

Animate Tool ★

Magic-User 0

Range: 10'

Duration: 1 turn

Libram Magica, P. 11

- This spell imbues a single, small tool (such as a quill pen, spoon, sewing needle, or small hammer) to become animated.
- It will perform a single, repetitive task (such as writing dictated words, stirring a pot of soup, sewing the hem of a dress, or nailing boards into a house) for as long as a turn.
- The magic user must be able to perform the repeated action by hand himself.
- Weapons may not be animated by this cantrip, and objects animated may not be used as weapons.

Flare ★

Magic-User 0

Range: 10'

Duration: instantaneous

Libram Magica, P. 30

- A flash of light, a very small ball of fire, or a puff of colored smoke can be created by this cantrip. They will not typically last longer than a second.

Irritate ★

Magic-User 0

Range: 10'

Duration: instantaneous

Libram Magica, P. 38

- This cantrip forces another person to involuntarily blink, nod, itch, giggle, or some other small body motion in order to create a momentary distraction. It works well to disrupt spell casting or concentration, although the subject gets a save vs. Spells to resist.

Clean* ★

Magic-User 0

Range: 10'

Duration: instantaneous

Libram Magica, P. 16

- Upon casting, this cantrip may clean, shine, dust, or polish a small object or surface of up to 1 square foot.
- Reversed, this becomes Dirty, which can make the same area dirty, tarnished, scuffed, or dusty.

Flavor* ★

Magic-User 0

Range: 10'

Duration: special

Libram Magica, P. 30

- This cantrip may either make one dish taste any way the caster wants it to (which is an illusion), or add salt, spice, sweetener, or another flavoring agent (which is real).
- Reversed, it becomes Ruin, which makes the food or drink either taste horrible by excessive overuse of a flavoring agent (which is real) or taste as if it had been prepared wrongly (which is an illusion).

Knot* ★

Magic-User 0

Range: 10'

Duration: instantaneous

Libram Magica, P. 38

- This minor spell may tightly knot or tangle a rope, string, or similar object in any knot the caster would be able to tie himself.
- Reversed, the Unknot spell may undo any knot the caster could unknot himself.
- The spell cannot be used offensively to bind, trip (shoelace trick), or otherwise directly affect another individual, except in the most indirect ways.

Dowse ★

Magic-User 0

Range: special

Duration: concentration

Libram Magica, P. 26

- This minor magical effect allows the caster to sense the presence of potable water using a forked stick (any will do, but some have favorites).
- While outdoors the dowsing rod will twist to point in the direction of such fresh water up to 1000 feet +100' per level of the caster.
- Water that is underground, in containers, or within structures can be located within 25 feet +5' per level. The effect lasts as long as the caster maintains concentration.

Inscribe ★

Magic-User 0

Range: touch

Duration: permanent

Libram Magica, P. 37

- This cantrip engraves up to a square foot of writing or drawing on almost any nonliving surface. It will not work on constructs, elementals, undead, or other animated materials.

Mage Hand ★

Magic-User 0

Range: 40' or 10'

Duration: 1 turn

Libram Magica, P. 40

- A spectral hand is conjured, which may either move one pound of materials at a speed of 10 feet per round for 10 rounds (at a maximum range of 40 feet), or give an object a powerful push about equal to the caster's strength at a range of ten feet.
- The caster can also manipulate small and light objects (about 1 pound) at up to 10 feet as if he or she was holding the object himself. Weapons cannot be so wielded. Alchemists and wizards often use this for dangerous experiments to keep themselves safe at a small distance.

Open/Close



Magic-User 0

Range: 10'
Duration: instantaneous

Libram Magica, P. 44

- A single, normal, unlocked door, window or similar device can be opened or closed by use of this minor spell.
- It cannot be made to close upon another being or otherwise be used offensively except in the most indirect ways (such as closing a portal before a being gets to pass).
- The magic of this minor spell is not strong enough to hold or otherwise keep a being from manipulating the portal or device.

Transfigure



Magic-User 0

Range: touch
Duration: special

Libram Magica, P. 61

- This minor spell may change a small object (up to 27 cubic inches) into another shape, size, color, or texture.
- Radical changes (living) are not apt to last more than one turn, but minor changes may stay as long as a month. "Related" changes, such as creating a baby hedgehog from a pincushion) may last longer than non-related ones (such as changing a book into a lizard).
- The Game Master should decide any particulars about the suggested transformation and share with the caster, who would know roughly how long a transformation lasts.

Chill



Magic-User 1

Range: 10'
Duration: 2 rounds

Libram Magica, P. 16

- This spell does 1d4 points of damage to one creature within range. Furthermore, the creature must save vs paralysis or suffer -1 to melee hit and damage rolls for 1d6 rounds.
- A large heat source nearby gives a +2 to save.
- The caster may use this spell on one target up to 2 rounds after casting.

Sneeze



Magic-User 0

Range: 10'
Duration: instantaneous

Libram Magica, P. 57

- This minor magical effect causes a recipient chosen creature within range to sneeze loudly if it fails a save vs. Spells.
- The momentary effect is enough to spoil a spell, penalize initiative (with subject going last in the order that round), alert nearby creatures, or other similar effects, as determined by the Game Master.
- The spell assumes a creature that is subject to sneeze or similar respiratory effect; the spell is lost if cast upon a creature that does not have the capacity for a sneeze.

Amulet of Protection



Magic-User 1

Range: touch
Duration: 1 day/tw

Libram Magica, P. 10

- This spell imbues one simple piece of jewelry to protect against one spell effect which involves a save.
- Max spell level protected depends of jewelry value. $25 * (2)^{\text{level}-1}$ gp.
- When subjected to protected spell and save is made, nothing happens. If save fails, amulet destroyed and save successful.
- One charm only. More than one negates all others.
- Will only protect individual in area of affect spell.

Detect Magic



Magic-User 1

Range: 60'
Duration: 2 turns

Libram Magica, P. 23

- Detect enchanted or enspelled objects or creatures within the given range by sight.
- They appear surrounded by a pale glowing light visible only to the caster.
- Invisible creatures and objects not detected by this spell, but the existence of invisibility magic is seen as an amorphous glowing fog allowing the caster to attack at -2 to hit.

Summon Vermin*



Magic-User 0

Range: 10'
Duration: permanent

Libram Magica, P. 60

- This cantrip summons one small, totally ordinary (and real) insect (such as a beetle, fly, or spider), a small rodent (such as a field mouse or mole), or a cloud of gnats into a certain area.
- Reversed, this cantrip becomes Exterminate, which may kill any one creature of the same type.
- Target saves vs. Spells to resist any disruption of spells or attack routine, but the vermin may otherwise scare or startle a person when noticed like any other such encounter would do so.

Charm Person



Magic-User 1

Range: 30'
Duration: special

Libram Magica, P. 16

- If successful, a creature of natural 4HD or less will regard the caster as a trusted ally and friend.
- Humans/demi-humans of any level can be charmed.
- Save vs. Spells resists.
- If charm is from enemy in current combat, creature gets +5 to save.
- This is not absolute control. Requests against creature's nature allow additional saves. though the charmed creature WILL protect caster.
- Creature gets periodic saves to break away based on intelligence. Daily if more than 13, weekly at 9-12, monthly at 8 or less.

Disappear



Magic-User 1

Range: self
Duration: 2 rounds

Libram Magica, P. 23

- The caster (and only the caster) becomes invisible, vanishing from sight, including Darkvision in much the same way as the improved invisibility spell, but only lasting exactly 2 rounds.
- Caster is vanishes as well but another being cannot disappear, even if carried.
- The invisibility effect is not negated if the caster attacks, casts a spell, or otherwise takes action, allowing the caster a few moments to do other actions without being seen.
- Of course, any being able to see or sense invisible creatures can notice the caster normally.

Energy Blast ★

Magic-User 1

Range: 20'+5'/lvl
Duration: instantaneous

Libram Magica, P. 27

- Use elemental forces to send a blast or bolt of energy at a target.
- Damage is 1d6+1d6/2*lvl to 5d6.
- Save vs. Spells for half.
- Immunity vs. Energy type takes no damage.
- Resistance vs. Energy type takes half damage.
- Type of energy can be selected by caster: Fire/Electrical/Frost/Negative Energy (undead immune)/Positive Energy(+1 point/die vs undead)
- Randomly, negative/positive energies are half as likely as the others.

Hold Portal ★

Magic-User 1

Range: 100'+10'/lvl
Duration: 1 rnd/lvl

Libram Magica, P. 36

- Magical hold shut a door, gate, window or shutter of wood, metal or stone.
- Affects portal as if securely closed and normally locked.
- A **knock** and **dispel magic** negate this spell.

Magic Missile ★

Magic-User 1

Range: 100'+10'/lvl
Duration: instantaneous

Libram Magica, P. 41

- Missiles of magical energy leave caster's fingertips and unerringly strike target.
- 1d6+1 dmg/missile.
- One missile for every 3 full caster levels past first.
- Maximum five missiles at 13th level.
- Can split missiles between creatures.
- Targets must be designated before damage rolls.

Floating Disc ★

Magic-User 1

Range: 0
Duration: 5+1/lvl turn

Libram Magica, P. 31

- Create invisible 1" concave, 3' diameter plane of force for carrying loads. It can hold 500 lbs of weight.
- If not properly supported things will fall off so loose piles of coins, fluids are difficult.
- Disc floats about waist high off the ground and follows within 10' of the caster.
- The disk can be pushed as needed to reposition it.
- At end of spell, it drops whatever was supported.

Ice Knife ★

Magic-User 1

Range: self
Duration: 1 rnd/lvl

Libram Magica, P. 36

- Create a large dagger of hardened ice in the caster's hand.
- The dagger causes 1d6 damage (plus Strength bonus), the damage is treated as cold/frost.
- Creatures vulnerable to cold take (2d6) damage. The wielder does not suffer any harm handling the cold dagger.
- The dagger passed to another to wield, or even thrown. The dagger is treated as a +1 magical weapon.
- The daggers melts away to nothingness at the end of the spell duration.

Magic Mouth ★

Magic-User 1

Range: 30'
Duration: special

Libram Magica, P. 41

- Give a non-living object an enchanted mouth that appears and delivers planned message on trigger.
- Three words per caster level. Time up to ten minutes. Volume up to yell.
- Caster must know language.
- Cannot activate magical effects or command words.
- Visual an audio triggers are used. Nonmagical factors cannot change triggers, though illusions might.
- Trigger range is 10'/caster level.

Hidden Door ★

Magic-User 1

Range: 30'
Duration: 1 hr/lvl

Libram Magica, P. 35

- This spell causes a single door chosen by the caster to become hidden via minor transformation and illusion to appear as the surrounding material, effectively becoming an actual Secret Door for the duration of the spell.
- The caster can see the door for what it is, as can magical detection spells, but otherwise creatures must use normal searching and trial-and-error methods of gaining access.

Light* ★

Magic-User 1

Range: 120'
Duration: 6+1/lvl turns

Libram Magica, P. 39

- Create a light source equal to torchlight with 30' radius and half that to 50'.
- Immobile if cast on area, can be on object that moves.
- Reversed, **darkness** creates an area of darkness as above for Darkvision and mundane light sources.
- Light and **darkness** can counter each other. The later spell must be cast by a higher level caster.
- May blind an opponent if cast on ocular organs. The target can save vs. Death Ray to avoid the effect and if save made the spell fizzles. -4 to attack rolls. If used this way there is no area of effect.

Mount ★

Magic-User 1

Range: 30'
Duration: 2+1/lvl hr

Libram Magica, P. 43

- A normal mount is called to serve the caster. The mount serves willingly and loyally for the duration, disappearing at the end of the spell duration or until slain.
- No gear accompanies the mount unless the caster chooses to summon a mount at least one category less than is possible.
- Typical mounts: 1st, Riding Horse. 4th, War Horse. 8th, Camel. 13th, Elephant. 15th, Griffon.
- The mount is average but each category less adds 1 hp/die.

Protection from Evil*

Magic-User 1

Range: touch
Duration: 1 turn/lvl

Libram Magica, P. 48

- Caster wards a creature from mental control and attacks by "evil"/summoned creatures based on the worldview of the character.
- Barrier is 1' thick and moves with target. The protected creature cannot have body contact with "evil" precluding natural attacks.
- +2 AC, +2 to saves vs evil.
- Barrier blocks possession attempts/mental control. These attacks may succeed but do not take effect until this spell expires.
- The spell fails if the warded creature makes an attack against the blocked creature.
- Reversed is **protection from good**, identical except for creatures affected.

Sleep

Magic-User 1

Range: 90'
Duration: 5 rnd/lvl

Libram Magica, P. 56

- Put several creatures of <3 HD into magical slumber.
- 4HD+ creatures immune.
- Caster selects a point of origin for the spell within range. Creatures within 30' of that point are affected.
- For each creature affected, save vs. Spells negates.
- Sleeping creatures helpless unless roused/wounded. Normal noise does not work.
- Sleep does not affect unconscious characters, constructs or undead.
- When the spell expires, sleeping creatures wake up immediately though at the GM's option if made comfortable they may continue to slumber.

Body of Sand

Magic-User 2

Range: self
Duration: 1 min/lvl

Libram Magica, P. 13

- This spell changes the nature of one's body so that it is akin to sand cohesively held together.
- The caster's appearance is largely unchanged, with only a grainy or sandy appearance to his exposed skin.
- When struck in combat by a bladed or piercing weapon, the caster reduces the amount of damage received by 5 points per attack (down to a minimum of 1 point per attack).

Read Languages

Magic-User 1

Range: self
Duration: special

Libram Magica, P. 51

- Spell grants caster ability to read almost any written language in 3 modes.
- Mode 1: Read any number of written works in a variety of languages – 1 turn/level.
- Mode 2: Allows caster to read any one book/tome for 3 hours/level.
- Mode 3: Can permanently read any one non-magical scroll or short document.
- Spell does not work on magical texts as spell scrolls or spellbooks (**read magic**).
- Just reading the language does not hasten the reading nor grant understanding.
- At least one creature who can read the language must exist on the same plane.

Stoneskin

Magic-User 1

Range: self
Duration: 1 turn

Libram Magica, P. 59

- Protects the caster. The caster's skin becomes hard and stone-like, giving the caster a +2 bonus to AC vs. melee and hand thrown attacks, and a +4 bonus to AC vs. normal sized fired missiles.

Analyze Magic

Magic-User 2

Range: 5 feet
Duration: Special

Libram Magica, P. 10

- **Complicated spell. See Rulebook!**
- The analyze magic spell permits the caster to discover information about a magic item or a permanently enchanted area.
- For each turn spent studying the enchanted item or area, the caster may learn one feature of the enchantment.
- Features include spell effects, bonuses, and command words or activating conditions.
- GM decides order of feature discovery.
- **See rulebook for more.**

Shield

Magic-User 1

Range: self
Duration: 5+1/lvl rnd

Libram Magica, P. 55

- Create an invisible shield-like mobile disk of force in front of the caster.
- Negates **magic missile** attacks from all angles.
- Improves AC by 3 vs melee and by 6 vs missile attacks from the front only.

Ventriloquism

Magic-User 1

Range: 60'
Duration: 1 turn/lvl

Libram Magica, P. 63

- This allows the caster to cause his or her voice to sound as if it is coming from somewhere else in range, for example a dark alcove or statue.

Blizzard

Magic-User 2

Range: 50'+10'/lvl
Duration: Max 5 rnds

Libram Magica, P. 13

- Being essentially a lesser Ice Storm spell, this spell calls down freezing sleet, snow, and hail in a 20 foot radius 40 foot height around the targeted spot.
- Deal 1d4 points of cold damage per round in the area of effect; save vs. Spells each round for half. Movement/vision halved in region.
- The caster must maintain concentration to keep the spell active.
- The spell lasts a maximum of 5 rounds regardless, and then dissipates leaving no trace
- Cold resistance means no damage from spell.

Camp Ward ★

Magic-User 2

Range: 5'/lvl

Duration: 1 hr/lvl

Libram Magica, P. 15

- This spell acts as a magical tripwire. The caster chooses a central spot, typically before going to sleep, and the spell helps prevent them from being surprised or ambushed at night.
- Any creature larger than a common rodent that moves into the spell range will magically alert the caster, waking from normal slumber. The caster will know the general direction of the impending threat, but not details.
- The spell does not create any noise or indication of alarm, the assailants only indications would be the actions of the caster and his group.

Detect Evil* ★

Magic-User 2

Range: 60'

Duration: 1 rnd/lvl

Libram Magica, P. 22

- Detect evil: magical creatures with evil intentions, magic items with evil enchantments, extraplanar creatures of evil nature.
- Cannot detect normal characters, even "bad" ones, only overwhelming evil is detectable.
- The caster sees evil as a "glow" only they see.
- The exact definition of 'evil' is up to the GM but that ordinary traps and poisons do not meet the definition.
- The reverse is **detect good** which is identical for "good" enchantments, angelic creatures and so on.

Ether Bolt ★

Magic-User 2

Range: 30'+5'/lvl

Duration: instantaneous

Libram Magica, P. 28

- This spell fires off a missile or beam-like effect that only strikes foes that are insubstantial, ethereal, phase-shifted, or otherwise not fully materially present.
- This primarily includes various types of undead, but may include other beings that have similar qualities such as shadows.
- Much like a magic missile, the bolt strikes unerringly if the target is in sight, causing 1d4 points of force-like impact damage per level of the caster, striking as if the target was a completely solid being.

Continual Light* ★

Magic-User 2

Range: 360'

Duration: 1 yr/lvl

Libram Magica, P. 18

- Create a spherical region of light that illuminates a 30' radius as daylight and lesser to 60'.
- Spell can target a movable object, the air or a creature up to range.
- Spell lasts 1 year/lvl
- As with **light** this can target a creature's visual organs. Save vs. Spell to avoid blinding, save means spell illuminates air behind creature. Blinded creatures have -4 to attack rolls.
- Reverse is **continual darkness** causing complete nulling of all other light sources in area or blinding creature in the same way.

Detect Invisible ★

Magic-User 2

Range: 60'

Duration: 1 turn/lvl

Libram Magica, P. 23

- By means of this spell the caster is able to see invisible characters, creatures or objects within the given range, seeing them as translucent shapes.

Forked Lightning ★

Magic-User 2

Range: 25'+5'/lvl

Duration: instantaneous

Libram Magica, P. 31

- Two arcs of electricity from the casters fingers strike two separate adjacent targets within 10' of each other.
- To hit roll is required with +4 to hit. Inanimate objects cannot be damaged by this spell.
- Cause 1d6 points of electricity damage +1 point of damage per 2 caster levels (round down). Bonus bolts for every 2 levels past 3.
- Extra targets (after 1st two) must be within 10 feet of last target and require new to-hit. One bolt per target.
- No save to reduce damage, any resistance negates damage.

Dark Flame ★

Magic-User 2

Range: touch

Duration: 1 turn/lvl

Libram Magica, P. 20

- Produce a magical "dark flame" upon an object that does not produce heat or use oxygen.
- Allow all within 30 feet radius and spell range to see via Darkvision.
- The darkvision does not extend beyond the spell radius, and neither does the effect extend to any who might leave the area of effect.
- The spell does not provide any stealth bonus within the effect, as all (including foes) receive the darkvision. However, because there is no light produced it may augment stealthy movement in general against those outside the spell range.

ESP ★

Magic-User 2

Range: 60'

Duration: 1 turn/lvl

Libram Magica, P. 28

- Detect surface thoughts of one or more targets in range.
- Designate a direction the concentrate 1 turn to "hear" the thoughts.
- Each turn may listen in a different direction.
- May start and stop during duration, does not have to be continuous.
- Target is unaware of the spying.
- Rock more than 2 inches thick or thin lead/gold coatings block the spell.
- Undead creatures and mindless creatures like golems creatures are immune.

Frost Armor ★

Magic-User 2

Range: touch

Duration: 1 turn/lvl

Libram Magica, P. 32

- Surrounds the touched willing individual with shimmering aura of extreme cold (causes no harm to recipient).
- +4 to AC
- Close melee attackers take 1d4 points damage and are slowed for next round, able to move or attack with -2 penalties to hit and AC and Saves vs. Dragon.
- Cold resistant creatures are not affected by this spell.

Heave ★

Magic-User 2

Range: 10'

Duration: instantaneous

Libram Magica, P. 35

- Creates a pulse of force that violently shoves all creatures (friend and foe alike) within 10 feet of the caster radially away, moving each 30 feet if unobstructed.
- If some barrier exists before the end of the heave, the creature will take damage from the strike according to the distance to barrier.
- < 10, 3d4 dmg
- 10-20, 2d4 dmg
- 20-30, 1d4 dmg
- Save vs. Dragon for half.

Knock ★

Magic-User 2

Range: 30'

Duration: special

Libram Magica, P. 38

- Open stuck, barred, locked, **held**, or **wizard locked** doors. Opens secret doors, locked or trick-opening boxes or chests. Loosens welds, shackles or chains (provided they are in a position to release something when opened).
- For a **wizard locked** object, does not suspend the spell but gives one turn where the object is open.
- In all other cases, opened objects do not relock themselves or become stuck of their own accord.
- Will not raise a portcullis or operate any similar mechanism nor will it affect ropes, vines or the like.
- Each knock defeats ONE means of preventing access.

Locate Corpse ★

Magic-User 2

Range: 360'

Duration: 1 rnd/lvl

Libram Magica, P. 39

- Sense the direction of the closest corpse usable for spells such as animate dead or similar spells.
- Caster concentrates on the general type of corpse and of applicable state. The nearest remains fitting the criteria is located if more than one is within range.
- Upon arrival at nearest corpse, the caster can locate next corpse till timeout.
- Specific remains can be located as long as the caster knew the individual personally during life.
- Blocked by even a thin sheet of lead or gold.
- Creatures (including undead), cannot be found by this spell.

Invisibility ★

Magic-User 2

Range: touch

Duration: special

Libram Magica, P. 37

- Target is invisible, vanishes from normal sight including Darkvision.
- Carried gear vanishes too.
- Items dropped/set down become visible. Items picked up disappear if tucked into clothing or pouches.
- Light sources do not become invisible though the source of light can become so.
- Items longer than 10' will not completely disappear.
- Other senses may still discern target location.
- Spell ends when target attacks any creature or casts a spell. Indirect damage does not count as an attack.
- Spell lasts at most 24 hours.

Levitate ★

Magic-User 2

Range: touch

Duration: 1 turn/lvl

Libram Magica, P. 38

- Allow caster to move themselves or a target up or down as desired.
- Unwilling targets can save vs. spells to negate.
- Objects must be unattended or owner cooperating
- Caster to can move object up or down by 20'/round by concentration.
- Caster cannot cause horizontal motion though target might push off nearby surfaces at half speed.
- Levitating creatures may attack but weapon becomes unstable to use. -1 plus -1 per round weapon used (cumulative) to a maximum of -5. Stabilizing for a round resets penalty to -1.

Locate Object ★

Magic-User 2

Range: 360'

Duration: 1 rnd/lvl

Libram Magica, P. 39

- Cleric can sense the direction of a well known or clearly visualized object.
- Can also search for general items which will be the nearest if more than one is in range.
- Cannot specify a unique item unless it has been boserved firsthand (not indirectly through divination).
- Spell is blocked even by a thin sheet of lead or gold.
- Cannot find creatures, only objects.

Jaunt ★

Magic-User 2

Range: 30'+10'/lvl

Duration: instantaneous

Libram Magica, P. 38

- Like a minor dimension door spell, the caster instantly transfers himself to any spot within 30 feet plus 10 feet per caster level.
- he target site must be within view and must have a solid surface to land upon (or else the spell fails and is wasted).
- The jaunt affects only the caster and his personal equipment. The spell cannot bring additional creatures along.

Light* ★

Magic-User 2

Range: 120'

Duration: 6+1/lvl turn

Libram Magica, P. 39

- Create a light source equal to torchlight with 30' radius and half that to 50'.
- Immobile if cast on area, can be on object that moves.
- Reversed, **darkness** creates an area of darkness as above for Darkvision and mundane light sources.
- Light and **darkness** can counter each other. The later spell must be cast by a higher level caster.
- May blind an opponent if cast on ocular organs. The target can save vs. Death Ray to avoid the effect and if save made the spell fizzles. -4 to attack rolls. If used this way there is no area of effect.

Message ★

Magic-User 2

Range: touch

Duration: 1 turn/lvl

Libram Magica, P. 42

- The caster can whisper messages and receive replies with little chance of being overheard.
- Caster chooses each creature to be included, 1 per level . The whispered message travels in a straight line (30'+10'/lvl) and is audible to all of the involved creatures.
- The recipients can whisper a reply heard by the caster. There must be a clear path between the caster and the recipients.
- The message must be in a language the caster speaks; this spell does not by itself confer understanding.

Minor Warding

Magic-User 2

Range: touch
Duration: special

Libram Magica, P. 42

- This spell cloaks an object of less than 10 cubic feet with an invisible aura of harmful energy.
- Thereafter, the first living creature touching the object sets off the ward, receiving 3d6 points of damage.
- No saving throw is allowed to avoid the damage.
- The object is unaffected by the discharge of the minor ward.
- Nonliving creatures will not set off the ward, nor will the caster.
- Duration of the spell is 1 hour per level of caster.

Shadow Staff

Magic-User 2

Range: self
Duration: 1 turn/lvl

Libram Magica, P. 54

- The caster's staff is transformed into the substance of shadow only they can wield.
- Treat as a magical weapon (initially +1 to hit and damage) and each hit will drain 1 point of strength from the target (save vs. Spells to avoid).
- For each point drained, the staff's magical bonus is increased by one (up to a maximum bonus of +5), lasting until the end of the spell.
- The draining effect does combine with any inherent magical qualities of the caster's staff, if such exist though only the best bonus is used.

Aura of Fire

Magic-User 3

Range: touch
Duration: 1 turn

Libram Magica, P. 12

- This spell covers the recipient's body in hot red flames that move as he or she does.
- The flames do not harm the target or any possessions carried, but will do 1d6 points of fire damage to anyone in contact with them. In particular, anyone attacking the recipient with a melee weapon (except, perhaps, a very long weapon such as a spear or polearm) will suffer this damage.
- Likewise, anyone damaged in melee by the recipient of this spell will receive this damage in addition to any done by the attack.

Mirror Image

Magic-User 2

Range: self
Duration: 1 turn/lvl

Libram Magica, P. 42

- Spell creates and shuffles several illusory duplicates of the caster and the caster.
- Total of 1d4 images plus one image/3 levels created to 8 images.
- Figments mimic the caster's actions.
- Enemies attempting to attack or cast spells on the caster will hit figments instead.
- Attacked figments are destroyed whether attack was successful or not.
- Area affect spells will hit the caster but all images will appear to be injured exactly as caster was.

Web

Magic-User 2

Range: 10'/lvl
Duration: 2 turns/lvl

Libram Magica, P. 66

- Create a mass of entangling strong sticky strands filling a 10'x10'x10' cube.
- Strands must be anchored on both sides or web disappears but caster chooses size/volume.
- Save vs. Death to avoid entanglement. Making save reduces movement to half but no attacks or spells until web is exited.
- If the save fails the character is immobile but can speak. Creatures with strength 13+ can try to break loose once per round with an additional save. Others are trapped until spell ends or rescued.
- Flammable – cube burns in 1 round causing 2d4 fire damage to all trapped inside.

Aura of Frost

Magic-User 3

Range: touch
Duration: 1 turn

Libram Magica, P. 12

- Casting this spell creates a ring of icy blue flames around the recipient's body that moves with them.
- The flames do not harm the target or any possessions carried, but will do 1d6 points of cold damage to anyone in contact with them. In particular, anyone attacking the recipient with a melee weapon (except, perhaps, a very long weapon such as a spear or polearm) will suffer this damage.
- Likewise, anyone damaged in melee by the recipient of this spell will receive this damage in addition to any done by the attack.

Phantasmal Force

Magic-User 2

Range: 180'
Duration: concentration

Libram Magica, P. 45

- Creates the visual-only illusion of an object, creature(s) or other effect up to 20' on a side. The image is created by caster and persists while concentrating.
- Illusory creatures have an AC11 and disappear if hit in combat. Damage done by the creatures is not real – those "killed" from damage will wake up uninjured in 2d8 rounds.
- Attempting to animate more creatures than the caster's level or good arguments about why it is not believable allow Spells to recognize the illusion. If the save is made, no damage is taken.

Wizard Lock

Magic-User 2

Range: 20'
Duration: permanent

Libram Magica, P. 67

- This spell will magically lock a door, chest or portal.
- The caster can freely pass through his or own lock without affecting it as can any Magic User three levels higher than the caster.
- Otherwise the door or object can only be opened by breaking in or with a successful **dispel magic** or **knock**.

Charm Giant

Magic-User 3

Range: 30'
Duration: special

Libram Magica, P. 15

- If successful, a single giant humanoid will regard the caster as a trusted ally and friend as per charm person.
- Save vs. Spells resists.
- If charm is from enemy in current combat, creature gets +5 to save.
- This is not absolute control. Requests against creature's nature allow additional saves, though the charmed creature WILL protect caster.
- Creature gets periodic saves to break away based on intelligence. Daily if more than 13, weekly at 9-12, monthly at 8 or less.

★ Clairvoyance

Magic-User 3

Range: 60'
Duration: 12 turns

Libram Magica, P. 16

- Perceive another area through the eyes of a living creature in that area.
- Caster must specify both a direction and approximate distance within 60'.
- Spell fails if no living creature is there.
- No save allowed, target does not know it is being used.
- Caster may switch targets each turn enabling multiple viewings.
- If target moves, contact is lost though the caster may be able to choose another target in that case.

★ Dispel Magic

Magic-User 3

Range: 120'
Duration: instantaneous

Libram Magica, P. 24

- This spell ends ongoing spells that have been cast on a creature or object within a 20' cube.
- Caster chooses a target creature, object or area.
- All spell effects (including potion effects) on the target may be canceled.
- Any spell or effect from a source of less than the caster's level end automatically.
- Spells or effects from higher level source have a cumulative 5% chance per level difference of not being canceled.
[Example: A 10th level dispel magic has a 20% chance of failing to disrupt a 14th level spell]

★ Frost Nova

Magic-User 3

Range: 100'+10'/lvl
Duration: instantaneous

Libram Magica, P. 32

- A cold version of a fireball. Frost Nova flash freezes the air creating a burst of ice and cold.
- 1d6 points of damage per caster level to every creature within 10'.
- Save vs. Spells for half.
- Affected creatures slowed for 1d4 rounds each. Can only move at half or attack not both. -2 to hit, damage, AC, saves vs. Dragon.
- Cold resistant creatures are unaffected, Fire based creatures take extra damage per GM.
- Pea sized bead travels from finger to blast, early contact means early detonation.

★ Cripple

Magic-User 3

Range: 30'+10'/lvl
Duration: 1 rnd/lvl

Libram Magica, P. 19

- One target living creature must save vs. Spells or be wracked with pain.
- Does not affect constructs, undead, elementals, creatures without limbs.
- Target suffers -2 to physical action rolls and cannot move if one is taken..
- Target move halved.
- Move penalties countered by haste but not damage penalties.

★ Fireball

Magic-User 3

Range: 100'+10'/lvl
Duration: instantaneous

Libram Magica, P. 29

- Spell creates a near pressureless explosion of flames and a low roar. Damage is 1d6/caster level to every creature in a 20' radius ball. Save vs. Spell for half damage.
- Caster points finger to target distance and height. A glowing pea side bead streaks to the location, detonating at the target or on contact. Navigating through obstacles requires a missile "to-hit" roll.
- Fireball sets fire to combustables, melts low melting point metal (lead, gold, etc). If it gets through a barrier the fireball may expand into the volume beyond.

★ Haste*

Magic-User 3

Range: 30'+10'/lvl
Duration: 1 rnd/lvl

Libram Magica, P. 34

- Affected creature moves/acts at double rate.
- Spellcasting is not accelerated, nor is want usage.
- Multiple hastes do not multiply effect.
- Reversed is **slow** where the creature (if save vs Spells fails) acts at half speed.
- Haste and **slow** counter each other.

★ Darkvision

Magic-User 3

Range: touch
Duration: 1 hr/lvl

Libram Magica, P. 20

- Target receives Darkvision with a range of 60' for the duration of the spell.
- See page 37 of the rulebook for more details.

★ Fly

Magic-User 3

Range: touch
Duration: 1 turn/lvl

Libram Magica, P. 31

- Subject flies at speed equal to no more than normal move with encumbrance.
- Can ascend at half speed, descend at double speed and maneuver like on ground.
- Requires only as much concentration as walking so subject can attack/cast spells normally.
- The spell expires slowly, target floats downward for 120/round for 1d10 rounds. If not on the ground by then the target falls. This also happens if the spell is interrupted by **dispel magic**.

★ Hold Person

Magic-User 3

Range: 180'
Duration: 2d8 turns

Libram Magica, P. 36

- Target living human/demi-human/humanoid paralyzed.
- Creatures larger than Ogres not affected.
- Save vs. Spells negates.
- Held targets are aware and breath but cannot take actions.
- Target can be one person (save is at -2) or a group of 1d4.
- Paralyzed winged creatures fall and swimming creatures may drown.

Immunity to Normal Weapons ★

Magic-User 3

Range: touch
Duration: 1 + 1/lvl rnd

Libram Magica, P. 37

- This spell temporarily makes the target immune to non-magical weapons.
- Anyone under the protection of this spell is treated as an enchanted creature for the purpose of magic items (for instance, a Sword +1, +2 vs Enchanted Creatures).

Phase Door ★

Magic-User 3

Range: touch
Duration: 1 usage/2 lvl

Libram Magica, P. 46

- Create a magical passage through a wall/floor/ceiling/ground. The phase door is invisible and inaccessible to all creatures except the caster and a guest (counts as second use).
- The passage is 10'+5'/3*lvl deep. Caster "teleports" through.
- The door does not allow light, sound, or spell effects through it, nor it is possible to see through it without using it.
- A higher level caster can dispel magic harmlessly ejecting occupants.
- Other creatures can use door if caster trigger conditions are met.

Sidhe Messenger ★

Magic-User 3

Range: special
Duration: special

Libram Magica, P. 56

- Spell creates a small and fast winged lightning bug-like faerie. It cannot fight, all normal animals ignore it though monsters can attack.
- AC 18 and 2 + 1/lvl hit points. Move 120'/rnd. Carry 1 oz/5*lvl.
- When created, flies without error to specified location and person if named. Will land and wait if no person specified, else will circle looking for that person.
- After landing will vanish in 1 rnd/lvl even if message not delivered. Carried items fall to ground.

Invisibility 10' Radius ★

Magic-User 3

Range: touch
Duration: 1 rnd/lvl

Libram Magica, P. 37

- Targets within 10' of caster become invisible to normal sight including Darkvision. Carried gear vanishes too. They see each other.
- Items dropped/set down become visible. Items picked up disappear if tucked into clothing or pouches.
- Light sources do not become invisible though the source of light can become so. Items longer than 10' will not completely disappear. Other senses may still discern target location. Spell lasts no more than 24 hours.
- Spell ends for a given target when it attacks any creature, gets more than 10' from caster or casts a spell. Indirect damage is not an attack. The caster breaks invisibility for all.

Protection from Evil 10' radius* ★

Magic-User 3

Range: touch
Duration: 1 turn/lvl

Libram Magica, P. 48

- Caster wards a creature from mental control and attacks by "evil"/summoned creatures based on the worldview of the character.
- Barrier is 1' thick and moves with target. The protected creature cannot have body contact with "evil" precluding natural attacks.
- +2 AC, +2 to saves vs evil.
- Barrier blocks possession attempts/mental control. These attacks may succeed but do not take effect until this spell expires.
- The spell fails if the warded creature makes an attack against the blocked creature.
- Reversed is **protection from good**, identical except for creatures affected.

Water Breathing ★

Magic-User 3

Range: touch
Duration: 2 hr/lvl

Libram Magica, P. 66

- The affected creatures can breathe water freely. Divide the duration evenly among all the creatures the caster touches. The spell does not make creatures unable to breathe air, and thus cannot be used offensively.
- The reverse of the spell, Air Breathing, works exactly the same but grants water dwelling creatures the ability to breath normal air for the duration.

Lightning Bolt ★

Magic-User 3

Range: 50'+10'/lvl
Duration: instantaneous

Libram Magica, P. 39

- Releases a powerful stroke of electrical energy for 1d6/caster level damage to each creature in its area.
- Save vs. Spells half damage.
- A bolt begins at the caster fingertips and goes range. Caster can limit range to 60'. For damage bolt is effectively 5' wide.
- Sets fire to combustibles and damages objects in its path. Melts low melting point metals like lead, gold, copper, silver, bronze.
- If bolt shatters a barrier it may continue through. Otherwise it reflects in direction determined by GM. Creatures already struck cannot take damage from the reflection.

Protection from Normal Missiles ★

Magic-User 3

Range: self
Duration: 1 turn/lvl

Libram Magica, P. 48

- The caster gains complete protection from small sized nonmagical missile attacks.
- Magic arrows, hurled boulders and other such are not protected.
- Any number of normal arrows, sling bullets, crossbow bolts, thrown daggers etc will be fended off.
- Note: Normal arrows projected by magic bows count as magical for the purposes of this spell.

Wicked Blade ★

Magic-User 3

Range: touch
Duration: 1 turn/lvl

Libram Magica, P. 66

- The caster enchants one bladed or piercing weapon which temporarily acquires barbs, serrated edges, and the like. The weapon also becomes unnaturally sharp.
- The wicked blade acquires a +2 magical enchantment, however if the weapon is already enchanted to +2 or beyond, the value does not increase.
- Any creature struck by the weapon suffers 1 additional point of damage each round for 1d4+2 subsequent rounds from the bleeding wounds produced.
- Each additional strike by the weapon carries the same effect, so multiple bleeding wounds may affect an individual concurrently.

Aura of Lightning

Magic-User 4

Range: touch
Duration: 1 turn

Libram Magica, P. 12

- This spell covers the recipient's body in a sparking electrical field that moves with them.
- The electrical field does not harm the recipient or any possessions carried, but does 1d6 points of electrical damage on contact. This affects those attacking the recipient with a melee weapon, including reach weapons. The arcing electricity will travel the length of such weapons regardless of material.
- Likewise, anyone damaged in melee by the recipient of this spell will receive this damage in addition to any done by the attack.

Dark Lightning

Magic-User 4

Range: 50'+10'/lvl
Duration: instantaneous

Libram Magica, P. 21

- A 5 foot wide arcing stroke of negative energy (essentially anti-electrical in nature) that deals 1d4 points of electricity (equivalent) damage per caster level to each creature within its area.
- Save vs. Spells for half.
- Caster can limit range but minimum 60'.
- No dmg if immune to electricity.
- 2d4 spell levels of prepared spells erased by hit, lowest level spells first with no save.
- Does not set fire to combustibles or damage objects. May reflect but can only damage creatures once.

Drainblade

Magic-User 4

Range: touch
Duration: 1 rnd/lvl

Libram Magica, P. 26

- Imbue an edged weapon with the ability to drain blood with each successful strike made against a living creature.
- When a living creature is hit by a drainbladed weapon the target suffers an additional point of damage. If the wielder of the weapon is injured, the extra point of damage is transferred to him as healing energy. In no way can this healing energy grant more hit points than the wielder's normal maximum.
- Against nonliving creatures, such as undead, golems, living statues, etc, this spell has no effect.

Charm Monster

Magic-User 4

Range: 30'
Duration: special

Libram Magica, P. 16

- Functions like **charm person** but without limits on creature type or size.
- Undead monsters not affected.
- Affects 3d6 HD of creatures of 3 or fewer HD.
- Alternately, a single creature of more than 3 HD.
- Monsters save vs. Spells to negate.

Dimension Door

Magic-User 4

Range: 10'
Duration: instantaneous

Libram Magica, P. 23

- The caster or a single target creature (and all worn items) in range is transported to any spot within 200' plus 20' per caster level without error.
- Targeting can be done by a direction and distance or by visualizing a place visited.
- An unwilling target can save vs. Spells to avoid transportation.
- Carried creatures transport with the target.
- If the target is within a solid object the spell fails automatically.

Growth of Plants

Magic-User 4

Range: 120'
Duration: permanent

Libram Magica, P. 34

- Spell causes normal vegetation in range (grasses, briars, bushes, trees, vines) to become thick and overgrown.
- No more than 1000 sq feet of soil can be grown per 5 caster levels.
- Hacking through growth reduces movement to 5'/round unless giant sized, who halve if brush/trees present.
- Reverse, **shrink plants**, renders densely overgrown areas passable in same area.
- Spell is permanent until countered by the opposite or **dispel magic**.
- Spell does not affect animated plant creatures.

Confusion

Magic-User 4

Range: 360 feet
Duration: 2+1/lvl rnds

Libram Magica, P. 17

- 3d6 living creatures in 30' radius are affected. Save vs Spells or be confused.
- Confused creatures roll on table each round defaulting to 10 if unable to perform action.
- No attack bonus vs. confused character. Confused characters retaliate against attacker instead of using table.

d20 Behavior

- | | |
|-------|--|
| 1-2 | Attack caster with melee or ranged weapons (or close if attack is not possible). |
| 3-4 | Act normally. |
| 5-10 | Do nothing but babble incoherently. |
| 11-14 | Flee away from caster at top possible speed. |
| 15-20 | Attack nearest creature. |

Dimensional Anchor

Magic-User 4

Range: 120'
Duration: 1 hour

Libram Magica, P. 23

- Save vs. Spells or become effectively trapped on the current plane of existence for the duration of the spell.
- The affected recipient cannot transport via dimension door, teleport, plane shift, or any related magic or effects until the spell wears off.
- For beings that benefit from a state of being on two planes simultaneously such as ghost-like creatures, they also suffer -4 penalty to their AC and cannot move through objects as insubstantial for the duration of the spell.

Hallucinatory Terrain

Magic-User 4

Range: 400'+40'/lvl
Duration: 12 turns/lvl

Libram Magica, P. 34

- Makes one 10 yard cube per level of outdoor terrain look like a different type (e.g. field into forest, grassland into desert or the like).
- Requires full turn to cast.
- Affected terrain looks, sounds, smells like the other sort.
- Structures, equipment or creatures in terrain are not hidden or altered in appearance.
- A save vs. spells negate the illusion but the creatures or characters affected must actively attempt to do so.

Hold Giant ★

Magic-User 4

Range: 180'

Duration: 2d8 turns

Libram Magica, P. 36

- Functioning much like hold person, this spell will render any living (not undead) giant humanoid creature paralyzed.
- Targets of the spell are aware, and breathe normally, but cannot take any actions, including speech.
- A successful save vs. Spells will negate the effect.
- The spell may be cast at a single giant, who makes his or her save at -2, or at a group, in which case 1d4 of the creatures in the group may be affected.

Massmorph ★

Magic-User 4

Range: 100'+10'/lvl

Duration: 1 hr/lvl

Libram Magica, P. 41

- Cause 1d4+1 human-size creatures per 4 caster levels to appear as natural terrain features (trees/stalactites/boulders).
- All creatures must be within 120' radius of caster.
- Only those who wish to hide are concealed.
- Caster may include themselves.
- The hidden must remain motionless.
- To move or attack dispels the illusion for that creature only.
- Illusion ends by caster or **dispel magic**.

Polymorph Self ★

Magic-User 4

Range: self

Duration: 1 hr/lvl

Libram Magica, P. 47

- Caster changes into another living form but retains own mental abilities.
- New form has no more HD than caster had levels.
- New form has all physical attacks but does not gain special, supernatural or spell like abilities (No dragon breath).
- Spell duration one hour per level of caster or when caster is ready to be done.

Ice Storm ★

Magic-User 4

Range: 300'+30'/lvl

Duration: 1 round

Libram Magica, P. 36

- Great magical hailstones pound down for 1 full round.
- 5d6 damage to every creature within 20' radius of target.
- Save vs. Spells for half damage.
- From target only extends vertically 40'.
- Listen checks get -20% penalty to roar and moves are halved.
- Any cold resistant creature only gets half (save for quarter) damage.
- No aftereffects remain after storm.

Major Warding ★

Magic-User 4

Range: touch

Duration: special

Libram Magica, P. 42

- This spell cloaks an object of less than 10 cubic feet with an invisible aura of harmful energy.
- Thereafter, the first creature touching the object sets off the ward, receiving 6d6 points of damage to living creatures or 3d6 to non-living creatures.
- No saving throw is allowed.
- The object is unaffected by the discharge of the major ward. The caster is free to handle the object at will. The maximum duration of the spell is 1 hour per level of the caster.

Remove Curse* ★

Magic-User 4

Range: 30'

Duration: instantaneous

Libram Magica, P. 52

- Instantly remove all curses on object or creature. Cannot remove curse from items, but can allow creature to get rid of it.
- Some curses are powerful enough to require a certain caster level.
- Reversed is **bestow curse** which allows caster to curse target in range. Save vs. Spells negates the curse. Three variants.
- Curse 1: -4 decrease to an ability score (minimum 1)
- Curse 2: -4 to attacks and saves
- Curse 3: Lose 50% of combat rounds.
- Casters may invent own curses but general power should be similar.

Magic Mirror ★

Magic-User 4

Range: 100'+10'/lvl

Duration: 1 rnd/lvl

Libram Magica, P. 41

- Turns a reflective surface within range into a magic mirror through which the caster can view other creatures or areas.
- The caster must name the area or creature.
- The caster and any other creatures viewing the mirror will be able to see the images, but only the caster will hear sound from the viewing.
- Detection and vision spells can be cast into it, allowing the caster to detect magic, see invisible, etc in the area he is viewing.

Polymorph Other ★

Magic-User 4

Range: 30'

Duration: permanent

Libram Magica, P. 46

- Caster changes target into a different living creature.
- Assumed form cannot have more HD than caster's level but will have Target's HP even if not possible by HD.
- Target gains full mental, special and magical traits of the new form.
- Less intelligent forms may not remember former life.
- Incorporeal/gaseous creatures immune to spell, shape changers can reassume normal form immediately.
- Unwilling targets save vs. Polymorph to negate.
- Spell is permanent until dispelled or creature is slain at which time it reassumes original form.

Spell Immunity Minor ★

Magic-User 4

Range: self

Duration: 1 rnd/lvl

Libram Magica, P. 58

- Create a 1 inch thick green translucent shell around the caster that protects him from the effects of low level spells, whether they are harmful or beneficial.
- The caster is immune to the effects of all 1st level spells and reduces by half (round in favor of the protected creature) the effects of 2nd and 3rd level spells, both clerical and magical.
- The caster's own spells are unaffected by the shell and he can at will lower the protection of the shell for 1 round at a time to receive spells from others (like magical healing). At the end of the round, the shell automatically springs back up again.

Wall of Fire



Magic-User 4

Range: 180'

Duration: 1 rnd/lvl

Libram Magica, P. 64

- This spell causes an immobile blazing curtain of shimmering violet fire to come into existence.
- One side of the wall, chosen by caster, deals 2d4 points of heat damage to all within 10' and 1d4 points within 20'. The wall deals 2d6 + 1pt/caster level to those passing through it. Wall damage 2X vs undead.
- Either length 20'/lvl or radius 5'/lvl. 20' tall.
- If evoked on creatures each creature takes damage as if passing through, save vs. Spells reduces it 10' damage.
- The caster may choose to keep the wall up by concentration or give it a 1 round/level timeout at casting.

Cloudkill



Magic-User 5

Range: 60'+10'/lvl

Duration: 6 rnd/lvl

Libram Magica, P. 16

- Create 20'x20'x20' poison gas cloud.
- Caster can move it at 10'/round as while concentration is maintained.
- Gas kills outright any creature of less than 3HD in contact.
- Creatures with more than 3HD can save vs Poison or die.
- Cloud lasts entire spell duration even if concentration was lost.

Feeblemind



Magic-User 5

Range: 180'

Duration: permanent

Libram Magica, P. 28

- Target spellcasters get -4 on saving throw vs. this spell.
- If target fails save vs. Spell:
- Intelligence and charisma drop to 1.
- Spellcasting becomes impossible.
- Cannot understand language or communicate.
- Can remember and follow/protect friends.
- A heal spell is needed to cancel.

Wizard Eye



Magic-User 4

Range: 240'

Duration: 6 turns

Libram Magica, P. 67

- Caster creates an invisible magic human sized "eye" through which he or she can see.
- The eye has Darkvision.
- It can be created anywhere in range and line of sight.
- It can thereafter move at 40'/round anywhere within range.
- The eye cannot pass through solid objects.
- The eye is lost if the caster stops concentrating.

Conjure Elemental



Magic-User 5

Range: 240'

Duration: special

Libram Magica, P. 18

- Open portal to one of the Elemental planes (Air,Earth,Fire,Water) and summon an elemental from there. Max 1 each/day.
- Summoned elemental serves as long as caster complete concentrates it with no actions other than half rate moves.
- Concentrating caster can dismiss elemental at will.
- If concentration is lost, elemental is no longer controlled and will seek revenge on caster and those in its path. Only **dispel magic** or **dispel evil** banishes an uncontrolled elemental.
- Freed elementals can dismiss themselves.

Hold Monster



Magic-User 5

Range: 180'

Duration: 2d8 turns

Libram Magica, P. 36

- Target any one living creature.
- Save vs. Spells negates.
- Held targets are aware and breath but cannot take actions.
- Paralyzed winged creatures fall and swimming creatures may drown.

Animate Dead



Magic-User 5

Range: touch

Duration: special

Libram Magica, P. 11

- Turn bones/bodies of intact dead creatures into skeletons or zombies to command.
- Animated till destroyed.
- Create Total HD = 2*LVL
- Caster may only control total of 4*LVL HD of those created.
- Skeleton HD = Monster HD
- Zombie HD = 1 + Monster HD

Dream



Magic-User 5

Range: special

Duration: special

Libram Magica, P. 26

- Allows the caster to visit and communicate with another creature through the victim's dream.
- The caster must have met and can name the creature, but is otherwise unlimited by distance.
- This spell does not cause the victim to fall asleep: if the victim is not sleeping the spell fails. If the victim knows the dream is spell induced he can make a save vs Spells to wake up.
- Within the dream the caster may visit, communicate with or attack the victim. No real effects, the victim wakes up if killed in the dream.

Magic Jar



Magic-User 5

Range: 60'

Duration: special

Libram Magica, P. 40

- **Complex Spell. Read Rulebook!**
- Caster places soul in a gem or large crystal in spell range, leaving body lifeless. The caster can then take control of nearby living creature in range, forcing its soul into the jar. The caster may move back into the jar as desired, releasing the trapped soul and possibly can possess another body. When the spell ends the caster returns to own body, leaving receptacle empty.
- Target can Save vs. Spell to resist, causing caster to remain in jar. Spell blocked by **protection from evil**.
- Much, much, more...

★ Pacifism

Magic-User 5

Range: touch
Duration: special

Libram Magica, P. 44

- This spell misleads a creature with an intelligence lower than 14 to have a change in heart. They are lead to believe that the fight is useless and could be resolved peacefully.
- They put their arms down and roll morale for all the creatures in the encounter and if the creatures pass morale they continue fighting, if they fail they follow the creature that was targeted.
- This will last for 1d6 rounds. Every 3 levels after 5th add 1d6 to the number of rounds the effect lasts.

★ Telekinesis

Magic-User 5

Range: self
Duration: 3 turns

Libram Magica, P. 60

- This spell lets the caster move objects or creatures by concentration alone.
- 50 lbs/level can be moved 20 feet/round.
- An unwilling creature can negate the effect with save vs. Death Ray.
- If concentration is broken (the caster can move no more than normal movement) then the connection is lost and the spell would have to be cast from scratch.

★ Anti-Magic Shell

Magic-User 6

Range: 100' radius
Duration: 1 turn/lvl

Libram Magica, P. 11

- 10' radius around caster.
- Magical effects, attacks, items, spells cannot work within the radius for the duration of the spell.
- The caster also cannot perform further magic until the spell lapses.

★ Passwall

Magic-User 5

Range: 30'
Duration: 3 turns

Libram Magica, P. 44

- Passwall creates a passage through wooden, plaster or stone walls.
- Does not work on metal or hard materials.
- Passage is up to 10' deep plus 10' per 3 caster levels above 9th.
- If the wall's thickness is more than the depth of the passage, only a niche or short tunnel is created.
- Several passwall spells could be stacked to breach thick walls.
- When passwall ends (times out, dispelled) creatures in the passage are ejected out the nearest exit.

★ Teleport

Magic-User 5

Range: self
Duration: instantaneous

Libram Magica, P. 61

- **Complicated Spell, check Rulebook!**
- This spell instantly transports the caster to a designated destination which may be as distant as 100 miles per caster level.
- Interplanar travel is not possible.
- The caster may bring along 300 lbs plus 100 lbs/level above 10th if in contact with all of them during the trip.
- Unwilling passengers may save vs. Spell to negate and caster has to succeed in a "to-hit" as well.
- Teleport error effects can be fatal.
- **And Much, Much more!**

★ Death Spell

Magic-User 6

Range: 240'
Duration: instantaneous

Libram Magica, P. 22

- Kill 3d12 HD or levels of creatures in a 30' radius sphere centered somewhere in the range limit.
- Excess levels of effectiveness are lost.
- Each creature targeted may save vs. Death Ray to avoid dying.
- Creatures of more than 8 HD or levels are immune to the spell.
- Undead monsters, golems or other "creatures" who are not truly alive are immune to the spell.

★ Slumber

Magic-User 5

Range: 90'
Duration: 5 rnd/lvl

Libram Magica, P. 57

- More powerful sleep affecting several creatures.
- Caster selects a point of origin for the spell within range. Creatures within 30' of that point are affected.
- 9HD+ creatures immune.
- For each creature affected, save vs. Spells negates. No saves for under 3HD.
- Sleeping creatures helpless unless deliberately roused/wounded. Under 3HD comatose entire spell.
- Sleep does not affect unconscious characters, constructs or undead.
- When the spell expires, sleeping creatures wake immediately though GM may allow them to slumber if made comfortable.

★ Wall of Stone

Magic-User 5

Range: 15'/lvl
Duration: permanent

Libram Magica, P. 65

- The caster creates a normal wall of rock merged to adjoining rock surfaces.
- 10'x10' square, 1' thick per level. The wall can double area by having thickness and be thicker by decreasing.
- Cannot displace living creatures or other objects when cast but can form around and trap unless a save vs. Death Ray is made.
- The caster can create a wall of stone in almost any shape he or she desires. The wall created need not be vertical, nor rest upon any firm foundation; however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp.

★ Disintegrate

Magic-User 6

Range: 60'
Duration: instantaneous

Libram Magica, P. 24

- A thin green ray springs from the caster's pointing finger to the target.
- Any single creature up to 1000 cubic feet is entirely disintegrated, leaving only a trace of fine dust.
- Items carried by the target are unaffected.
- Target can save vs. Spells to negate.
- The ray can only has one target. Negated disintegrates are wasted.

★ Flesh to Stone*

Magic-User 6

Range: 30'/lvl
Duration: permanent

Libram Magica, P. 30

- Turn subject along with carried gear into mindless inert statue.
- Save vs. Petrification to negate.
- If statue broken or damage, the subject suffers the equivalent damage or deformities.
- Only flesh creatures can be turned to stone.
- Reverse spell **stone to flesh** restores flesh to stone (including effects like a Medusa's gaze) and restores a petrified creature. It has no effect on stone that never was flesh.

★ Lower Water

Magic-User 6

Range: 360'
Duration: 1 turn/lvl

Libram Magica, P. 40

- Reduce the depth of water or liquid by 2 feet/level of caster to a minimum depth of 1 inch.
- Water is lowered in a 10'x10'xdepth square shaped depression.
- In deep large bodies of water the spell is a whirlpool that can endanger nearby ships by dragging them down or preventing them from moving away.
- Cast on water elementals or other water based creatures, acts as a **slow** spell. A save vs. Spells by the creature negates.

★ Spell Immunity Major

Magic-User 6

Range: self
Duration: 1 rnd/lvl

Libram Magica, P. 58

- Create a 1 inch thick green translucent shell around the caster that protects him from the effects of low level spells, whether they are harmful or beneficial.
- The caster is immune to the effects of all 1st-2nd level spells and reduces by half (round in favor of the protected creature) the effects of 3rd and 4th level spells, both clerical and magical.
- The caster's own spells are unaffected by the shell and he can at will lower the protection of the shell for 1 round at a time to receive spells from others (like magical healing). At the end of the round, the shell automatically springs back up again.

★ Geas*

Magic-User 6

Range: 5'/lvl
Duration: special

Libram Magica, P. 33

- The target must perform a service or refrain from an action per caster.
- The language used must be understood by target.
- The geas may not compel self-destructive acts.
- Save vs. Spells resists. Target may voluntarily fail and accept.
- Geased creature must try to perform or lose -2/attribute/day to -8 max, min score 3 until 24 hours after trying.
- Open-ended tasks limit geas to 1 day/caster level.
- Geas are canceled by **remove curse**, **wish** or reversed **geas**. **Dispel magic** won't work.

★ Projected Image

Magic-User 6

Range: 240'
Duration: 6 turns

Libram Magica, P. 47

- Caster creates a quasi-real illusory version of themselves.
- Looks, sounds, smells like caster.
- Any spells cast seem to come from the illusion.
- A line of sight must be maintained between the caster and the illusion or the spell breaks (including **dimension door**, **teleport**).
- The illusion breaks if it is struck in combat.
- There is no special sensory feedback to the caster from the illusion.
- Spell ranges are from the caster, not the illusion.

★ Starlight Blade

Magic-User 6

Range: touch
Duration: 1 rnd/lvl

Libram Magica, P. 59

- When cast upon a weapon, Starlight Blade enhances its abilities against undead creatures of all types. The weapon immediately begins to glow with a silvery radiance and with each stroke leaves a trail of white sparks, like stars in the night sky.
- Undead creature struck suffers an additional 1d6+1 points of damage.
- In addition, the wielder of the weapon may roll to Turn the creature as if a 5th level Cleric.
- Contrary to this spell's name, starlight blade works equally well on any type of weapon.

★ Invisible Stalker

Magic-User 6

Range: 0
Duration: special

Libram Magica, P. 38

- Summon *Invisible Stalker* from the **Monsters** section to perform a task for the caster.
- Persists until **dispel evil** is cast on the creature, it is slain or the task is fulfilled. It may also not appear or disappear if the task is not capable of being fulfilled.
- Invisible stalkers are not always reliable servants.

★ Reincarnate

Magic-User 6

Range: touch
Duration: instantaneous

Libram Magica, P. 51

- **Complicated Spell, check Rulebook!**
- This spell brings back a dead character (or humanoid) in another body, provided the death occurred no more than one week before the casting and the soul is free to return.
- If the soul is not willing to return the spell fails.
- Many conditions are set and the table determining the new body is in the rulebook.
- **The rulebook must be consulted now!**

★ Wall of Bronze

Magic-User 6

Range: 90'
Duration: permanent

Libram Magica, P. 64

- The spell causes a flat, vertical ordinary bronze wall to spring into being.
- One flat 10'x10' square section, 1" thick per caster level. Can make thicker walls by decreasing area.
- Caster can bond the wall to any surrounding nonliving material but it must remain in contact with the ground.
- Cannot displace living creatures or other objects when cast.
- Can make the wall able to tip or be pushed by 4HD+ or Strength_c13 creatures. 50% chance it tips on its own. Save vs Death or take 10d6 from tipping walls if smaller than Ogre sized.

Wall of Iron

Magic-User 6

Range: 90'
Duration: permanent

Libram Magica, P. 65

- The spell causes a flat, vertical ordinary iron wall to spring into being.
- One flat 10'x10' square section, 1" thick per caster level. Can make thicker walls by decreasing area.
- Caster can bond the wall to any surrounding nonliving material but it must remain in contact with the ground.
- Cannot displace living creatures or other objects when cast.
- Can make the wall able to tip or be pushed by 4HD+ or Strength₁₃ creatures. 50% chance it tips on its own. Save vs Death or take 10d6 from tipping walls if smaller than Ogre sized.

Invisibility Mass

Magic-User 7

Range: 240'
Duration: special

Libram Magica, P. 38

- This spell bestows the effect of an invisibility spell on all creatures within a 30x30 foot area. Each subject will remain invisible until he or she attacks or casts a spell. A subject that leaves the original area of effect remains invisible.

Shadow Storm

Magic-User 7

Range: 100'+10'/lvl
Duration: 1 rnd

Libram Magica, P. 55

- This spell summons a 30 foot radius intense storm of shadow-stuff and negative energy at some point within the range that drains vitality.
- Lose 1 pt strength/constitution for ever 2 levels of caster, save vs. Spells for half.
- If strength goes to zero, death results with the creation of a Shadow (see Monsters).
- Strength returns 1 point/turn of rest.
- Constitution returns 1 point/day of rest with a chance of being permanent (see Encounters)

Withering Pox

Magic-User 6

Range: touch
Duration: 1 rnd/lvl

Libram Magica, P. 67

- Creature touched covered with debilitating boils and sores unless saves vs. Spells.
- Lose 1d3 points of constitution and one point of charisma damage/round. Victim can save to stop spell.
- Ability damage is restores at 1/day of rest. If more than 1 lost, save vs. Death Ray to restore last point; fail and loss permanent.
- Death at 0 ability, 25% return as a ghoul after 24 hrs unless Bless.
- Heal, cure disease, remove curse, or similar halt the onset immediately but will not ability lost before.

Longevity

Magic-User 7

Range: self
Duration: permanent

Libram Magica, P. 39

- This spell will halt the aging process in the caster for 1d4+1 years. During this period, the caster's physical appearance and general health remain as they were at the time of the casting, as if he or she has not aged a day.
- Aging attacks, such as those from a ghost, subtract from the Longevity years first before actually aging the victim.
- Because of the momentous magical strain of this spell on the body and soul, a caster can only benefit from it once every 5 years.
- Casting this spell requires a bloodstone gem of at least 2,000gp in value, which is consumed.

Sword

Magic-User 7

Range: 30'
Duration: 1 rnd/lvl

Libram Magica, P. 60

- This spell brings into being a shimmering, sword-like plane of force. The sword strikes at desired target within its range starting the round the spell is cast.
- The sword attacks its target once/rnd on the caster's turn. It attacks as a fighter of the same level of the caster and the attack roll is modified by the caster's Intelligence bonus.
- The sword can hit even creatures immune to non-magical weapons and it inflicts 3d4 hit points of damage per hit.
- On a natural roll of 19 or 20, automatically hits, no matter the AC.
- The sword is only destroyed with a dispel magic.

Delayed Blast Fireball

Magic-User 7

Range: 100'+10'/lvl
Duration: special

Libram Magica, P. 22

- This spell functions as fireball, but more powerful, dealing 1d6+1 points of fire dmg/lvl. Caster can delay the burst up to 10 rounds.
- The amount of delay is decided upon casting the spell, cannot change once set unless someone touches the bead.
- Delayed glowing bead sits at its destination until it detonates. A creature can pick up and hurl the bead as a thrown weapon (range as a dagger).
- If a creature handles and moves the bead within 1 round of its detonation, there is a 25% chance that the bead detonates while being handled.

Power Word Stun

Magic-User 7

Range: 120'
Duration: variable

Libram Magica, P. 47

- The caster utters a single word of power that instantly causes one creature of his or her choice to become stunned, whether the creature can hear the word or not.
- The duration of the spell depends on the target's current hit point total.
- Any creature that currently has 71 or more hit points is unaffected by power word stun. If the target has between 36 and 70 hit points the duration is 1d6 rounds. If the target has 35 hit points or less the duration is 2d6 turns.

Teleport Greater

Magic-User 7

Range: self
Duration: instantaneous

Libram Magica, P. 61

- **Complicated Spell, check Rulebook!**
- This spell instantly transports the caster without error to a designated destination which may be as distant as 100 miles per caster level. If a misteleport was going to happen due to bad information, return to start.
- Interplanar travel is not possible.
- The caster may bring along 300 lbs plus 100 lbs/level above 10th if in contact with all of them during the trip.
- Unwilling passengers may save vs. Spell to negate and caster has to succeed in a "to-hit" as well.
- **And Much, Much more!**

Magic-User 7

Range: self

Duration: 1 rnd/lvl

Libram Magica, P. 67

- Receive the effect of an Anti-Magic Shell.
- Touch spells are reflected back on attacker.
- Aimed spells use the table below. Reflections are straight back at caster on 1-2 in 6.

d10	Behavior
1-2	2X effect/ 0.5X damage
3-4	target may retarget.
5	Spell nullified
6	Spell unaffected
7-8	Spell target as grenade.
9-10	0.5X area/2X damage