

This spell will remove spell effects anywhere within an area 20' x 20' x 20'. It will not affect magic items, but will remove any spell effect created by a magic-user, elf, or cleric of equal or lower level than the spell caster. It may fail to remove magical effects by a higher level caster. The chance of failure is 5% per level of difference between the spell caster. EXAMPLE: A 5th level elf trying to dispel magic cast by a 7th level elf would have a 10% chance of failure.

### Fire Ball

Range: 240'

Duration: instantaneous

This spell creates a missile of fire that bursts into a ball of fire 40' across (20' radius) when it strikes a target. The fire ball will do 1-6 (1d6) points of fire damage per level of the caster to each creature within the sphere of fire. EXAMPLE: A fire ball cast by a 6th level magic-user will burst for 6-36 (6d6) points of damage. If the victim of the fire ball saves vs. Spells, the spell will only do half damage.

## Fly

Range: 0'

Duration: level of caster + 1-6 turns

This spell allows the caster (or person touched) to fly. The spell will permit movement in any direction and any speed up to 120' per round (360' per turn). It will also allow the person to stop at any point, as a **levitate** spell.

## Haste

Range: 240'

Duration: 3 turns

This spell allows up to 24 creatures in a 60' diameter circle to perform actions at double speed. Such creatures move at twice normal speed and make double the number of missile or melee attacks. This spell does not affect the rate at which magic works, so the casting of spells and the use of devices such as wands cannot be speeded up.

## Hold Person

Range: 120'

Duration: 1 turn/level

The **hold person** spell will affect any human, demi-human, or human-like creature (bugbears, dryads, gnolls, gnomes, hobgob-lins, kobolds, lizard men, ogres, orcs, nixies, pixies, or sprites). It will not affect **undead** or creatures larger than an ogre. The victim of this spell must save vs. Spells or be paralyzed. This spell may be cast at a single person or at a group. If cast at a single person, that person must save vs. Spells with a penalty of -2 to the die roll. If cast at a group, it will affect 1-4 (d4) persons, but with no penalty to their saving throws.

## Infravision

Range: 0'

Duration: 1 day

This spell enables the creature it is cast on to see objects in the dark to a distance of 60'.

## Invisibility 10' radius

Range: 120'

Duration: special

This spell makes the creature it is cast on and all creatures within 10' at the time of the casting invisible. This area will move

with the person it is cast upon. This spell otherwise acts as an **invisibility** spell, but creatures in the area of effect who move more than 10' away from the creature the spell is cast on will become visible.

## Lightning Bolt

Range: 180'

Duration: instantaneous

This spell creates a 5' wide, 60' long bolt of lightning anywhere within its range. Any creatures within the area of effect will take damage. It does 1-6 (d6) points of damage per level of the spell caster. If the lightning bolt strikes a solid surface before reaching its 60' length, it will extend back toward the caster until it reaches its full length. Creatures struck by the bolt are allowed a saving throw vs. Spells, which will reduce damage by half if successful.

## Protection from Evil 10' Radius

Range: 0'

Duration: 12 turns

This spell circles the caster with a magical barrier that will protect all friendly creatures within 10' of the magic-user or elf. This barrier will move with the caster, and acts exactly as a **protection from evil spell** (see page X13).

## Protection from Normal Missiles

Range: 30'

Duration: 12 turns

This spell gives complete protection from all small non-magical missiles (thus a catapult stone or a magic arrow would not be stopped by this spell). It will protect only the creature it is cast on.

## Water Breathing

Range: 30'

Duration: 1 day

This spell allows the creature it is cast on to breathe underwater (at any depth) without harm. It does not affect the creature's ability to move underwater or its ability to breathe air.

## FOURTH LEVEL M-U AND ELF SPELLS

### Charm Monster

Range: 120'

Duration: special

This spell affects all creatures except undead like a **charm person** spell. If the monsters charmed have 3 or less hit dice, roll 3 six-sided dice to see how many are affected. Otherwise, only one monster will be affected.

### Confusion

Range: 120'

Duration: 12 rounds

This spell affects 3-18 creatures in a 60' diameter area. Creatures with less than 2 + 1 hit dice have no saving throw. Those with 2 + 1 or more hit dice must make a saving throw vs. Spells every round the spell lasts or the spell will affect them that round. A confused creature rolls 2d6 each round to determine its action:

2-5 Attack the spell caster's party

6-8 Do nothing

9-12 Attack the creature's own party, if any

### Dimension Door

Range: 10'

Duration: 1 round

This spell will transport the caster or creature it is cast upon to any place within 360' of the caster's or creature's present location. An unwilling creature gets a saving throw vs. Spells. The caster may pick the desired location or direction. If the location is not known, distances not exceeding 360' total may be given (for example, 200' west, 60' south, 100' down). If this would cause the transported creature to end up in a solid object, the spell automatically fails.

### Growth of Plants

Range: 120'

Duration: special

This spell causes normal brush or woods to become thickly over-grown with creepers, vines, thorns, briars and so on, making the area impassable to all but the largest creatures. It affects up to 3000 square

feet in an area chosen by the caster (100' x 30', 50' x 60', etc.). The area affected must be within the spell's range. The spell lasts until dispelled. There must be plants in the area for this spell to work.

### Hallucinatory Terrain

Range: 240'

Duration: special

This spell creates an illusion of a terrain feature (hill, wood, swamp, etc.) or conceals a real feature. The entire terrain feature must be within the range of the spell. The spell lasts until the illusion is touched by an intelligent creature.

### Massmorph

Range: 240'

Duration: special

This spell will make up to 100 human or man-sized creatures in a 240' diameter circle appear as the trees of an orchard or dense woods. The illusion will even hide those it is cast on from creatures moving through the area of illusion. The spell lasts until a **dispel magic** is cast on it or the caster wills it away. The appearance of each disguised creature will return to normal when it moves away from the area where the spell was cast.

### Polymorph Others

Range: 60'

Duration: special

This spell will change one living creature into another living creature. The new form must have no more than twice as many hit dice as the old, or the spell fails. The number of hit points the polymorphed creature had remains the same. Unlike **polymorph self**, the creature this spell is cast on will become the new creature, gaining all the special abilities of the new form, plus its tendencies and behavior. For example, a creature polymorphed into a black pudding will think and act like a black pudding. This spell cannot create a duplicate of a specific individual.

Unwilling victims of this spell are allowed a saving throw vs. Polymorph. A successful save means that the spell has no effect. The spell lasts until dispelled, or until the creature dies.

## Polymorph Self

Range: 0' (caster only)

Duration: level of caster plus 6 turns

This spell gives the caster the physical form of any living creature with hit dice equal to or less than the caster's own. The transformation does not change the caster's hit points, "to hit" rolls, or saving throws. Special abilities or special immunities of the new form are not gained by the caster, although physical abilities are. **EXAMPLE:** A caster polymorphed into a frost giant would have the strength of a frost giant and the ability to hurl boulders, but would not gain immunity from cold. A caster polymorphed into a dragon could fly but would not be able to use the breath weapon or spells. Spell casters cannot use their own spells when polymorphed into a different form. The spell lasts for the given duration, or until dispelled, or until the caster is killed. This spell will not allow the caster to take the form of a specified individual.

## Remove Curse\*

Range: 0'

Duration: permanent

This spell will remove the effects of a curse put on a character or free a character from a cursed magical item. A **remove curse** spell will only remove one curse.

The reverse of this spell (**curse**) causes a misfortune or penalty to the creature upon which it is cast. Curses are limited only by the caster's imagination, but the DM may turn a curse that is too powerful back on the caster! Typical limits to curses include: -4 to hit, or -2 on saves, or prime requisite reduced by half, etc. A successful saving throw means the curse has no effect. There is no limit to the number of times a character can be cursed, provided each curse penalizes the character in a different way.

## Wall of Fire

Range: 60'

Duration: special

This spell creates a thin wall of fire of up to 1200 square feet. The wall can be in any shape the caster desires (a straight wall 60 long and 20' high, a circle 20' diameter and 20' high, etc.). The wall is opaque and will block sight. Creatures of less than 4 hit dice

cannot break through the wall. Creatures of 4 or more hit dice can break through but will take 1-6 (d6) points of damage — twice this amount (2d6) if they are undead or cold-using creatures (white dragons, frost giants). The wall cannot be cast in a space occupied by another object. The wall lasts as long as the caster remains stationary and concentrates on it.

## Wall of Ice

Range: 120'

Duration: 12 turns

This spell creates a translucent wall of ice 20' tall and 60' long (or any other shape the caster desires). Creatures of less than 4 hit dice cannot break through the wall. Creatures of 4 or more hit dice can break through the wall but will take 1-6 (1d6) points of damage — twice that amount (2d6) if fire-using creature (red dragon, salamanders, hell hounds, etc.). It must be cast to rest on the ground or similar support and cannot be cast in a space occupied by another object.

## Wizard Eye

Range: 240'

Duration: 6 turns

This spell creates an invisible eye through which the caster can see. It is the size of a real eye and has **infravision** to 60'. The **wizard eye** will float through the air up to 120' per turn, but will not go through solid objects or move more than 240' away from the caster. The caster must concentrate to look through the eye.

## FIFTH LEVEL M-U AND ELF SPELLS

### Animate Dead

Range: 60'

Duration: indefinite

This spell allows the caster to make animated skeletons or zombies from normal skeletons or dead bodies within the range of the spell. These animated dead will obey the caster until they are destroyed or dispelled by a cleric or **dispel magic**.

The spell animates 1 hit die of skeletons or zombies for every level the caster has. Thus a 12th level magic-user could

animate 12 human skeletons or 6 human zombies. Skeletons have AC 7 and the same hit dice as the original creature. Zombies have AC 8 and one more hit die than the living creature had. Character levels are not counted when a character is animated, thus a first level magic user animated as a zombie will have 2d8 hit points. Animated creatures do not have any spells or special abilities.

### Cloudkill

Range: 0'

Duration: 6 turns

This spell creates a cloud of poisonous vapor 30' in diameter that spreads out from the caster's fingertips. It moves 60' per turn (20' per round) in the direction the wind blows, or away from the caster if there is no wind. This cloud is heavier than air and will sink when possible (going down holes, sliding downhill, etc.), and is broken up by trees or other thick vegetation.

Creatures of less than 5 hit dice must make a saving throw vs. Poison or die, taking 1 point of damage if the save is successful. Creatures with more than 5 hit dice take 1 point of damage. These effects are suffered each round the creature is still in contact with the cloud.

### Conjure Elemental

Range: 240'

Duration: indefinite

This spell allows the magic-user to summon one **conjured elemental** (see **MONSTERS**) of his or her choice (air, earth, fire, or water). A caster can only conjure one of each type of elemental in any one day. The elemental will perform tasks for the magic user, but the caster must continually concentrate to enforce his or her commands. If the caster does not, the elemental will turn upon its conjurer and attack. Thus a magic-user commanding an elemental cannot engage in combat, cast other spells, or move over half speed. If control is lost it cannot be regained — the elemental will return to the caster by the most direct route, slaying all in its path. The conjured elemental will serve until slain in combat, or until the magic-user orders it to its plane of origin while it is under control. The elemental can be dispelled by the **dispel**

**magic** or **dispel evil** spells.

### Contact Higher Plane

Range: 0'

Duration: see below

This spell allows the caster to contact a higher plane and seek knowledge from strange and powerful creatures (played by the DM). The chart below lists the planes the caster can contact, how many yes or no questions a creature of it will answer, what its chance of knowing the answer is, how often the creature will lie, and what risk of insanity the caster takes contacting the plane. There is no way of knowing if the creature is lying. For every level above 11th, there is 5% less chance of insanity (thus a 12th level magic-user would have 5% less chance of going insane than indicated on the table shown).

Plane	# of Questions	Chance to Know	Chance of Lying	Drive Insane
3rd	3	25%	50%	5%
4th	4	30%	45%	10%
5th	5	35%	40%	15%
6th	6	40%	35%	20%
7th	7	50%	30%	25%
8th	8	60%	25%	30%
9th	9	70%	20%	35%
10th	10	80%	15%	40%
11th	11	90%	10%	45%
12th	12	95%	5%	50%

This spell can be used once a week (or less often at the DM's option). Characters going insane recover after a number of weeks of game time equal to the number of the plane contacted. Thus, a person contacting the eighth plane would be out of the campaign for 8 weeks. The caster selects the plane to be contacted.

### Feeblemind

Range: 240'

Duration: indefinite

This spell makes a magic-user or elf unable to think or cast spells, becoming a helpless idiot. The victim is allowed a saving

throw vs. Spells at -4. A successful save negates the effect of the spell. The spell effect lasts until negated by a **dispel magic** spell. This spell will have no effect on creatures or character classes other than magic-users or elves.

### Hold Monster

Range: 120'

Duration: level of the caster + 6 turns

This spell affects all creatures (except undead) like a **hold person** spell. The victim of the spell must save vs. Spells or be paralyzed. The spell may be cast at a single monster or a group. If cast at a single monster, that monster must save vs. Spells at a penalty of -2 on the die roll. If cast at a group, it will affect 1-4 (d4) monsters, but with no penalty to the saving throws.

### Magic Jar

Range: 30'

Duration: special

With this spell, the caster puts his or her life-force in a trance and transfers his or her life-force to an inanimate object (**magic jar**) within range. From this object, the spell caster may attempt to possess (take over) any one creature within 120' of the **magic jar**. If the victim makes a successful saving throw, the possession has failed and the caster may not try that victim again for one game turn. If the victim fails the saving throw, the creature is possessed and its body will do as the caster wills. While under the control of the spell caster no spells of the possessed may be used. If the possessed body is destroyed, the magic-user or elf must return to the **magic jar**. From there the caster may try to possess another body or return to his or her own. The caster can be forced out of the possessed body by a **dispel evil** spell.

Destroying the **magic jar** while the caster's life force is in it kills the caster.

Destroying the **magic jar** while the caster's life-force is in another body strands the life-force in the possessed body. Killing the caster's real body strands the life-force in the **magic jar** until the caster can possess another body! Once the caster returns to his or her real body the spell is over.

### Pass-Wall

Range: 30'

Duration: 3 turns

This spell opens up a 5' diameter hole up to 10 deep in solid rock or stone. When the spell ends, the hole closes.

### Telekinesis

Range: 120'

Duration: 6 rounds

The caster may levitate and slowly move weights of up to 200 coins weight/level. Thus a 10th level elf could move up to 2,000 coins of weight. The entire weight may be moved up to 20' per round in any direction the caster desires. Unwilling creatures get a saving throw vs. Spells. A successful save results in the spell having no effect. The caster must concentrate while moving objects, and if disturbed the telekinesed objects will fall.

### Teleport

Range: 10'

Duration: instantaneous

This spell instantly transports the caster or another creature any distance to any known place the caster can visualize. The transported creature (carrying up to its full encumbrance load) will arrive at "ground level" in any suitable open place. The chance of arriving safely at the aiming point depends on how carefully the caster has studied the area. Casual knowledge means the caster has been there once or twice, or is visualizing the aiming point from descriptions or magical scanning. General knowledge means the caster has been to the area often, or has spent several weeks studying the area magically (via **crystal ball**, etc.). Exact knowledge means the caster has made a highly detailed personal study of the aiming point. The chances of success are:

Knowledge	Success	Too High	Too Low
Casual	01-50	51-75	76-00
General	01-80	81-90	91-00
Exact	01-95	96-99	00

A creature arriving too high rolls 1d10 for the number, in tens of feet, the creature is above the aiming point. If this area is occupied by a solid object, the creature dies instantly. Otherwise, each 10' a creature falls

will do 1d6 points of damage on impact. A creature arriving too low has teleported into the ground or other solid object and dies instantly. A creature can never be deliberately teleported too high, too low, or into a solid object. An unwilling creature is allowed a saving throw vs. Spells.

### **Transmute Rock to Mud\***

Range: 120'

Duration: 3-18 days

This spell changes a volume of rock up to 3,000 square feet and 10' deep, to a morass of mud. Creatures entering the area of mud may be mired and are slowed to 1/10th of their normal movement speed.

The reverse of this spell (**transmute mud to rock**) changes up to 3,000 square feet of mud (10' deep) to rock. The effect of this reversed version is permanent.

### **Wall of Stone**

Range: 60'

Duration: special

This spell creates a 2' thick wall of stone 1,000 cubic feet (i.e. 10' x 10' x 10') in any shape the caster desires. The wall will last until broken through or dispelled by **dispel magic**. The spell must be cast to rest on the ground or similar support and cannot be cast in a space occupied by another object.

## SIXTH LEVEL MAGIC-USER SPELLS

### **Anti-Magic Shell**

Range: 0' (caster only)

Duration: 12 turns

This spell creates a personal barrier about the caster that stops any magic spell or spell effect from coming in or going out. It blocks all spells (including the caster's) until the duration is up or until the caster decides to end the spell.

### **Control Weather**

Range: 0'

Duration: concentration

This spell allows the caster to create one special weather condition in the area within a 240 yard radius of the caster. The

spell only works outdoors and the weather will affect all creatures in the area (including the caster). The effects will last as long as the caster is stationary and concentrates. The effects of the weather conditions will vary, but the following are typical:

**Rain.** Characters fire missiles at -2 on their "to hit" rolls. After three turns, the ground will be muddy, reducing movement by half.

**Snow.** The distance a creature can see is reduced to 20' and movement is reduced by half. When the snow thaws, mud will still reduce movement. Rivers and streams may freeze over.

**Fog.** Vision range is reduced to 20'.

Movement is also reduced by half while the fog lasts. The DM may want to give creatures in the fog a chance of moving in the wrong direction.

**Clear.** This cancels bad weather (rain, snow, fog) but not secondary effects (like mud).

**Intense Heat.** This reduces movement by half while in effect, but will dry out mud caused by rain, snow, transmute, rock to mud, and other conditions.

**High Winds.** This prevents missile fire and flying, and reduces movement by half. At sea, ships sailing with the wind move 50% faster. In the desert, high winds will create a sandstorm that reduces movement by half and cuts vision to 20'.

**Tornado.** This creates a whirlwind under the caster's control. It moves 120' per round, attacks as a 12 dice air elemental and dissipates when the spell ends. At sea, ships caught by a tornado must make a saving throw as against storms or take 12 points of hull damage (see page X63).

### **Death Spell**

Range: 240'

Duration: 1 round

This spell affects a cube 60' on a side. It will kill 4-32 (4d8) levels of creatures of less than 8 hit dice in this volume. Any excess levels of effect are lost. Each creature is allowed a saving throw vs. Death Ray. A successful save results in no effect. The spell will not

affect creatures of 8 or more hit dice, nor will it affect undead.

### **Disintegrate**

Range: 60'

Duration: instantaneous

This spell will disintegrate any single non-magical creature or object. A tree, a dragon, a ship, a 10' section of wall, and so forth. may all be affected by this spell. Creatures are allowed a saving throw vs. Death Ray with success resulting in no effect.

### **Geas\***

Range: 30'

Duration: special

This spell forces a victim to perform a given action or to avoid performing a given action. For example, a character may be **geased** to bring back an object for the caster; to eat whenever he or she has the chance; to never reveal certain information, and so on. The **geas** will not take effect if the victim makes a successful saving throw vs. Spells. The action must be possible and not directly fatal, or the **geas** will return and affect the caster instead! A character who ignores a **geas** will suffer cumulative penalties (decided by the DM) until the character obeys the **geas** or dies. Suitable penalties include minuses in combat, lowered ability scores, loss of spells, pain and weakness ending in death, etc. The reverse of this spell (**remove geas**) will rid a character of an unwanted **geas** and its effects. There is a 5% chance of failure for every level the caster is lower than the creature who cast the **geas**.

### **Invisible Stalker**

Range: 0'

Duration: special

This spell summons an **invisible stalker** (see page X34) which will follow orders from the magic-user that conjured it. The **invisible stalker** will continue on its given mission until the mission is accomplished, regardless of time or distance. Once conjured, the **invisible stalker** can only be sent back by being "killed" in combat or by a clerical **dispel evil** spell.

### **Lower Water**

Range: 240'

Duration: 10 turns

This spell will affect an area up to 10,000 square feet. It will lower the depth of the water by 50% for 10 turns.

### **Move Earth**

Range: 240'

Duration: 6 turns

This spell may be used to magically move earth. It can also be used to alter the surface features of any area within the spell range. The spell will extend downwards until it reaches the limit of the spell range or solid rock. The earth in this area will be moved at 60' per turn, according to the spell caster's wishes. Stone will not be affected by this spell. only soil.

### **Part Water**

Range: 120'

Duration: 6 turns

This spell creates a path through a body of water, enabling creatures to walk on the bottom. The path will be up to 120' long and 10' wide. The spell may be ended at any time by the caster before the duration is over.

### **Projected Image**

Range: 240'

Duration: 6 turns

This spell creates an image of the magic-user that cannot be distinguished from the original except by touch. All spells cast by the magic-user will seem to come from the image. However, the caster must still be able to see the target. If touched or struck by a melee weapon, the image will disappear. Spells and missile attacks will seem to have no effect on the image. The magic-user who casts the spell can make the image appear up to 240' away.

### **Reincarnation**

Range: 0'

Duration: permanent

This spell brings a dead character back to life in a new body, which magically appears in front of the magic-user casting the spell. The DM should roll on the Reincarnation Table below to determine if the character returns as a character class or a monster. If the

character is reincarnated as a character class (as opposed to a monster). the level is randomly rolled on a six-sided die. This level can never be higher than the character's level when slain. If the character returns as a monster, the kind of monster must be rolled on the table that matches the character's alignment. If the monster rolled has more hit dice than the character had at the time of death, then the monster type must be rolled again. A monster does not advance in experience: the character must play as reincarnated or re-tire from play. The DM is free to add more monsters to the lists if desired. Such monsters should be 6 hit dice or less and should be at least semi-intelligent.

### Stone to Flesh\*

Range: 120'

Duration: permanent

This spell turns any stone it is cast on to flesh. It is usually used to restore characters who have been turned to stone (by gorgon breath, for example)

The reverse of this spell (**flesh to stone**) will turn one living creature's flesh to stone. All clothing and equipment will also turn to stone. The victim is allowed a saving throw vs. Turn to Stone. and a successful saving throw means the spell does not take effect.

### REINCARNATION TABLE

	Monsters		
	LAW	NEUTRAL	CHAOS
1 Cleric	1 Gnome	1 Pixie/Sprite	1 Kobold
2 Elf	2 Neanderthal	2 Rock Baboon	2 Goblin
3 Dwarf	3 Blink Dog	3 Lizard Man	3 Orc
4 Fighter	4 Pegasus	4 Ape	4 Hobgoblin
5 Halfling	5 Unicorn	5 Centaur	5 Gnoll
6 Magic-user	6 Roc, small	6 Werebear	6 Bugbear
7 Thief			7 Wererat
8 Original Class			8 Ogre
9 Original Class			9 Werewolf
10 Monster			10 Minotaur