

OLD-SCHOOL ESSENTIALS

CLASSIC FANTASY



Magic

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INTRODUCTION

This is the second book in the *Old-School Essentials Classic Game Set*, delving into the deep secrets of magic that clerics, magic-users, and elves may master.

Part 1: Magic

Explains the fundamental rules for spell memorization, spell casting, spell books, deities, and magical research.

Part 2: Cleric Spell List

Lists the 34 spells available to clerics.

Part 3: Magic-User Spell List

Lists the 72 spells available to magic-users and elves.

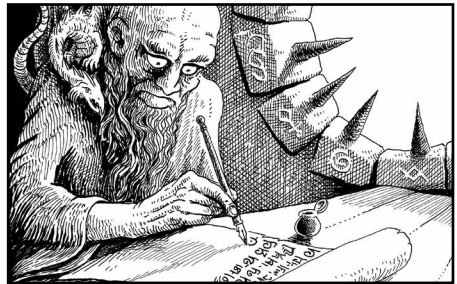
Part 4: Cleric Spells

Describes the full selection of clerical spells, ranging from the humble to the indispensable to the miraculous. Clerical spells cover the following main areas:

- **Healing:** Restoring lost hit points, curing diseases and poisons, and even returning the deceased to life.
- **Protection:** Conjuring light in dark places, making spoiled food safe to eat, unravelling baneful enchantments, and banishing great evils.
- **Divination:** Detection of magic, traps, and evil intent, communication with animals and plants, locating lost objects, and even direct communion with deities!

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Part 5: Magic-User Spells

Describes the full selection of magic-user spells, ranging from the utilitarian to the flashy. Magic-user spells cover the following main areas:

- **Offence:** Causing large groups of creatures to fall into a slumber, paralyzing, incinerating, or electrifying foes, and even killing outright, disintegrating, or turning to stone.
- **Deceit and misdirection:** Conjuring illusions, charming the unwitting, and baffling the senses.
- **Movement:** Barring or opening doors, carrying heavy loads, granting the power of flight, and conjuring barriers of energy.

MAGIC

SPELLS

Some character classes have the ability to memorize and cast magical spells. A spell consists of a pattern of magical energy memorized in a character's mind. When a spell is cast, the spell is erased from the character's mind until it is memorized again.

Arcane and divine magic: Spells are either granted by a deity or higher power (*divine magic*) or learned by esoteric study (*arcane magic*).

Spell list: The character's class determines which spells they can cast. Each class has an associated list of spells.

Spells in memory: The character's level determines how many spells they can memorize at one time.

Reversible spells: Some spells are reversible; this is indicated in each spell's description.

Memorizing Spells

Rest and time requirements: A spellcaster can memorize new spells after an uninterrupted night's sleep. It takes one hour to memorize all spells the character is capable of memorizing.

Duplicate spells: A character may memorize the same spell more than once, as long as they are capable of memorizing more than one spell of the given level.

Casting Spells

A memorized spell may be cast by precisely replicating the required set of hand gestures and mystical spoken words.

Once only: When a spell is cast, knowledge of the spell is erased from the mind of the caster until it is memorized again.

Freedom: The character must be able to speak and move their hands. A spellcaster cannot cast spells if gagged, bound, or in an area of magical silence.

Line of sight: Unless noted in a spell's description, the intended target (a specific monster, character, object, or area of effect) must be visible to the caster.

Spell Effects

Selecting targets: Some spells affect multiple targets, either by area or by Hit Dice total. If the spell description does not specify how targets are selected, the referee must decide whether they are selected randomly, by the caster, etc.

Concentration: Some spells specify that the caster must concentrate in order to maintain the magical effect. Unless the spell description states otherwise, performing any other action or being distracted (e.g. attacked) causes concentration to end.

Cumulative effects: Multiple spells cannot be used to increase the same ability (e.g. bonuses to attack rolls, AC, damage rolls, saving throws, etc.). Spells that affect different abilities can be combined. Spells can be combined with the effects of magical items.

Arcane Magic

Memorizing Spells

Arcane spell casters memorize spells from spell books (see overleaf) and are thus limited to choosing from the spells in their spell book, which must be at hand.

Reversing Spells

The normal or reversed form of a spell must be selected when the spell is memorized. An arcane spell caster may memorize both forms of a spell if the character is able to memorize more than one spell of the given level.



Divine Magic

Memorizing Spells

Divine spell casters memorize spells through prayer to their gods. When praying for spells, divine spell casters may choose any spells in their class' spell list that they are of high enough level to cast.

Reversing Spells

Divine spell casters can cast the reversed version of a spell by speaking the words and performing the gestures backwards when it is cast.

Deity Disfavour

Divine spell casters must be faithful to the tenets of their alignment, clergy, and religion. If the character ever falls from favour with their deity, penalties (determined by the referee) may be imposed. These may include penalties to attack (-1), a reduction in spells, or being sent on a perilous quest. In order to regain favour, the character must perform some great deed for their deity (as determined by the referee), for example: donating magic items or gold, constructing a temple, converting many people to the religion, vanquishing a powerful enemy of the deity, etc.

Spells and Deity Alignment

A divine spell caster may draw disfavour from their deity when casting spells (or their reversed versions) whose effects go against the deity's alignment:

- ▶ **Lawful characters:** Will only use reversed spells in dire circumstances.
- ▶ **Chaotic characters:** Will usually use reversed spells, only using the normal versions of spells to benefit allies of their religion.
- ▶ **Neutral characters:** Will favour either normal or reversed spells, depending on the deity served (no deity favours both reversed and normal spells).

SPELL BOOKS

Arcane spell casters record the spells that they know in a spell book.

Number of spells: A character's spell book contains exactly the number of spells that the character is capable of memorizing (as determined by the character's class and level).

Beginning Spells

Arcane spell casters begin play with as many spells in their spell book as they are able to memorize. The referee may choose these spells or may allow the player to select.

Adding Spells

When the number of spells an arcane spell caster can memorize increases (e.g. by gaining an experience level), they can increase the selection of spells in their spell book. In this way, the number of spells in the spell book may be brought in line with the number of spells the character can memorize. This is possible in two ways:

- **Mentoring:** The character may consult an arcane guild or mentor to learn new spells. This process takes about a week of game time. The spells a character learns in this way are determined by the referee, who may decide to let the player choose.
- **Research:** It is also possible to add spells to a spell book by means of *Magical Research*.

Lost Spell Books

An arcane spell caster can rewrite the spells in a lost or destroyed spell book:

- **Cost:** The cost per spell to be recovered is 1 week of game time and 1,000gp per level of the spell. For instance, rewriting two first level spells and one 2nd level spell will take 4 weeks and 4,000gp.
- **Sole activity:** This activity requires complete concentration. The character may not engage in any other activity for the required period.

Captured Spell Books

Each arcane spell caster's spell books are written so that only the owner is able to read the spells without the use of magic.



MAGICAL RESEARCH

Many spell casting character classes can also perform research into new spells, magic items, and other magical effects, as noted in the class description. This requires time, monetary outlay, and sometimes rare and unusual ingredients. Success in any magical research is not guaranteed—see *Chance of Failure*.

Creating New Spells

The player should describe in detail the spell they wish to create and the effects it has. The referee will then decide if the spell can be created and, if so, what the spell level will be.

Restrictions

The character must be capable of casting spells of the level the new spell will be.

Cost and Time

Researching a new spell takes two weeks per spell level and 1,000gp per spell level.

Creating Magic Items

The player should describe in detail the item that they wish to construct and the effects it has. The referee will decide whether this is possible and, if so, what kinds of materials are required.

Restrictions

Divine spell casters: May only create items that they are able to use themselves.

Arcane spell casters: May create any item except those that may only be used by divine spell casters.

Materials

Creating magic items often requires rare components such as expensive gems or ingredients from rare animals or monsters. Often, adventures will be required just to acquire these materials.

Chance of Failure

There is a minimum probability of 15% that any magical research endeavour fails. If the research fails, the money and time invested are lost.

Cost and Time

Duplicating spell effects: Many magic items duplicate the effects of a spell, generally costing one week of game time and 500gp per level of the mimicked spell.

Multi-use items: If the item created can replicate a spell effect multiple times (for example a wand with charges), the cost in time and money is multiplied by the number of uses.

Other items: Some magic items do not mimic spell effects precisely and for these the referee will have to use discretion. The more powerful the item, the more difficult it should be to construct. As a general rule, items should cost from 10,000 to 100,000gp and from 1 month to 1 year of game time to complete. Some examples: 20 arrows +1 (10,000gp, 1 month), plate mail +1 (10,000gp, 6 months), crystal ball (30,000gp, 6 months), ring of x-ray vision (100,000gp, 1 year).

Other Magical Research

Characters that are able to research spells or magic items may also attempt to research other kinds of magical effects for which a magic item or spell is not appropriate. For example, a character may wish to sanctify a holy site or create magical traps, constructs, or portals.

As with magic item creation, the referee decides the time and cost of the research. The following may also be required:

- ▶ The casting of certain specific spells.
- ▶ Rare ingredients.
- ▶ In some cases, it may also be necessary to periodically repeat the ritual to renew the magical effect.

CLERIC SPELL LIST

1st Level

1. Cure Light Wounds (*Cause Lt. Wounds*)
2. Detect Evil
3. Detect Magic
4. Light (*Darkness*)
5. Protection from Evil
6. Purify Food and Water
7. Remove Fear (*Cause Fear*)
8. Resist Cold

2nd Level

1. Bless (*Blight*)
2. Find Traps
3. Hold Person
4. Know Alignment
5. Resist Fire
6. Silence 15' Radius
7. Snake Charm
8. Speak with Animals



3rd Level

1. Continual Light (*Continual Darkness*)
2. Cure Disease (*Cause Disease*)
3. Growth of Animal
4. Locate Object
5. Remove Curse (*Curse*)
6. Striking

4th Level

1. Create Water
2. Cure Serious Wounds (*Cause Sr. Wounds*)
3. Neutralize Poison
4. Protection from Evil 10' Radius
5. Speak with Plants
6. Sticks to Snakes

5th Level

1. Commune
2. Create Food
3. Dispel Evil
4. Insect Plague
5. Quest (*Remove Quest*)
6. Raise Dead (*Finger of Death*)

Reversible Spells

If a spell can be reversed (see *Spells, p4*), the name of the reversed version is noted in parentheses.

Monster Stat Blocks

A number of spells can summon monsters. See *Game Statistics in Classic Fantasy: Monsters* for full details on the stat block format used for monsters.

MAGIC-USER SPELL LIST

1st Level

1. Charm Person
2. Detect Magic
3. Floating Disc
4. Hold Portal
5. Light (*Darkness*)
6. Magic Missile
7. Protection from Evil
8. Read Languages
9. Read Magic
10. Shield
11. Sleep
12. Ventriloquism

2nd Level

1. Continual Light (*Continual Darkness*)
2. Detect Evil
3. Detect Invisible
4. ESP
5. Invisibility
6. Knock
7. Levitate
8. Locate Object
9. Mirror Image
10. Phantasmal Force
11. Web
12. Wizard Lock

3rd Level

1. Clairvoyance
2. Dispel Magic
3. Fire Ball
4. Fly
5. Haste
6. Hold Person
7. Infravision
8. Invisibility 10' Radius
9. Lightning Bolt
10. Protection from Evil 10' Radius
11. Protection from Normal Missiles
12. Water Breathing

4th Level

1. Charm Monster
2. Confusion
3. Dimension Door
4. Growth of Plants
5. Hallucinatory Terrain
6. Massmorph
7. Polymorph Others
8. Polymorph Self
9. Remove Curse (*Curse*)
10. Wall of Fire
11. Wall of Ice
12. Wizard Eye

5th Level

1. Animate Dead
2. Cloudkill
3. Conjure Elemental
4. Contact Higher Plane
5. Feeblemind
6. Hold Monster
7. Magic Jar
8. Pass-Wall
9. Telekinesis
10. Teleport
11. Transmute Rock to Mud (*Mud to Rock*)
12. Wall of Stone

6th Level

1. Anti-Magic Shell
2. Control Weather
3. Death Spell
4. Disintegrate
5. Geas (*Remove Geas*)
6. Invisible Stalker
7. Lower Water
8. Move Earth
9. Part Water
10. Projected Image
11. Reincarnation
12. Stone to Flesh (*Flesh to Stone*)





CLERIC SPELLS

1ST LEVEL SPELLS

Cure Light Wounds

Duration: Instant

Range: The caster or a creature touched

This spell has two uses

1. **Healing a living subject:** Restores 1d6+1 hit points of damage. This cannot grant more hit points than the subject's normal maximum.
2. **Curing paralysis:** Paralysing effects are negated.

Reversed: Cause Light Wounds

Inflicts 1d6+1 hit points of damage to a touched creature. In combat, a melee attack roll is required.

Detect Evil

Duration: 6 turns

Range: 120'

Objects enchanted for evil purposes or living beings with evil intentions are caused to magically glow.

- **Intent only:** This spell does not grant the ability to read minds, but only grants a general sense of evil intent.
- **Definition of evil:** The referee must decide what is "evil". Some things that are potentially harmful, like traps, are not "evil."

Detect Magic

Duration: 2 turns

Range: 60'

Enchanted objects, areas, or creatures are caused to glow. Both permanent and temporary enchantments are revealed.

Light

Duration: 12 turns

Range: 120'

This spell has three usages:

1. **Conjuring light:** In a 15' radius. The magical light is sufficient for reading, but is not as bright as daylight. The spell may be cast upon an object, in which case the light moves with the object.
2. **Blinding a creature:** By casting the spell upon its eyes. If the target fails a **saving throw versus spells**, it is blinded for the duration. A blind creature cannot attack.
3. **Cancelling darkness:** *Light* may cancel a *darkness* spell (see below).

Reversed: Darkness

Creates a 15' radius area of magical blackness, preventing normal sight (but not infravision). Like *light*, it may alternatively be used to blind creatures or to dispel a *light* spell.

Protection from Evil

Duration: 12 turns

Range: The caster

This spell wards the caster from attacks by creatures of another alignment, as follows:

- ▶ **Bonuses:** The caster gains a +1 bonus to saving throws against attacks or special abilities of affected creatures.
- ▶ **Affected creatures' attacks:** Against the caster are penalised by -1.
- ▶ **Enchanted, constructed, or summoned creatures:** The spell additionally prevents such creatures from attacking the caster in melee, though they may still make ranged attacks. If the caster engages such a creature in melee, this protection is broken (the caster still gains the save and attack bonuses mentioned above).

Purify Food and Water

Duration: Permanent

Range: 10'

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. One of the following may be affected:

- ▶ **Drink:** 6 quarts.
- ▶ **Rations:** One trail ration (iron or standard).
- ▶ **Unpreserved food:** A quantity sufficient for 12 human-sized beings.

Remove Fear

Duration: 2 turns

Range: The caster or a creature touched

The creature touched is calmed and purged of fear. Magically induced fear may be dispelled, but this requires the subject to make a **saving throw versus spells**. The save is modified by +1 per level of the caster.

Reversed: Cause Fear

Will cause a target within 120' to flee for the duration unless it **saves versus spells**.

Resist Cold

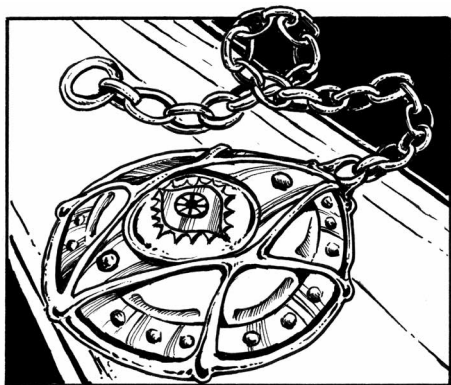
Duration: 6 turns

Range: 30'

All creatures within range are protected from cold, as follows:

- ▶ **Normal cold:** Unharmed by non-magical freezing temperatures.
- ▶ **Save bonus:** Gain a +2 bonus to all saving throws versus cold-based magical or breath attacks.
- ▶ **Cold-based damage:** Is reduced by 1 point per damage die rolled. (Each die inflicts a minimum of 1 hit point damage.)





Hold Person

Duration: 9 turns

Range: 180'

This spell causes one or more humans, demihumans, or human-like monsters (see *Persons* under *General Notes* in *Classic Fantasy: Monsters*) to be paralysed if they fail a **saving throw versus spells**. It may be cast in two ways:

1. **Against an individual:** The target's saving throw is penalised by -2.
2. **Against a group:** 1d4 individuals in the group are targeted.

Restrictions: Undead and human-like monsters of greater than 4+1 HD (see *Hit point modifiers* under *Game Statistics* in *Classic Fantasy: Monsters*) are not affected.

Know Alignment

Duration: 1 round

Range: 10'

The caster gains immediate knowledge of the alignment of one character, monster, object, or location within range. (Most objects or locations do not have an alignment, but magic items or holy places may.)

2ND LEVEL SPELLS

Bless

Duration: 6 turns

Range: 60'

May be used in one of two situations:

1. **Battle:** Allies within a 20' square area who are not yet in melee gain a +1 bonus to attack and damage rolls and a +1 bonus to morale.
2. **Ritual:** Casting *bless* may also form part of rituals of purification or consecration, at the referee's discretion.

Reversed: Blight

Incurs a -1 penalty to morale checks, attack rolls, and damage rolls of enemies within a 20' square area. A **save versus spells** is allowed to resist the *blight*.

Find Traps

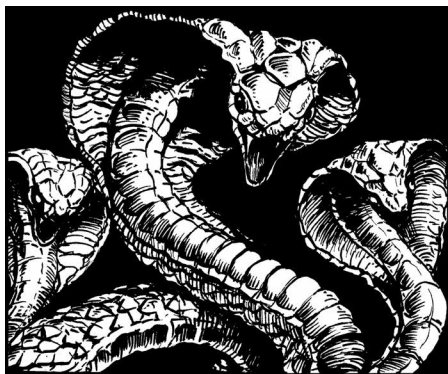
Duration: 2 turns

Range: 30'

Trapped objects or areas within range of the caster glow with a magical blue light.

- **Magical and mechanical traps:** Are both detected.
- **No knowledge:** About the nature of the trap or how to deactivate it is granted.





Resist Fire

Duration: 2 turns

Range: 30'

A single creature is bestowed with supernatural resistance to fire, as follows:

- ▶ **Normal heat:** Unharmed by non-magical heat or fire.
- ▶ **Save bonus:** Gain a +2 bonus to all saving throws versus fire-based magical or breath attacks.
- ▶ **Fire-based damage:** Is reduced by 1 point per damage die rolled. (Each die inflicts a minimum of 1 hit point damage.)

Silence 15' Radius

Duration: 12 turns

Range: 180'

A 15' radius area is rendered utterly silent.

- ▶ **Within the area:** All sound is stopped. Conversation and spell casting are impossible.
- ▶ **Noise from outside the area:** Can be heard by those within it.
- ▶ **Casting upon a creature:** *Silence* may be cast upon a creature, which must **save versus spells**. If the save fails, the 15' radius area of silence moves with the creature. If the save succeeds, the spell's effect remains stationary—the targeted creature may move out of it.

Snake Charm

Duration: 1d4+1 rounds or turns

Range: 60'

One or more snakes are rendered non-hostile, rearing up and swaying to and fro but not attacking.

▶ **HD affected:** The spell affects snakes whose total Hit Dice do not exceed the caster's level. For example, a 7th level caster can affect 7 HD of snakes, which can equal seven 1 HD snakes, or two 3 HD snakes and one 1 HD snake, or any other combination.

▶ **Duration:** When cast on snakes that are already attacking, the spell lasts for 1d4+1 rounds. Otherwise, it lasts for 1d4+1 turns.

Speak with Animals

Duration: 6 turns

Range: 30'

The caster can communicate with one type of animal within range when the spell is cast.

- ▶ **Type of animal:** Ordinary animals or giant versions of ordinary animals may be targeted.
- ▶ **Questions:** The caster can ask questions of and receive answers from animals of the chosen kind, although the spell doesn't make animals any more friendly or cooperative than normal (a reaction roll may be required).
- ▶ **Services:** If an animal is friendly toward the caster, it may perform some favour or service.

3RD LEVEL SPELLS

Continual Light

Duration: Permanent

Range: 120'

This spell has three usages:

1. **Conjuring light:** In a 30' radius. The magical light is as bright as full daylight (creatures that suffer attack penalties in daylight are affected). The spell may be cast upon an object, in which case, the light moves with the object.
2. **Blinding a creature:** By casting the spell upon its eyes. If the target fails a **saving throw versus spells**, it is blinded. A blind creature cannot attack.
3. **Cancelling darkness:** *Continual light* may cancel a *continual darkness* spell (see below).

Reversed: Continual Darkness

Creates a 30' radius area of magical blackness, preventing both normal sight and infravision. Light sources brought within the area of darkness do not illuminate it. Like *continual light*, it may alternatively be used to blind creatures or to dispel a *continual light* spell.



Cure Disease

Duration: Instant

Range: 30'

This spell has two uses:

1. **Cure a subject of any disease:** Including those of magical origin.
2. **Kill green slime:** This monster (see *Classic Fantasy: Monsters*) is killed instantly.

Reversed: Cause Disease

Inflicts a terrible, withering disease on a victim, if a **saving throw versus spells** is failed. The disease has the following effects:

- **Death:** Within 2d12 days.
- **Attack penalty:** -2 to attack rolls.
- **Natural healing:** Takes twice the usual amount of time.
- **Magical healing:** Is utterly ineffective.
- **Curing:** This disease can be cured with a casting of *cure disease*.



Growth of Animal

Duration: 12 turns

Range: 120'

One non-magical, normal animal is doubled in size and strength when this spell is cast upon it.

- **Damage:** The damage inflicted by the animal's attacks is doubled.
- **Load:** The amount of weight the animal can carry is doubled.

Restrictions: This spell may be used on giant versions of normal animals, but intelligent animals and fantastic monsters are unaffected.

Locate Object

Duration: 6 turns

Range: 120'

The caster can sense the direction (but not distance) of an object. One of two types of objects may be located:

1. **General class:** An object of a general class (e.g. a stairway, an altar, etc.). In this case, the nearest object of that type is located.
2. **Specific object:** A specific object which the caster can clearly visualise in all aspects.

Restrictions: This spell cannot be used to locate creatures.

Remove Curse

Duration: Instant / Permanent (*curse*)

Range: The caster or a creature touched

Remove curse instantaneously removes one curse from a creature. It may allow a character to discard a cursed magic item.

Reversed: Curse

Places a deleterious effect upon a creature, if it fails a **save versus spells**.

- **Effects:** The exact form and effects of the curse are determined by the caster.
- **Maximum possible effects include:** A -2 penalty to saving throws, a -4 penalty to hit, reducing an ability score by 50%.
- **Multiple curses:** May afflict a creature, as long as each has a different effect.
- **Referee judgement:** The referee should judge the effects of this spell and may turn overly powerful curses back onto the caster!

Striking

Duration: 1 turn

Range: 30'

A single weapon is enchanted:

- **Damage:** It deals an additional 1d6 damage.
- **Treated as magical:** It is able to harm monsters which are normally only harmed by magical weapons.



4TH LEVEL SPELLS

Create Water

Duration: Permanent

Range: Touch

This spell causes a magical fount to spring forth from the ground or a wall.

► **Volume:** The fount produces approximately 50 gallons of water—enough to sustain twelve humans and twelve mounts for one day.

► **Higher level casters:** If the caster is higher than 8th level, water sufficient for an additional twelve humans and mounts is produced for each level beyond 8th.

Cure Serious Wounds

Duration: Instant

Range: The caster or a creature touched

The caster's touch heals $2d6+2$ hit points of damage in one living subject. This cannot grant more hit points than the subject's normal maximum.

Reversed: Cause Serious Wounds

Inflicts $2d6+2$ hit points of damage to a touched creature. In combat, a melee attack roll is required.

Neutralize Poison

Duration: Instant

Range: The caster or a creature or object touched

This spell has two uses:

1. **Characters:** Neutralize the effects of poison on a character. A character who has died from poisoning can be revived, if *neutralize poison* is cast within ten rounds.
2. **Items:** Remove poison from an item.



Protection from Evil 10' Radius

Duration: 12 turns

Range: 10' around the caster

This spell wards the caster and all allies within 10' from attacks by creatures of another alignment, as follows:

- **Bonuses:** Those warded gain a +1 bonus to saving throws against attacks or special abilities of affected creatures.
- **Affected creatures' attacks:** Against those warded are penalised by -1.
- **Enchanted, constructed, or summoned creatures:** The spell additionally prevents such creatures from making melee attacks against those warded, though they may still make ranged attacks. If any of the warded party engages such a creature in melee, this protection is broken (those warded still gain the save and attack bonuses mentioned above).

Speak with Plants

Duration: 3 turns

Range: 30'

This spell has two uses:

1. **Normal plants:** Communication with normal plants. The caster is able to ask questions and receive answers and may ask for simple favours. Plants may comply, if the request is within their ability to understand and perform. For example, densely overgrown plants may clear a passageway through which the caster and party may travel.
2. **Monstrous plants:** Communication with plant-like or plant-based monsters.

Sticks to Snakes

Duration: 6 turns

Range: 120'

2d8 normal sticks are miraculously transformed into snakes that follow the caster's orders.

► **Reversion:** When killed or at the end of the spell's duration, the snakes revert back into sticks.

Conjured Snakes

AC 6 [13], HD 1 (4hp), Att 1 × bite (1d4), THAC0 19 [0], MV 90' (30'), SV D12 W13 P14 B15 S16 (1), ML 7, AL Neutral, XP 10 (13 if poisonous)

► **Poison:** There is a 50% chance of the snakes being poisonous.

► **When killed:** Revert back to sticks.





5TH LEVEL SPELLS

Commune

Duration: 3 turns

Range: The caster

The caster calls upon divine powers in order to seek knowledge.

- **Questions:** The caster may ask three questions per casting. Once per year, the caster may instead ask six questions.
- **Answers:** Each question receives a simple “yes” or “no” answer.
- **Usage limit:** *Commune* may only be cast once per week. If the referee feels this spell is being overused, its usage may be limited to once per month.

Create Food

Duration: Permanent

Range: Appears in the caster’s presence

Conjures food from thin air.

- **Volume:** Food sufficient for twelve humans and twelve mounts for one day is conjured.
- **Higher level casters:** If the caster is higher than 8th level, food sufficient for an additional 12 humans and mounts is produced for each level beyond 8th.

Dispel Evil

Duration: Concentration (up to 1 turn) or instant (see below)

Range: 30’

This spell has three uses:

1. **Ward:** By concentrating and remaining stationary, enchanted or undead monsters that come within range may be banished or destroyed. Each monster may **save versus spells** to avoid banishment or destruction. If a monster’s save succeeds, it flees the affected area.
2. **Target single monster:** Instantly banish or destroy a single enchanted or undead monster within range. The monster may **save versus spells (with a –2 penalty)** to avoid banishment or destruction. If the monster’s save succeeds, it flees the affected area.
3. **Dispel curse:** Instantly dispel the hold that a cursed item has over a being within range.

Insect Plague

Duration: Concentration (up to 1 day)

Range: 480’

Cast above ground, this spell conjures a 60’ diameter swarm of flying insects with the following properties:

- **Movement:** 20’ per round. While the swarm is within range, the caster is able to direct its movements.
- **Vision:** Within the area of the swarm is obscured.
- **Creatures of 2 HD or less:** Are driven away, if caught within the swarm.
- **Concentration:** If the caster moves or loses concentration, the swarm dissipates, ending the spell.

Restrictions: The spell has no effect if cast underground.

Quest

Duration: Until quest is completed /
Instant (*remove quest*)
Range: 30'

The caster commands a single subject to perform a specific quest or task.

► **Examples:** Rescuing a prisoner, killing a specific monster, bringing a magic item to the caster, or going on a journey to a holy site.

► **Suicidal quests:** The prescribed quest must not be obviously suicidal.

► **Saving throw:** The subject may **save versus spells**, with success indicating that the *quest* has no effect.

► **Refusal:** Otherwise, the subject must undertake the quest or fall under a curse (per the *curse* spell, with the exact nature of the curse determined by the referee).

► **Completion:** Once the task is completed, the spell ends.

Reversed: Remove Quest

Can dispel an active *quest* spell. If the character who cast the *quest* spell to be nullified is higher level than the character casting *remove quest*, there is a chance of the spell having no effect. The probability of failure is 5% per level the caster is below the caster of *quest*.

Raise Dead

Duration: Instant
Range: 120'

This spell has two uses:

1. **Restore life:** To a recently deceased human or demihuman. See below.
2. **Destroy undead:** A single undead monster is destroyed, if it fails a **saving throw versus spells**.

Restoring life: When used to restore life, the following stipulations apply:

► **Time limit:** The caster can raise a person that has been dead for no longer than four days per level of the caster above 7th. For example, a 10th level caster can revive a character that has been dead for twelve days (three levels above 7th \times four days).

► **Weakness:** Returning from death is an ordeal. Until the subject gets two full weeks of bed rest, they have 1 hit point, move at half the normal rate, cannot carry heavy items, and cannot attack, cast spells, or use other class abilities. This period of weakness may not be shortened by any magical healing.

Reversed: Finger of Death

Directs a ray of deadly magic at a single target. If the target fails a **saving throw versus death**, it dies instantly. Casting *finger of death* is a chaotic act; it will only be used by lawful casters in desperate situations.







MAGIC-USER SPELLS

1ST LEVEL SPELLS

Charm Person

Duration: One or more days (see below)
Range: 120'

A single human, demihuman, or human-like monster (see *Persons* under *General Notes* in *Classic Fantasy: Monsters*) must **save versus spells** or be charmed, as follows:

- ▶ **Friendship:** The subject regards the caster as its trusted friend and ally and will come to the caster's defence.
- ▶ **Commands:** If they share a language, the caster may give the charmed creature commands, which it will obey.
- ▶ **Subject's nature:** Commands that contradict the charmed creature's habits or alignment may be ignored.
- ▶ **Suicidal commands:** An affected creature never obeys suicidal or obviously harmful orders.

Restrictions: Undead and human-like monsters of greater than 4+1 HD (see *Hit point modifiers* under *Game Statistics* in *Classic Fantasy: Monsters*) are not affected.

Duration: The charm lasts indefinitely, but the subject is allowed to make further **saves versus spells** at intervals, depending on its INT score. If one of these saves succeeds, the spell ends.

- ▶ **INT 3–8:** New save once every month.
- ▶ **INT 9–12:** New save each week.
- ▶ **INT 13–18:** New save once every day.

Detect Magic

Duration: 2 turns
Range: 60'

Enchanted objects, areas, or creatures are caused to glow. Both permanent and temporary enchantments are revealed.

Floating Disc

Duration: 6 turns
Range: 6'

The caster conjures a slightly concave, circular disc of magical force that follows them about and carries loads.

- ▶ **Dimensions:** The disc is 3 feet in diameter and 1 inch deep at its centre.
- ▶ **Load:** It can hold a maximum load of 5,000 coins (500 pounds).
- ▶ **Motion:** The disc floats at waist height and remains level, floating along horizontally within spell range.
- ▶ **End:** When the disc winks out at the end of the spell's duration, anything it was supporting is dropped.

Hold Portal

Duration: 2d6 turns
Range: 10'

This spell magically holds shut a door, gate, window, or other kind of portal.

- ▶ **Opening by magic:** A *knock* spell opens the held portal instantly.
- ▶ **Opening by force:** Creatures with at least 3 Hit Dice more than the caster can open the held portal with one round of effort.

Light

Duration: 6 turns +1 per level

Range: 120'

This spell has three usages:

1. **Conjuring light:** In a 15' radius. The magical light is sufficient for reading, but is not as bright as daylight. The spell may be cast upon an object, in which case the light moves with the object.
2. **Blinding a creature:** By casting the spell upon its eyes. If the target fails a **saving throw versus spells**, it is blinded for the duration. A blind creature cannot attack.
3. **Cancelling darkness:** *Light* may cancel a *darkness* spell (see below).

Reversed: Darkness

Creates a 15' radius area of magical blackness, preventing normal sight (but not infravision). Like *light*, it may alternatively be used to blind creatures or to dispel a *light* spell.

Magic Missile

Duration: 1 turn

Range: 150'

This spell conjures a glowing dart of energy that the caster may choose to shoot at a visible target within range.

- **Hit:** The missile hits unerringly (no attack roll or saving throw is required).
- **Damage:** The missile inflicts 1d6+1 damage.
- **Higher level casters:** May conjure more missiles: two additional missiles are conjured per five experience levels the caster has gained (i.e. three missiles at 6th–10th level, five missiles at 11th–15th level, etc.). Multiple missiles may be directed at a single target.

Protection from Evil

Duration: 6 turns

Range: The caster

This spell wards the caster from attacks by creatures of another alignment, as follows:

- **Bonuses:** The caster gains a +1 bonus to saving throws against attacks or special abilities of affected creatures.
- **Affected creatures' attacks:** Against the caster are penalised by -1.
- **Enchanted, constructed, or summoned creatures:** The spell additionally prevents such creatures from attacking the caster in melee, though they may still make ranged attacks. If the caster engages such a creature in melee, this protection is broken (the caster still gains the save and attack bonuses mentioned above).

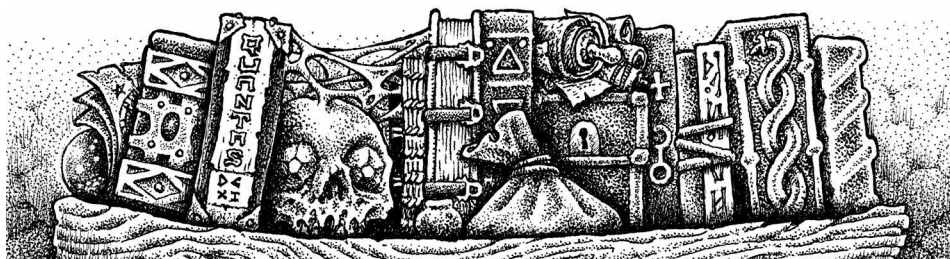
Read Languages

Duration: 2 turns

Range: The caster

For the duration of this spell, the caster may read any language, coded message, map, or other set of written instructions. This spell does not grant any ability to *speak* unknown languages.





Read Magic

Duration: 1 turn

Range: The caster

By means of *read magic*, the caster can decipher magical inscriptions or runes, as follows:

- ▶ **Scrolls:** The magical script of a scroll of arcane spells can be understood. The caster is then able to activate the scroll at any time in the future.
- ▶ **Spell books:** A spell book written by another arcane spell caster can be deciphered.
- ▶ **Inscriptions:** Runes or magical words inscribed on an object or surface can be understood.
- ▶ **Reading again:** Once the caster has read a magical inscription using *read magic*, they are thereafter able to read that particular writing without recourse to the use of this spell.

Shield

Duration: 2 turns

Range: The caster

Creates an invisible field of force that gives the caster an improved AC:

- ▶ **Against missile attacks:** AC 2 [17].
- ▶ **Against other attacks:** AC 4 [15].

Sleep

Duration: 4d4 turns

Range: 240'

A *sleep* spell causes a magical slumber to come upon creatures, excluding the undead. The spell may target either:

1. A single creature with 4+1 HD (see **Hit point modifiers** under *Game Statistics in Classic Fantasy: Monsters*).
2. A total of 2d8 Hit Dice of creatures of 4 HD or lower each.

When targeting creatures of 4 HD or less, the following rules apply:

- ▶ **Weakest first:** Targets with the least HD are affected first.
- ▶ **HD:** Treat monsters with less than 1 HD as having 1 HD and monsters with a fixed hit point bonus as having the flat HD. (For example, a 3+2 HD monster would be treated as having 3 HD.)
- ▶ **Excess:** Rolled Hit Dice that are not sufficient to affect a creature are wasted.

Killing: Creatures enchanted by this spell are helpless and can be killed instantly with a bladed weapon.

Awakening: Slapping or wounding awakens an affected creature.

Ventriloquism

Duration: 2 turns

Range: 60'

The caster may make their voice appear to come from any location or source (e.g. a statue or animal) within range.

2ND LEVEL SPELLS

Continual Light

Duration: Permanent

Range: 120'

This spell has three usages:

1. **Conjuring light:** In a 30' radius. The magical light is sufficient for reading, but is not as bright as daylight. The spell may be cast upon an object, in which case the light moves with the object.
2. **Blinding a creature:** By casting the spell upon its eyes. If the target fails a **saving throw versus spells**, it is blinded. A blind creature cannot attack.
3. **Cancelling darkness:** *Continual light* may cancel a *continual darkness* spell (see below).

Reversed: Continual Darkness

Creates a 30' radius area of magical blackness, preventing both normal sight and infravision. Light sources brought within the area of darkness do not illuminate it. Like *continual light*, it may alternatively be used to blind creatures or to dispel a *continual light* spell.

Detect Evil

Duration: 2 turns

Range: 60'

Objects enchanted for evil purposes or living beings with evil intentions are caused to magically glow.

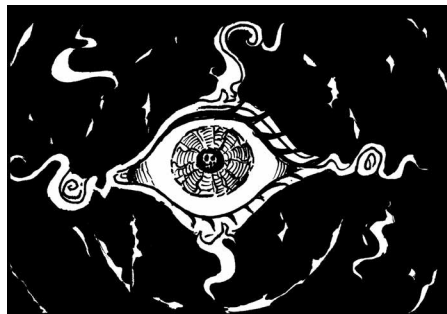
- **Intent only:** This spell does not grant the ability to read minds, but only grants a general sense of evil intent.
- **Definition of evil:** The referee must decide what is "evil". Some things that are potentially harmful, like traps, are not "evil."

Detect Invisible

Duration: 6 turns

Range: 10' per level

Invisible creatures or items in range are revealed to the caster.



ESP

Duration: 12 turns

Range: 60'

This spell grants the caster the ability to perceive and understand the thoughts of other living creatures.

- **Focus for 1 turn:** To pick up thoughts, the caster must focus their concentration in one direction for one turn.
- **After this turn:** The thoughts of all creatures within range in that direction can be perceived.
- **Multiple creatures:** If multiple creatures are within the range in the direction being focused on, their thoughts mingle into a confusing jumble. The caster must spend an additional turn to sort out one creature's thoughts.
- **Meaning:** The caster understands the meaning of all thoughts even if they do not share the creature's language.
- **Obstructions:** The ability to perceive thoughts is obstructed by a thin layer of lead or by rock of 2' thick or greater.

Invisibility

Duration: Permanent (but may be broken, see below)

Range: 240'

The caster or another creature or object within range becomes invisible:

- ▶ **If cast on a creature:** Any gear the subject is carrying is also rendered invisible (this includes clothing and armour). Items dropped or put down by an invisible creature become visible. If the subject attacks or casts a spell, the invisibility is broken, ending the spell.
- ▶ **If cast on an object:** The invisibility is permanent.
- ▶ **Light sources:** If a light source is made invisible (either as part of a creature's gear or as an individual object), the light it casts is unaffected.

Knock

Duration: 1 round

Range: 60'

The *knock* spell opens stuck, barred, or locked doors, gates, chests, and so forth.

- ▶ **Magically held doors:** Are affected (e.g. *hold portal*, *wizard lock*).
- ▶ **Secret doors:** May be opened, but they must be known to the caster.

Levitate

Duration: 6 turns +1 per level

Range: The caster

This enchantment allows the caster to move up and down through the air:

- ▶ **Vertical:** The caster mentally directs vertical movement at up to 20' per round.
- ▶ **Horizontal:** The caster can push against solid objects to move laterally.
- ▶ **Weight:** A normal amount of weight can be carried while levitating.

Locate Object

Duration: 2 turns

Range: 60' +10' per level

The caster can sense the direction (but not distance) of an object. One of two types of objects may be located:

1. **General class:** An object of a general class (e.g. a stairway, an altar, etc.). In this case, the nearest object of that type is located.
2. **Specific object:** A specific object known to the caster.

Restrictions: This spell cannot be used to locate creatures.

Mirror Image

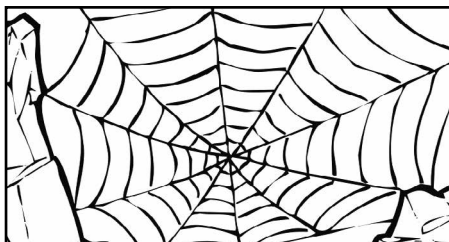
Duration: 6 turns

Range: The caster

1d4 illusory duplicates of the caster appear.

- ▶ **Behaviour:** The mirror images look and behave exactly as the caster.
- ▶ **Attacks on the caster:** Destroy one of the mirror images (even if the attack misses).





Phantasmal Force

Duration: Concentration

Range: 240'

A visual illusion of the caster's choosing manifests in a 20' cube area. Three types of illusions may be created:

1. **An illusory monster:** That can be directed to attack. The monster has an Armour Class of 9 [10] and will vanish if hit in combat.
2. **An illusory attack:** For example, an avalanche, a falling ceiling, a magic missile, etc. Targets who **save versus spells** are unaffected.
3. **A scene:** Either changing the appearance of the affected area or creating the appearance of something new. The scene disappears if touched.

Stipulations: The following apply:

- ▶ **Concentration:** Is required to maintain the illusion. If the caster moves or loses concentration, the spell ends.
- ▶ **Illusory monsters or attacks:** May appear to be harmful but no real damage is ever inflicted. A character who appears to die actually falls unconscious, a character turned to stone will actually be paralysed, and so on. Such effects last for 1d4 turns.
- ▶ **Illusions from imagination:** If the illusion is of something the caster has not personally seen, the referee should grant targets a bonus to any applicable saving throws.

Web

Duration: 48 turns

Range: 10'

Web conjures a many-layered mass of strong, sticky threads, blocking a 10' cube area.

- ▶ **Entanglement:** Creatures caught within a web become entangled among the gluey fibres. Entangled creatures can't move, but can break free depending on their strength (see below).
- ▶ **Flammable:** The strands of the web are flammable and can be destroyed by fire in two rounds. All creatures caught within flaming webs suffer 1d6 points of damage from the flames.

Breaking free: Depends on STR:

- ▶ **Normal human range:** The creature can break free in 2d4 turns.
- ▶ **Magically augmented STR above 18:** The creature can break free in 4 rounds.
- ▶ **Giant strength:** The creature can break free in two rounds.

Wizard Lock

Duration: Permanent

Range: 10'

A *wizard lock* spell magically locks a door, gate, similar portal, or any item that has a lock.

Bypassing: The magical lock is permanent but may be bypassed as follows:

- ▶ **The caster:** Can freely pass their own *wizard lock*.
- ▶ **A knock spell:** Allows passage.
- ▶ **Higher level casters:** Any magic-using character who is at least 3 levels higher than the caster of the *wizard lock* may pass through unimpeded.

Temporary: Bypassing does not destroy a *wizard lock*.

3RD LEVEL SPELLS

Clairvoyance

Duration: 12 turns

Range: 60'

The caster gains the ability to see through the eyes of other living creatures.

► **Focus for 1 turn:** To establish a connection with a creature, the caster must focus their concentration in one particular direction for one turn.

► **After this turn:** The visual perceptions of one creature within range in that direction are relayed to the caster.

► **Switching:** Once a connection is established, the caster may choose to maintain it or to change to another subject.

► **Obstructions:** The spell is blocked by a thin layer of lead or by rock of 2' thick or greater.

Dispel Magic

Duration: Instant

Range: 120'

Dispel magic ends spell effects within a 20' cube area.

► **Caster levels:** If the level of the caster of the effect to be dispelled is higher than the level of the caster of *dispel magic*, there is a 5% chance per level difference that the attempt to dispel will fail.

► **Magic items:** Are unaffected.

Fire Ball

Duration: Instant

Range: 240'

Flame streaks towards a point within range and detonates in a 20' radius sphere.

► **Damage:** Creatures caught in the *fire ball* suffer 1d6 damage per level of the caster, with a successful **save versus spells** indicating half damage.

Fly

Duration: 1d6 turns +1 per level

Range: The caster or a creature touched

The subject gains the ability to fly through the air.

► **Movement rate:** Up to 360' (120').

► **Free movement:** Is possible in any direction, including the ability to levitate and to hover in mid-air.

Haste

Duration: 3 turns

Range: 240'

Up to 24 creatures in a 60' diameter area are enchanted to be able to move and act twice as quickly as normal:

► **Movement:** Subjects' maximum movement rates are doubled.

► **Attacks:** Subjects may make double the normal number of attacks per round.

► **Spells:** The number of spells a subject may cast per round is not doubled.

► **Magical devices:** The use of devices such as wands is also not doubled.

Hold Person

Duration: 1 turn per level

Range: 120'

This spell causes one or more humans, demihumans, or human-like monsters (see *Persons* under **General Notes** in *Classic Fantasy: Monsters*) to be paralysed if they fail a **saving throw versus spells**. It may be cast in two ways:

1. **Against an individual:** The target's saving throw is penalised by -2.
2. **Against a group:** 1d4 individuals in the group are targeted.

Restrictions: Undead and human-like monsters of greater than 4+1 HD (see *Hit point modifiers* under **Game Statistics** in *Classic Fantasy: Monsters*) are not affected.

Infravision

Duration: 1 day

Range: The caster or a creature touched

The subject is able to see 60' in the dark with infravision.

Invisibility 10' Radius

Duration: Permanent (but may be broken, see below)

Range: 120'

A selected creature and all creatures within 10' of it become invisible:

- **Area:** The 10' radius area of the spell's effect moves with the chosen creature.
- **Exiting the area:** Subjects that move more than 10' away from the chosen creature become visible.
- **Entering the area:** Creatures that move into the area after the spell is cast do not become invisible.
- **Gear:** Any gear a subject is carrying is also rendered invisible. Items dropped or put down by an invisible creature become visible. Carried light sources become invisible but the emitted light does not.
- **Breaking the invisibility:** If a subject attacks or casts a spell, the invisibility is broken for that subject.

Lightning Bolt

Duration: Instant

Range: 180'

A powerful stroke of electrical energy, 60' long and 5' wide, is conjured.

- **Damage:** Creatures caught in the *lightning bolt* suffer 1d6 damage per level of the caster, with a successful **save versus spells** indicating half damage.
- **Bouncing:** If the *lightning bolt* hits a solid barrier before its full length is reached, it is reflected and travels for any remaining distance of its full length in the direction of the caster.

Protection from Evil 10' Radius

Duration: 12 turns

Range: 10' around the caster

This spell wards the caster and all allies within 10' from attacks by creatures of another alignment, as follows:

- **Bonuses:** Those warded gain a +1 bonus to saving throws against attacks or special abilities of affected creatures.
- **Affected creatures' attacks:** Against those warded are penalised by -1.
- **Enchanted, constructed, or summoned creatures:** The spell additionally prevents such creatures from making melee attacks against those warded, though they may still make ranged attacks. If any of the warded party engages such a creature in melee, this protection is broken (those warded still gain the save and attack bonuses mentioned above).

Protection from Normal Missiles

Duration: 12 turns

Range: 30'

A single subject in range gains complete immunity to small, non-magical missiles (e.g. no protection is granted against hurled boulders or enchanted arrows).

Water Breathing

Duration: 1 day

Range: 30'

The subject can breathe water freely by means of this spell.

- **Breathing air:** The spell does not affect the subject's ability to breathe air.
- **Swimming:** No additional proficiency at swimming is granted.

4TH LEVEL SPELLS

Charm Monster

Duration: One or more days (see below)
Range: 120'

This spell places a charm upon either 3d6 creatures of 3 HD or less or a single creature of more than 3 HD. Each subject must make a **save versus spells** or be charmed as follows:

- ▶ **Friendship:** The subject regards the caster as its trusted friend and ally and will come to the caster's defence.
- ▶ **Commands:** If they share a language, the caster may give the charmed creature commands, which it will obey.
- ▶ **Subject's nature:** Commands that contradict the charmed creature's habits or alignment may be ignored.
- ▶ **Suicidal commands:** An affected creature never obeys suicidal or obviously harmful orders.

Restrictions: Undead are not affected.

Duration: The charm lasts indefinitely, but the subject is allowed to make further **saves versus spells** at intervals, depending on its INT score. If one of these saves succeeds, the spell ends.

- ▶ **INT 3–8:** New save once every month.
- ▶ **INT 9–12:** New save each week
- ▶ **INT 13–18:** New save once every day.



Confusion

Duration: 12 rounds
Range: 120'

This spell causes 3d6 subjects within 60' of one another to become confused, making them unable to independently determine what they will do.

- ▶ **Subjects of 2+1 HD or greater:** May **save versus spells** each round to resist the spell's effect, acting with free will that round if they make the save.
- ▶ **Subjects of 2 HD or lower:** May not make a saving throw.
- ▶ **Behaviour:** Roll on the following table separately for each affected subject each round to determine how that subject acts that round:

Confusion: Subject Behaviour

2d6	Behaviour
2–5	Attack caster's group
6–8	No action
9–12	Attack subject's group

Dimension Door

Duration: 1 round
Range: 10'

The caster or a single creature is instantly transferred to another location up to 360' distant. The destination may be selected in two ways:

1. **Known location:** A location, within 360', known to the caster.
2. **An unknown location:** Specified by a series of offsets (e.g. 120' north, 160' east, 80' up) totalling not more than 360'.

Stipulations: The following apply:

- ▶ **If the destination is occupied:** By a solid body, the spell fails.
- ▶ **If the target is unwilling:** It may **save versus spells** to resist the teleportation.

Growth of Plants

Duration: Permanent

Range: 120'

This spell causes vigorous growth of normal vegetation in an area within range. Plants in the affected area become thick and overgrown, entwining to form a thorny jungle.

- **Area:** An area of up to 3,000 square feet—selected by the caster—is affected (e.g. 150' × 20', 100' × 30', etc.).
- **Passage:** Only very large creatures can force their way through.

Hallucinatory Terrain

Duration: Until touched

Range: 240'

Hallucinatory terrain either conjures an illusory terrain feature (e.g. a hill, wood, marsh, etc.) or hides an existing terrain feature.

- **Area:** The illusion must fit completely within the spell's range.
- **Touching:** If the illusion is touched by an intelligent being, the spell is negated.

Massmorph

Duration: Permanent

Range: 240'

A force of human-sized creatures within a 240' diameter area is veiled by illusion to appear as a copse of trees or orchard.

- **Moving through:** Once the illusion is in place, even creatures moving among the veiled subjects are deceived.
- **Subjects who leave the affected area:** Cease to be veiled.
- **Dismissing:** The caster may dismiss the illusion in its entirety at any time.

Polymorph Others

Duration: Permanent

Range: 60'

A living subject is changed into another type of creature, as chosen by the caster:

- **HD:** The spell fails if the new form's HD is more than twice the subject's HD.
- **Hit points:** The subject retains the same number of hit points.
- **Abilities:** The subject truly becomes the new form: all special abilities are acquired, along with behavioural patterns, tendencies, and intelligence.
- **Specific individuals:** The spell cannot be used to duplicate a specific individual.
- **Reversion:** If the subject dies, it returns to its original form.
- **An unwilling subject:** May **save versus spells** to negate the effect.

Polymorph Self

Duration: 6 turns +1 per level

Range: The caster

The caster transforms themselves into another being:

- **HD:** The new form may not have higher Hit Dice than the caster's level.
- **Stats:** The caster retains their own intelligence, hit points, saving throws, and attack probabilities.
- **Physical capabilities:** Of the new form (e.g. strength, physical attack forms, modes of movement) are acquired.
- **Non-physical special abilities:** (e.g. immunities, breath weapons, spell casting) are not acquired.
- **Casting spells:** While polymorphed, the caster is unable to cast spells.
- **Specific individuals:** The spell cannot be used to duplicate a specific individual.
- **Reversion:** If the caster dies while polymorphed, they return to their original form.

Remove Curse

Duration: Instant / Permanent (*curse*)

Range: The caster or a creature touched

Remove curse instantaneously removes one curse from a creature. It may allow a character to discard a cursed magic item.

Reversed: Curse

Places a deleterious effect upon a creature, if it fails a **save versus spells**.

- **Effects:** The exact form and effects of the curse are determined by the caster.
- **Maximum possible effects include:** A -2 penalty to saving throws, a -4 penalty to hit, reducing an ability score by 50%.
- **Multiple curses:** May afflict a creature, as long as each has a different effect.
- **Referee judgement:** The referee should judge the effects of this spell and may turn overly powerful curses back onto the caster!

Wall of Fire

Duration: Concentration

Range: 60'

An immobile, opaque curtain of shimmering, violet fire springs into existence.

- **Size:** The wall can be any size, and may be shaped in any manner and to any dimensions the caster desires, up to 1,200 sq. ft. For example, it may be a straight wall or curved into a protective circle.
- **Location:** The wall may not be evoked so that it appears where objects are.
- **Monsters with fewer than 4 HD:** Cannot pass the wall of flames.
- **Monsters with 4 or more HD:** Take 1d6 hit points of damage when they pass through the wall. The wall deals double damage to undead creatures or creatures that use cold or are accustomed to cold.
- **Concentration:** The wall persists as long as the caster concentrates on the spell and does not move.

Wall of Ice

Duration: 12 turns

Range: 120'

An immobile, translucent, wall of ice springs into existence.

- **Size:** The wall can be any size, and may be shaped in any manner and to any dimensions the caster desires, up to 1,200 sq. ft. For example, it may be a straight wall or curved into a protective circle.
- **Location:** The wall must rest upon a solid surface and may not be evoked so that it appears where objects are.
- **Monsters with fewer than 4 HD:** Cannot pass the wall of ice.
- **Monsters with 4 or more HD:** Can break through the wall, but suffer 1d6 hit points of damage when doing so. The wall deals double damage to creatures that use fire or are accustomed to fire.

Wizard Eye

Duration: 6 turns

Range: 240'

An invisible, magical eye is conjured that allows the caster to see at a distance.

- **Movement:** The eye can be directed to move within range at up to 120' per turn.
- **Seeing through the eye:** By concentrating, the caster can see through the eye.
- **Types of vision:** The magical eye grants both normal vision and infravision.
- **Barriers:** Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter.

5TH LEVEL SPELLS

Animate Dead

Duration: Permanent

Range: 60'

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies:

- **Obedient:** They obey the caster's commands.
- **Special abilities:** They are unable to use any special abilities (including spell casting) that they possessed in life.
- **Duration:** They remain animated until they are destroyed or until a *dispel magic* spell is cast upon them.

Number: The spell animates a number of Hit Dice of zombies or skeletons equal to the caster's level:

- **Skeletons:** Have AC 7 [12] and HD equal to those the creature had in life.
- **Zombies:** Have AC 8 [11] and HD one greater than the creature had in life.
- **Classed characters:** If a PC or NPC with levels in a class is reanimated by this spell, the levels are not counted as HD. For example, the reanimated corpse of a 5th level fighter would have 2 HD (1 HD as a normal human, +1 for being reanimated as a zombie).

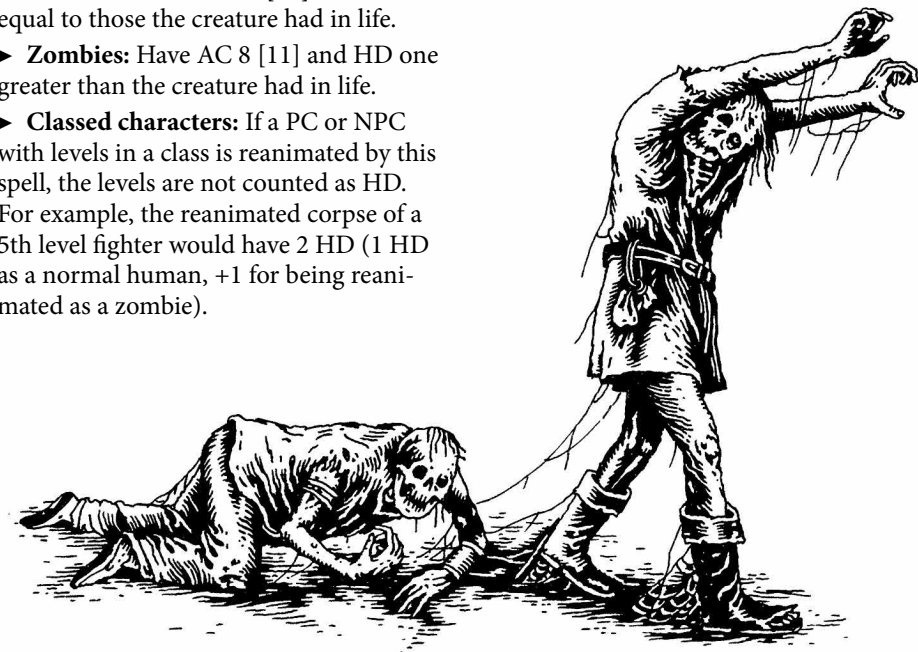
Cloudkill

Duration: 6 turns

Range: 30'

A poisonous fog streams from the caster's fingertips, filling a 30' diameter area.

- **Movement:** The fog moves at 60' per turn (20' per round), driven by the wind (or away from the caster, in still conditions).
- **Sinking:** Because the fog is heavier than air, it sinks to the lowest level of the land, even pouring down den or sink-hole openings.
- **Damage:** All creatures in contact with the vapours suffer 1 hit point of damage per round of contact.
- **Creatures with less than 5 Hit Dice:** Must also **save versus death** (once per round of contact) or die.



Conjure Elemental

Duration: Permanent (until dismissed or slain)

Range: 240'

A 16 Hit Dice elemental—a being formed of pure elemental matter—is summoned from an elemental plane of the caster's choice (air, earth, fire, water) to do the caster's bidding.

► **Materials:** The summons requires a large volume of the appropriate element.

► **Concentration:** Is required to command an elemental.

► **Dismissing:** While control over the elemental is maintained, the caster may dismiss it at any time, sending it back to its plane of origin.

► **Disruption:** If the caster moves at more than half speed or their concentration is disturbed, the command over the elemental ends. It is, henceforth, a free-willed entity and will immediately try to kill the caster and any who get in its way.

► **Dispelling:** A conjured elemental may be dispelled by *dispel magic* or *dispel evil*.

Restrictions: The caster may summon at most one elemental from each plane in a single day.

Air Elemental

Huge vortexes of whirling air.

AC –2 [21], **HD** 16* (72hp), **Att** 1 × blow (3d8), **THAC0** 8 [+11], **MV** 360' (120') flying, **SV** D2 W3 P4 B3 S6 (16), **ML** 10, **AL** Neutral, **XP** 2,300

► **Size:** 32' tall, 8' across.

► **Whirlwind:** Creatures with less than 2HD swept aside (**save versus death**).

► **Mundane damage immunity:** Can only be harmed by magical attacks.

► **Harm flying creatures:** Inflict extra 1d8 damage.

Earth Elemental

Huge humanoid figures of earth or stone.

AC –2 [21], **HD** 16* (72hp), **Att** 1 × blow (3d8), **THAC0** 8 [+11], **MV** 60' (20'), **SV** D2 W3 P4 B3 S6 (16), **ML** 10, **AL** Neutral, **XP** 2,300

► **Size:** 16' tall.

► **Blocked by water:** Cannot cross a channel wider than own height.

► **Mundane damage immunity:** Can only be harmed by magical attacks.

► **Harm creatures on the ground:** Inflict extra 1d8 damage.

Fire Elemental

Whirling columns of fire.

AC –2 [21], **HD** 16* (72hp), **Att** 1 × blow (3d8), **THAC0** 8 [+11], **MV** 120' (40'), **SV** D2 W3 P4 B3 S6 (16), **ML** 10, **AL** Neutral, **XP** 2,300

► **Size:** 16' tall, 16' across.

► **Blocked by water:** Cannot cross a channel wider than own diameter.

► **Mundane damage immunity:** Can only be harmed by magical attacks.

► **Harm cold-based creatures:** Inflict extra 1d8 damage.

Water Elemental

Huge waves of water.

AC –2 [21], **HD** 16* (72hp), **Att** 1 × blow (3d8), **THAC0** 8 [+11], **MV** 60' (20') / 180' (60') swimming, **SV** D2 W3 P4 B3 S6 (16), **ML** 10, **AL** Neutral, **XP** 2,300

► **Size:** 8' tall, 32' across.

► **Water-bound:** Must remain within 60' of water.

► **Mundane damage immunity:** Can only be harmed by magical attacks.

► **Harm creatures in water:** Inflict extra 1d8 damage.

Contact Higher Plane

Duration: One conversation

Range: The caster

A channel of communication is opened to a higher plane of existence, allowing the caster to ask powerful, otherworldly beings for advice and knowledge on any subject.

► **Plane:** The caster must choose which plane of existence to contact: communion with beings of the 3rd to 12th planes is possible via this spell. Higher numbered planes are home to more powerful and knowledgeable beings.

► **Questions:** The caster may then ask a number of simple yes/no questions equal to the number of the plane contacted. The referee plays the role of the contacted being, responding to the caster's questions.

► **Answers:** For each question asked, there is a chance of the contacted being not knowing the answer or of answering untruthfully: see the table to the right. It is impossible to detect whether the entity is lying.

Restrictions: Casting *contact higher plane* is a great and perilous deed.

► **Usage limit:** It may be cast at most once per week. (The referee may limit the spell's usage to even less frequently, if desired.)

► **Insanity:** Communion with otherworldly beings of great power can shatter the caster's sanity. The basic chance is shown in the table above. For every level of the caster above 11, this chance is reduced by 5%. If the caster is driven insane as a result of the communion, the recovery time is a number of weeks equal to the number of the plane contacted.

Contact Higher Plane Questions

Plane	#Qs	Don't Know	Truth	Insanity
3rd	3	75%	50%	5%
4th	4	70%	55%	10%
5th	5	65%	60%	15%
6th	6	60%	65%	20%
7th	7	50%	70%	25%
8th	8	40%	75%	30%
9th	9	30%	80%	35%
10th	10	20%	85%	40%
11th	11	10%	90%	45%
12th	12	5%	95%	50%

Feeblemind

Duration: Permanent

Range: 240'

An arcane spell caster (e.g. a magic-user or elf) within range must **save versus spells (at a -4 penalty)** or become an imbecile, unable to think clearly or cast spells.

Hold Monster

Duration: 6 turns +1 per level

Range: 120'

This spell causes one or more creatures to be paralysed if they fail a **saving throw versus spells**. It may be cast in two ways:

1. **Against an individual:** The target's saving throw is penalised by -2.
2. **Against a group:** 1d4 individuals in the group are targeted.

Restrictions: Undead are not affected.

Magic Jar

Duration: Special

Range: The caster

The caster's body enters a comatose trance as their life-force is transferred into a receptacle (any inanimate object within 30'), known as a *magic jar*. From there, the caster may attempt to possess the bodies of other creatures.

When the caster's life-force is in the magic jar:

► **Possession:** The caster may attempt to possess the body of another creature within 120'. The victim may **save versus spells** to resist possession. If the save is successful, the caster may not make another attempt to possess that victim for one turn. If the save fails, the caster's life-force leaves the magic jar and enters the victim, possessing it.

► **Returning:** The caster may choose to return to their own body at any time, ending the spell.

► **If the magic jar is destroyed:** The caster dies.

► **If the caster's own body is destroyed:** Their life-force is stranded in the magic jar.

When the caster's life-force is possessing a victim:

► **Control:** The caster gains full control over the victim's body, but is not able to make the victim cast spells.

► **If the magic jar is destroyed:** The spell ends and the caster's life-force is trapped in the possessed body.

► **If the possessed victim is killed:** The caster's life-force returns to the magic jar.

► **Dispelling:** *Dispel evil* forces the caster's life-force back into the magic jar.

► **If the caster's own body is destroyed:** Their life-force is stranded in the body of the creature being possessed.



Pass-Wall

Duration: 3 turns

Range: 30'

A 5' diameter hole is temporarily opened in solid rock or stone, forming a passageway up to 10' deep.

Telekinesis

Duration: Concentration (up to 6 rounds)

Range: 120'

By concentrating, the caster is able to move objects or creatures by the power of thought.

► **Weight:** Up to 200 coins of weight per level of the caster may be targeted.

► **Movement:** The target may be moved up to 20' per round, in whatever direction the caster wishes (including vertically).

► **Save:** If a creature is targeted, it may **save versus spells** to resist the spell.

► **Concentration:** If the caster's concentration is broken, the target will fall.

Teleport

Duration: Instant

Range: 10'

The caster or a chosen creature vanishes and reappears at a location of the caster's choosing.

- **Gear:** The subject is teleported with all its gear, up to its maximum load.
- **Unwilling subjects:** May **save versus spells** to prevent the teleportation.
- **Destination:** May be at any distance, but must be known to the caster. The destination must be an open space at ground level. (It is not possible to intentionally teleport the subject into mid-air or into solid matter.)
- **Risk:** There is a risk, when teleporting, of accidentally arriving above or below ground level. The chance of a successful teleportation depends on the caster's knowledge of the destination (see right). Roll d% and consult the table below.

Teleport Result

Knowledge of Dest.	Ground Level	Too High	Too Low
Scant	01–50	51–75	76–00
Moderate	01–80	81–90	91–00
Exact	01–95	96–99	00

Ground level: The subject appears at the desired destination.

Too high: The subject appears 1d10×10' above the intended destination. Should this location already be occupied by solid matter, the subject is instantly killed. Otherwise, the subject falls from a height.

Too low: The subject appears in the ground and is killed instantly.

Knowledge of destination: The caster's knowledge of the destination is rated as follows:

- **Scant:** A location that the caster has visited once or twice, has seen by magical scrying, or has heard of from descriptions.
- **Moderate:** A location that the caster has visited often or has studied via scrying for several weeks.
- **Exact:** A location that the caster has made a detailed study of, in person.

Transmute Rock to Mud

Duration: 3d6 days /

Permanent (*transmute mud to rock*)

Range: 120'

This spell turns up to 3,000 square feet of rock into 10' deep mud.

- **Movement:** Any creatures passing through the mud have their movement rate reduced by 90%.

Reversed: Transmute Mud to Rock

Changes an area of mud—up to 3,000 square feet and up to 10' deep—into rock. This alteration is permanent.

Wall of Stone

Duration: Permanent

Range: 60'

A wall of solid rock appears.

- **Size:** The wall may be of whatever shape the caster desires and is of 1,000 cubic feet in volume. (For example, a 2' thick wall, 50' long and 10' high.)
- **Location:** The wall must rest upon a solid surface and may not be evoked so that it appears where objects are.

6TH LEVEL SPELLS

Anti-Magic Shell

Duration: 12 turns

Range: The caster

An anti-magic barrier is created around the caster.

► **Blocks magic:** No spells or spell effects can pass through this barrier, whether from inside or outside.

► **Dismissing:** The caster may end this spell at any time before the duration has expired.

Control Weather

Duration: Concentration

Range: 240 yards around the caster

By concentrating (no movement allowed), the caster causes one of the following conditions to manifest around themselves. This spell only functions outdoors.

► **Calm:** Clears bad weather (though side-effects—e.g. mud after rain—remain.)

► **Extreme heat:** Dries up snow or mud (including *transmute rock to mud*). Creatures in the area move at half normal rate.

► **Fog:** Visibility drops to 20'. Creatures in the fog move at half their normal rate. At the referee's option, they may also have a chance of getting lost.

► **High winds:** Movement rates are halved. Missile fire and flight are impossible. High winds may be used to increase the sailing speed of ships by 50%, if they travel with the wind. In sandy areas, may cause a sandstorm, reducing visibility to 20'.

► **Rain:** -2 penalty to missile attacks. Mud forms in 3 turns, halving movement rates.

► **Snow:** Visibility drops to 20'. Movement rates are halved. Bodies of water may freeze. After the snow thaws, mud remains and still impedes movement.

► **Tornado:** The caster can direct the tornado, which moves at 120' per round. The tornado can be directed to attack (see stats below). Ships caught in a tornado have a 75% chance of suffering 12 points of hull damage.

Tornado

A whirling column of air, 24' high and 6' across, that wreaks havoc for flying creatures and ships.

AC 0 [19], **HD** 12* (54hp), **Att** 1 × blow (2d8), **THAC0** 10 [+9], **MV** 360' (120') flying, **SV** D6 W7 P8 B8 S10 (12), **ML** 10, **AL** Neutral, **XP** 1,900

► **Whirlwind:** Creatures with less than 2HD swept aside (**save versus death**).

► **Mundane damage immunity:** Can only be harmed by magical attacks.

► **Harm flying creatures:** Inflict extra 1d8 damage.

Death Spell

Duration: Instant

Range: 240'

Up to 4d8 Hit Dice of creatures within a 60' cube area must **save versus death** or die, instantly.

Restrictions: Undead and creatures with greater than 7 Hit Dice are unaffected.

Disintegrate

Duration: Instant

Range: 60'

The material form of a single, non-magical creature or object is instantly and permanently destroyed.

- **If a creature is targeted:** It may **save versus death** to resist *disintegration*.
- **Examples of objects:** The following might be targeted: a tree, a ship, a 10' section of wall.

Geas

Duration: Permanent /
Instant (*remove geas*)

Range: 30'

The caster commands a subject to perform or avoid performing a specific action.

- **Examples:** Bringing a specific item to the caster, eating or drinking without restraint, keeping a certain fact secret.
- **Impossible or deadly tasks:** The prescribed *geas* must not be impossible or directly deadly—if such a *geas* is cast, it affects the caster, instead.
- **Saving throw:** The subject may **save versus spells**, to avoid coming under the spell's effect.
- **If the save fails:** The subject must follow the stipulated course of action or suffer gradually increasing (and eventually fatal) penalties determined by the referee (e.g. penalties to attack, ability score reductions, inability to memorize spells, physical torment and feebleness, etc.).

Reversed: Remove Geas

Can dispel an active *geas* spell and any incurred penalties. If the caster of the *geas* to be nullified is higher level than the character casting *remove geas*, there is a chance of the spell having no effect. The probability of spell failure is 5% per level the caster is below the caster of *geas*.

Invisible Stalker

Duration: One mission

Range: Summoned to caster's presence

An invisible stalker (see below) is summoned to the caster's presence and magically bound to perform a mission of the caster's choosing.

- **Wording:** The caster must be careful with the wording of the mission. Invisible stalkers are treacherous and, unless the assigned mission can be easily and quickly accomplished, will follow the letter of the command while twisting the intent.
- **Duration:** The creature is bound to attempt the mission until it succeeds or is destroyed.
- **Banishing:** The spell *dispel evil* will banish an invisible stalker, ending the spell.

Invisible Stalker

Highly intelligent, magical creatures summoned from another plane of existence to perform tasks for powerful magic-users.

AC 3 [16], HD 8* (36hp), Att 1 × blow (4d4), THAC0 12 [+7], MV 120' (40'), SV D8 W9 P10 B10 S12 (F8), ML 12, AL Neutral, XP 1,200

- **Tracking:** Without fault.
- **Surprise:** On a 1–5, unless target can detect invisibility.
- **If killed:** Returns to plane of origin.

Lower Water

Duration: 10 turns

Range: 240'

This spell reduces the depth of a body of water by half for the duration. An area of up to 10,000 square feet may be affected.

Move Earth

Duration: 6 turns

Range: 240'

Earth (but not stone) within range is rearranged as the caster wishes.

- **Movement rate:** The caster can move earth in the area at up to 60' per turn.
- **Excavations:** The range of the spell also extends downwards, allowing excavations to be made.

Part Water

Duration: 6 turns

Range: 120'

The caster creates a path 10' wide and a maximum of 120' long through water, such as a pond, lake, or other body. The caster can dismiss the spell's effect before the duration ends.

Projected Image

Duration: 6 turns

Range: 240'

An illusory duplicate of the caster appears within range.

- **Duplicate:** The image is an exact duplicate of the caster that can only be differentiated by touch.
- **Subsequent spells cast:** Appear to originate from the image. (Targets must still be visible to the caster, however.)
- **Spells and missiles:** The image appears unaffected by spells or missile weapons.
- **Melee or touch:** If the image is touched or hit in melee, it disappears.

Reincarnation

Duration: Permanent

Range: Appears in the caster's presence

A dead character is returned to life in a new physical form that manifests in the presence of the caster. The character's new body is not necessarily the same as the original; it is determined by rolling on the *Reincarnated Class* table opposite.

The roll indicates either a character class or a monster:

- **Character class:** The character is of experience level 1d6 (or at most the same level as the character achieved before death). The reincarnated character can continue to gain experience and advance as normal, in the new class.
- **Monster:** The type should be determined by the referee. The monster should be at least partially intelligent, have no greater Hit Dice than the level of the character being reincarnated (at most 6 HD), and be of the same alignment. The tables opposite may be used, or the referee may create their own tables. Monsters cannot gain experience or advance in level.

Stone to Flesh

Duration: Permanent

Range: 120'

This spell transforms stone into living flesh. It is especially useful for restoring life to a petrified creature and its equipment to its normal state.

Reversed: Flesh to Stone

Turns one creature into a statue, including all gear and any items currently held. A **saving throw versus paralysis** is permitted to resist the transformation.

Reincarnation: Class

d10	Reincarnation
1	Cleric
2	Dwarf
3	Elf
4	Fighter
5	Halfling
6	Magic-user
7	Thief
8	Monster (roll on alignment table)
9-10	Same class



Reincarnation: Lawful Monsters

d6	Reincarnation	HD
1	Gnome	1
2	Neanderthal	2
3	Pegasus	2
4	Blink dog	4
5	Unicorn	4
6	Roc, small	6

Reincarnation: Neutral Monsters

d6	Reincarnation	HD
1	Pixie or sprite	1
2	Lizard man	2
3	Rock baboon	2
4	Ape, white	4
5	Centaur	4
6	Werebear	6

Reincarnation: Chaotic Monsters

d10	Reincarnation	HD
1	Goblin	1
2	Hobgoblin	1
3	Kobold	1
4	Orc	1
5	Gnoll	2
6	Bugbear	3
7	Wererat	3
8	Ogre	4
9	Werewolf	4
10	Minotaur	6

Alternative Reincarnation Tables

The classes and monsters listed in the tables are drawn from this book.

If other classes or monsters are in use, the referee may wish to create alternative reincarnation tables.





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Charm Monster	32	Growth of Animal	17	Raise Dead	21
Charm Person	24	Growth of Plants	33	Read Languages	25
Clairvoyance	30	Hallucin. Terrain	33	Read Magic	26
Cloudkill	35	Haste	30	Reincarnation	42
Commune	20	Hold Monster	37	Remove Curse (C)	17
Confusion	32	Hold Person (C)	14	Remove Curse (MU)	34
Conjure Elemental	36	Hold Person (MU)	30	Remove Fear	13
Contact Higher Plane	37	Hold Portal	24	<i>Remove Geas</i>	41
<i>Continual Darkness (C)</i>	16	Infravision	31	<i>Remove Quest</i>	21
<i>Continual Darkness (MU)</i>	27	Insect Plague	20	Resist Cold	13
Continual Light (C)	16	Invis. 10' Radius	31	Resist Fire	15
Continual Light (MU)	27	Invisibility	28	Shield	26
Control Weather	40	Invisible Stalker	41	Silence 15' Radius	15
Create Food	20	Knock	28	Sleep	26
Create Water	18	Know Alignment	14	Snake Charm	15
Cure Disease	16	Levitate	28	Speak with Animals	15
Cure Light Wounds	12	Light (C)	12	Speak with Plants	19
Cure Serious Wounds	18	Light (MU)	25	Sticks to Snakes	19
<i>Curse (C)</i>	17	Lightning Bolt	31	Stone to Flesh	42
<i>Curse (MU)</i>	34	Locate Object (C)	17	Striking	17
<i>Darkness (C)</i>	12	Locate Object (MU)	28	Telekinesis	38
<i>Darkness (MU)</i>	25	Lower Water	41	Teleport	39
Death Spell	40	Magic Jar	38	<i>Transmute Mud to Rock</i>	39
Detect Evil (C)	12	Magic Missile	25	Transmute Rock to Mud	39
Detect Evil (MU)	27	Massmorph	33	Ventriloquism	26
Detect Invisible	27	Mirror Image	28	Wall of Fire	34
Detect Magic (C)	12	Move Earth	42	Wall of Ice	34
Detect Magic (MU)	24	Neutralize Poison	18	Wall of Stone	39
Dimension Door	32	Part Water	42	Water Breathing	31
Disintegrate	41	Pass-Wall	38	Web	29
Dispel Evil	20	Phantasmal Force	29	Wizard Eye	34
Dispel Magic	30	Polymorph Others	33	Wizard Lock	29
ESP	27	Polymorph Self	33		

OLD-SCHOOL ESSENTIALS

CLASSIC FANTASY

Magic

Complete rules for spells and magic—for all cleric, elf, and magic-user characters!

- **Rules of magic:** The fundamental rules for spell memorization, spell casting, spell books, deities, and magical research.
- **34 cleric spells:** From 1st to 5th level. Simple blessings to defend and ward, indispensable prayers to heal wounds and cure ailments, mighty invocations to banish evil and return the dead to life.
- **72 magic-user spells:** From 1st to 6th level. Practical charms to aid exploration, subtle hexes to bewitch and inveigle, terrifying conjurations of destructive force.



1st Level Cleric Spells

#	Name	Page	Rev.	Duration	Range
1	Cure light wounds	12	Yes	Instant	Caster or touch
2	Detect evil	12	–	6 turns	120'
3	Detect magic	12	–	2 turns	60'
4	Light	12	–	12 turns	120'
5	Protection from evil	13	–	12 turns	Caster
6	Purify food and water	13	–	Permanent	10'
7	Remove fear	13	–	2 turns	Caster or touch
8	Resist cold	13	–	6 turns	30'

2nd Level Cleric Spells

#	Name	Page	Rev.	Duration	Range
1	Bless	14	Yes	6 turns	60'
2	Find traps	14	–	2 turns	30'
3	Hold person	14	–	9 turns	180'
4	Know alignment	14	–	1 round	10'
5	Resist fire	15	–	2 turns	30'
6	Silence 15' radius	15	–	12 turns	180'
7	Snake charm	15	–	1d4+1 rds/turns	60'
8	Speak with animals	15	–	6 turns	30'

Memorizing Spells

Rest and time: A spell caster can memorize spells after an uninterrupted night's sleep. Memorizing all spells the character is capable of memorizing takes one hour.

Duplicate spells: A character may memorize the same spell more than once, as long as they are capable of memorizing more than one spell of the given level.

Casting Spells

Once only: When a spell is cast, knowledge of the spell is erased from the mind of the caster, until it is memorized again.

Freedom: The character must be able to speak out loud and move their hands.

Line of sight: Unless noted in a spell's description, the intended target (a specific monster, character, object, or area of effect) must be visible to the caster.

Spell Effects

Selecting targets: Some spells affect multiple targets, either by area or by Hit Dice total. If the spell description does not specify how targets are selected, the referee must decide whether they are selected randomly, by the caster, etc.

Concentration: Some spells specify that the caster must concentrate in order to maintain the magical effect. Unless the spell description states otherwise, performing any other action or being distracted (e.g. attacked) causes concentration to end.

Cumulative effects: Multiple spells cannot be used to increase the same ability (e.g. bonuses to attack rolls, AC, damage rolls, saving throws, etc.). Spells can be combined with the effects of magic items.

3rd Level Cleric Spells

#	Name	Page	Rev.	Duration	Range
1	Continual light	16	–	Permanent	120'
2	Cure disease	16	–	Instant	30'
3	Growth of animal	17	–	12 turns	120'
4	Locate object	17	–	6 turns	120'
5	Remove curse	17	Yes	Inst./perm. (rev.)	Caster or touch
6	Striking	17	–	1 turn	30'

4th Level Cleric Spells

#	Name	Page	Rev.	Duration	Range
1	Create water	18	–	Permanent	Touch
2	Cure serious wounds	18	Yes	Instant	Caster or touch
3	Neutralize poison	18	–	Instant	Caster or touch
4	Protection from evil 10' radius	18	–	12 turns	10' around caster
5	Speak with plants	19	–	3 turns	30'
6	Sticks to snakes	19	–	6 turns	120'

5th Level Cleric Spells

#	Name	Page	Rev.	Duration	Range
1	Commune	20	–	3 turns	Caster
2	Create food	20	–	Permanent	Caster's presence
3	Dispel evil	20	–	Concentr. or inst.	30'
4	Insect plague	20	–	Concentration	480'
5	Quest	21	Yes	Special/inst. (rev.)	30'
6	Raise dead	21	Yes	Instant	120'

Arcane Magic

Memorizing spells: Spells are memorized from the selection available in the caster's spell book, which must be at hand.

Reversing spells: The normal or reversed form of a spell must be selected when the spell is memorized.

Divine Magic

Memorizing spells: Spells are memorized through prayer to a deity. Any spell of appropriate level on the class' spell list may be chosen.

Reversing spells: The normal or reversed form of a spell may be selected when the spell is cast.

Deity disfavour: If a spell caster falls out of favour with their deity, penalties (determined by the referee) may be imposed.

Deity alignment: A divine spell caster may draw disfavour when casting spells (or their reversed versions) whose effects go against the deity's alignment.

1st Level Magic-User Spells

#	Name	Page	Rev.	Duration	Range
1	Charm person	24	–	1+ days	120'
2	Detect magic	24	–	2 turns	60'
3	Floating disc	24	–	6 turns	6'
4	Hold portal	24	–	2d6 turns	10'
5	Light	25	Yes	6 turns +1/level	120'
6	Magic missile	25	–	1 turn	150'
7	Protection from evil	25	–	6 turns	Caster
8	Read languages	25	–	2 turns	Caster
9	Read magic	26	–	1 turns	Caster
10	Shield	26	–	2 turns	Caster
11	Sleep	26	–	4d4 turns	240'
12	Ventriloquism	26	–	2 turns	60'

2nd Level Magic-User Spells

#	Name	Page	Rev.	Duration	Range
1	Continual light	27	Yes	Permanent	120'
2	Detect evil	27	–	2 turns	60'
3	Detect invisible	27	–	6 turns	10'/level
4	ESP	27	–	12 turns	60'
5	Invisibility	28	–	Perm. until broken	240'
6	Knock	28	–	1 round	60'
7	Levitate	28	–	6 turns +1/level	Caster
8	Locate object	28	–	2 turns	60' +10'/level
9	Mirror image	28	–	6 turns	Caster
10	Phantasmal force	29	–	Concentration	240'
11	Web	29	–	48 turns	10'
12	Wizard lock	29	–	Permanent	10'

3rd Level Magic-User Spells

#	Name	Page	Rev.	Duration	Range
1	Clairvoyance	30	–	12 turns	60'
2	Dispel magic	30	–	Instant	120'
3	Fire ball	30	–	Instant	240'
4	Fly	30	–	1d6 turns +1/level	Caster or touch
5	Haste	30	–	3 turns	240'
6	Hold person	30	–	1 turn/level	120'
7	Infravision	31	–	1 day	Caster or touch
8	Invisibility 10' radius	31	–	Perm. until broken	120'
9	Lightning bolt	31	–	Instant	180'
10	Protection from evil 10' radius	31	–	12 turns	10' around caster
11	Protection from normal missiles	31	–	12 turns	30'
12	Water breathing	31	–	1 day	30'

4th Level Magic-User Spells

#	Name	Page	Rev.	Duration	Range
1	Charm monster	32	–	1+ days	120'
2	Confusion	32	–	12 rounds	120'
3	Dimension door	32	–	1 round	10'
4	Growth of plants	33	–	Permanent	120'
5	Hallucinatory terrain	33	–	Until touched	240'
6	Massmorph	33	–	Permanent	240'
7	Polymorph others	33	–	Permanent	60'
8	Polymorph self	33	–	6 turns +1/level	Caster
9	Remove curse	34	Yes	Inst./perm. (rev.)	Caster or touch
10	Wall of fire	34	–	Concentration	60'
11	Wall of ice	34	–	12 turns	120'
12	Wizard eye	34	–	6 turns	240'

5th Level Magic-User Spells

#	Name	Page	Rev.	Duration	Range
1	Animate dead	35	–	Permanent	60'
2	Cloudkill	35	–	6 turns	30'
3	Conjure elemental	36	–	Perm. until broken	240'
4	Contact higher plane	37	–	1 conversation	Caster
5	Feeblemind	37	–	Permanent	240'
6	Hold monster	37	–	6 turns +1/level	120'
7	Magic jar	38	–	Special	Caster
8	Pass-wall	38	–	3 turns	30'
9	Telekinesis	38	–	Conc. (max 6 rds)	120'
10	Teleport	39	–	Instant	10'
11	Transmute rock to mud	39	Yes	3d6 days/per. (rev.)	120'
12	Wall of stone	39	–	Permanent	60'

6th Level Magic-User Spells

#	Name	Page	Rev.	Duration	Range
1	Anti-magic shell	40	–	12 turns	Caster
2	Control weather	40	–	Concentration	240yds around cstr.
3	Death spell	40	–	Instant	240'
4	Disintegrate	41	–	Instant	60'
5	Geas	41	Yes	Perm./inst. (rev.)	30'
6	Invisible stalker	41	–	1 mission	Caster's presence
7	Lower water	41	–	10 turns	240'
8	Move earth	42	–	6 turns	240'
9	Part water	42	–	6 turns	120'
10	Projected image	42	–	6 turns	240'
11	Reincarnation	42	–	Permanent	Caster's presence
12	Stone to flesh	42	Yes	Permanent	120'