

# THE RED HACK

## FANTASY ROLE-PLAYING GAME

*A version of D&D based on The Black Hack & the 1980 B/X edition.*



## 5: WIZARD SPELLS

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# ARCANE MAGIC

Wizard spells are *arcane* magic, meaning they work by virtue of the caster's understanding of the esoteric rules and hidden principles of the universe. This makes them comparatively more precise and 'scientific' than the spells clerics obtain by spiritual means.

(This also means they lack access to healing magic, as arcane methods cannot channel the spark of the divine which the gods once used to breathe life into their mortal creations.)

## AN INTRODUCTION TO THE ARCANE

The precise occult knowledge required to cast most spells is beyond the capacity of the mortal brain to retain. So wizards make use of books of magic into which they inscribe their spells. Studying these tomes each night, the required knowledge coalesces into their memory as they dream such strange dreams as wizards have.

Even this process is only temporary – as soon as the spells learned in this way are cast, the knowledge to cast them is gone, hurtling from the wizard's mind like a bat from a cave!

Similarly, memorising spells once more will drive out the spells of the previous day.

Thus, a wizard has a limited supply of spells each day, and sleep (along with an opportunity for quiet reading) is essential to recovering them for the following morning.

As casters of **Arcane Magic**, a wizard can commit to memory one spell per level. As they gain each level, they gain the ability to memorise a new spell of that level or the level below. (So at 4<sup>th</sup> level a wizard gains another 3<sup>rd</sup> level spell.)

When memorising spells, the wizard must read the book and memorise the spells in it in order. For example, the **Illusionist** starter book includes *Sleep*, *Detect Magic*, *Phantasmal Force*, *Mirror Image*, *Dispel Magic* and *Clairvoyance*. A wizard of third level could prepare *Sleep*, *Detect Magic* and *Phantasmal Force* for casting, but not *Mirror Image* or any of the higher level spells.

## **SPELL LEVELS**

Spell levels in *The Red Hack* are based on the level required to cast the spell, and as a result are higher than spell levels in other editions.

Arcane spells always have odd levels. They can be converted from other editions by doubling the level of a spell and subtracting one. So *Fireball*, a third level spell in most editions, becomes level 5.

The spells in a starter spell book range from level 1 to 5. More potent spellbooks exist, with spells of levels from 7 to 11, but a wizard of lower level than 7 cannot make head nor tails of them, not even the cantrips.

## **ADVANCED STUDIES**

Wizards, being devoted students of arcane magic also have access to **Advanced Studies**. This allows them to memorise from more than one book at once.

At levels 4, 7 & 10 the wizard may study the first spell in another book, and will be able to memorise a new spell in each book at each subsequent level.

So a Wizard of 8th level could memorise all six spells from his first book, five from his second, and two from his third.

Level	1 <sup>st</sup> Book	2 <sup>nd</sup> Book	3 <sup>rd</sup> Book	4 <sup>th</sup> Book
1	1			
2	2			
3	3			
4	4	1		
5	5	2		
6	6	3		
7	6	4	1	
8	6	5	2	
9	6	6	3	
10	6	6	4	1
11	6	6	5	2
12	6	6	6	3

## CANTRIPS

While major spells are forgotten when cast, a wizard with no spells memorised is not completely without magic. Lesser versions of spells, or **cantrips**, linger in the mind long after the original spell is gone.

Whenever a wizard studies a spellbook, she may learn a cantrip or replace one of her existing cantrips with one from *any spell in the book*, (even if she cannot cast that particular spell yet!)

A wizard may have a total number of cantrips equal to her level.

Cantrips may be cast as many times as you like, and are never forgotten unless exchanged for different cantrips. This means you can have cantrips from multiple different books memories at the same time.

Cantrips and their effects are described under the entry for the spell. Unless otherwise stated, they require your action to cast just like a regular spell.

# CASTING ARCANE SPELLS

To cast an arcane spell you must be able to speak audibly, have a free hand, and spend an action. Staff-like weapons count as leaving a hand free. Shields do not count as a free hand.

Spells are slow. This means that you must reduce your initiative by 2 when casting one. If anyone acts between the old and new initiative, they may take cover or attack you while you're still casting! Casting a spell provides an opening for a reaction attack from any foes in melee (as well as at range if you have no cover). If you take damage while casting, the spell fails!

Failed spells are not forgotten and may be attempted again, but the action used in the attempt is wasted.

## OPTIONAL RULE: SPELL COMPONENTS

- **Low** level spells (1 & 3) require only Verbal components – magic words – and do not require a free hand as long as the wizard has a weapon or tool to point out the target with. They fail on a successful AC test if wearing medium or heavy armour.
- **Medium** level spells (5 & 7) also require Somatic components – hand gestures – and require a free hand or a wand, rod or staff. They fail on a successful AC test if wearing any armour.
- **High** level spells (9 & 11) also require Material components – crystals, powders, strange dolls, animal blood and so on, at a cost of 25 silver for each. They fail on a successful AC test if wearing any armour.

## SAVING THROWS

Spells describe the required saving throw to resist their effects, if any, and the attribute used to roll it. Against monsters, which do not have attributes, the wizard's **Potent Intellect** allows them to make an effect roll of INT vs the monster's HD.

## REVERSIBLE SPELLS

Some spells can be **reversed**; the reversed version of the spell is listed under the main spell in a shaded box. Reversible spells are written one way or the other in your book; this is the version you get. To change the memorised spell into its reverse, you must spend 1d6 turns carefully inverting the magical equations in your head, at any time after memorising your spells for the day.

Alternatively, if you need to reverse a spell in a hurry, you can try to rapidly perform the required permutations in your head as you cast, requiring an INT test against the level of the spell. Failure means you lose your action, but can try again next round.

Cantrips cannot be reversed on the fly, so you must pick one or the other version for each cantrip slot. Similarly, if a spell provides more than one cantrip for any other reason, you must use a separate cantrip slot for each one.

# LEVEL 1 (LOW)

## BURNING HANDS

**School:** Evocation

Deals fire damage in a *Close*(15') cone equal to the caster's level, plus  $4d4$  ongoing.

**Ignite:** *Conjure a small flame near the caster's fingertips for a second or two.*

## CHARM PERSON

**School:** Enchantment      **Range:** Far(120')      **Duration:** Until Save

Target must make an INT save vs spells or regard the caster as a trusted friend. Treat this as a Relationship of tier 4 in the NPC rules on page 31 of *Combat & Exploration*. Save again each week and whenever the caster fails to behave like a friend. If the subject is of above or below average intelligence they may instead save daily or monthly at the DM's discretion. Does not affect targets of 5+HD, non-humanoids, or undead.

**Friendly Word:** *Encourage someone to take an action genuinely in their best interests.*

## DETECT MAGIC

**School:** Divination      **Duration:** Standard

Enchanted objects, areas or creatures within *Near*(60') range are caused to glow softly.

**Discern Magic:** *Take one turn to closely examine an object and determine if it is magical.*

## HOLD PORTAL

**School:** Enchantment      **Range:** Near(30')      **Duration:** Standard

Seals a door or window. It may only be opened with a knock spell, or forced open with 1 full round of effort by a creature 3HD or more greater than the caster.

*Sesame:* Open a stuck door. It cannot be locked, barred, held by magic or otherwise secured.

## LIGHT

**School:** Evocation      **Range:** Far(120')      **Duration:** Standard x2

Creates a light equivalent to a lantern or two torches. May be cast on an object, or a target's eyes - they must make a DEX save vs spells or be blinded for -4 effective HD & AC or +4 difficulty on attack & defence.

*Sparkle:* As a light spell, but the light fades over the course of the round.

## 🌀 DARKNESS

**School:** Evocation      **Range:** Far(120')

**Duration:** Standard x2

Creates Pitch darkness in a *Close*(15') radius. Light sources do not illuminate it, and infravision does not penetrate it. Any who cannot see through magical darkness cannot make effective ranged or spell attacks through it, and suffer a +4 difficulty to attack & defence. If both sides are blind, the penalty is only to attack.

*Shadows Loom:* The environment becomes gloomier and more sinister, shadows lengthen as the long as the wizard concentrates.

## MAGIC MISSILE

**School:** Evocation    **Range:** Distant(150')    **Duration:** 1 turn/combat

Summons one missile at first level plus one for every 2 levels gained (2 at 3, 3 at 5 etc.) to follow the Wizard and on command unerringly strike one or more animate targets, dealing 1d4+1 damage per missile.

*Evoker's Bluff:* Summon a magic missile which does no damage when fired.

## PROTECTION FROM EVIL

**School:** Abjuration    **Duration:** Standard

Caster succeeds at Saving throws and Defense rolls against attacks from creatures inimical to them on a roll of 19. Enchanted, Constructed or Summoned creatures cannot engage them in melee unless they do so first.

*Sense the Uncanny:* Sense presence of Enchanted, Constructed or Summoned creatures.

## READ LANGUAGES

**School:** Divination    **Duration:** Standard

Caster may read text in any language or cipher accurately.

*Pidgin:* Caster may read text in any language or cipher, but inaccurately.

## SHIELD

**School:** Abjuration    **Duration:** Standard

Caster gains AC 8/17 vs ranged and 6/15 vs melee, plus immunity to magic missiles.

*Arcane Aegis:* Summon a shield of magic into one hand until your turn next round. It functions like a normal shield but vanishes if it leaves your hand.

## **SLEEP**

**School:** Enchantment      **Range:** Extreme(240')

2d8 HD worth of creatures of 4HD or less fall asleep for 2hrs, starting with the weakest.

***Yawn:** Induce in a target creature the urge to yawn. May send a resting creature to sleep.*

## **UNSEEN SERVANT**

**School:** Conjuraction   **Range:** Near(30')    **Duration:** Standard x2

Summons a magical force which acts as a valet, carrying a single item (that does not count as a burden), cleaning and mending common items, opening doors and moving chairs. Cannot stray out of range of the caster.

***Mend:** One crack, hole, tear or cut in an item of everyday workmanship is repaired like new. Fire and corrosion damage cannot be repaired in this way. A shattered vase can be made whole in an hour or two. Exceptional, valuable or magical items mended in this way become common ones (until repaired properly.)*

## **VENTRILOQUISM**

**School:** Illusion      **Range:** Near(60')    **Duration:** Standard

The caster may make their voice appear to come from any location within range.

***Babble:** As above, but the sound is incoherent.*

# LEVEL 3 (LOW)

## CONTINUAL LIGHT

**School:** Evocation    **Range:** Far(120')    **Duration:** Permanent

As Light, but with permanent duration.

**Wizard Mark:** *Inscribe a glowing rune which casts dim light in a Close(15') area and is visible in darkness or torchlight. It fades after a day.*

## ☾ CONTINUAL DARKNESS

**School:** Evocation    **Range:** Far(120')

**Duration:** Permanent

As Darkness, but with permanent duration.

**Erase:** *Efface one page of writing, a symbol or inscription per round of concentration.*

## DETECT EVIL (MALICE)

**School:** Divination    **Range:** Near(60')    **Duration:** Standard

Caster senses if a being has malicious intent, or an object carries a curse or other harmful enchantment.

**Discern Evil:** *As above but you must handle the item and closely examine it for a turn, or engage the being in conversation for the same amount of time and touch them briefly (shaking hands counts.)*

## ESP

**School:** Divination    **Range:** Near(60')    **Duration:** Standard x2

After two turns spent focusing in a direction the user can hear surface thoughts within range in that direction, unless blocked by 2' of rock or a thin layer of lead. If there are multiple beings in range the caster

must spend another two turns focusing on a single mind to make the thoughts intelligible. Thoughts can be understood in any language.

**Message:** *Speak silently to an ally in line of sight at up to Far(120') range. They cannot reply unless they have some means of doing so.*

## INVISIBILITY

**School:** Illusion      **Range:** Extreme(240')      **Duration:** Permanent

Turns a being or carried object invisible. Invisible light sources still cast light. Items dropped by an invisible creature become visible. If the creature attacks or casts a spell, the invisibility is broken. Invisibility on items is broken if the item is touched by anyone other than the caster.

**Inconspicuous:** *Become hard to notice and easy to forget for as long as you concentrate.*

### ☞ DETECT INVISIBLE

**School:** Divination      **Duration:** Standard

Invisible beings are visible to the caster.

**Sense Invisible:** *As an action the caster concentrates momentarily and gets a prickly sensation if there are invisible beings or objects nearby.*

## LEVITATE

**School:** Enchantment      **Range:** Self      **Duration:** Standard x2

The caster may float in the air, moving 20' up or down each round. They may only move horizontally if they have an object to push or pull off. They can carry anything they could normally carry while walking.

**Lightfoot:** *While concentrating the caster may walk over a trap which relies on body weight to trigger without setting it off, or a rickety bridge without it collapsing.*

## LOCATE OBJECT

**School:** Divination                      **Range:** Near(120')

The caster names an object and can sense the direction in which it lies if it is within range, but not the distance to it. Items can be general types "staircase" or "fountain" or a specific item known to the caster.

***Find Object:** As spell but only finds one specific object the wizard has seen, and only at Near(60') range.*

## MIRROR IMAGE

**School:** Illusion                      **Duration:** Standard

Summons 1d4 illusory duplicates of the caster who mimic his actions. Any non-area attack on the caster fails but destroys a duplicate; an area attack destroys all duplicates affected.

***Decoy:** Cast to create a single illusory duplicate, who either moves away from you, or stays put while you move.*

## PHANTASMAL FORCE

**School:** Illusion                      **Range:** Extreme(240')

**Duration:** Concentration

Create an illusion in a 20' cube. Illusory monsters have AC 1 and vanish if struck. They deal the expected damage and effects for their creature type to a target who fails a saving throw vs spells - an illusion of a deadly snake will poison, an illusion of a medusa will turn its victims to stone. Damage caused is temporary and any lethal effects take the form of unconsciousness or paralysis for 1d8 turns after the spell ends. Illusory hazards such as fires or avalanches take effect if a WIS save vs spells is failed. In either case the save is made at advantage if the caster has never seen the thing they are creating an illusion of. Illusory details and environments do not provide a saving throw, but vanish when touched. If caster moves, acts or is struck the spell ends.

**Prestidigitation:** Create obviously unreal small scale illusions and tricks, such as a tiny dancer pirouetting in the palm of your hand.

## WEB

**School:** Conjuraton      **Range:** Close(15')      **Duration:** 8hrs

Creates a mass of webbing in a 10'x10' area. Anyone entering the area becomes entangled and cannot act. They may break free in 2d4 turns if they have normal human strength, 4 rounds if superhuman or magical strength, and 2 if they have giant strength. Burning the web will free them but deal 1d6 damage.

**Cobwebs:** Conjure normal webs over a 10'x10' area.

## WIZARD LOCK

**School:** Enchantment      **Range:** Close(15')

**Duration:** Permanent

Permanently locks a door, gate or any item that has a lock. The lock can be opened temporarily by a Knock spell, by the caster, or by any wizard 3 levels higher than the caster (level 8 if the caster's level is not known). This does not remove the wizard lock and the lock will seal again after 1 round. Only *Dispel Magic* or the like will remove the spell.

**Lock:** A single lock touched by the wizard becomes locked. This does not provide the ability to unlock it.

## ☞ KNOCK

**School:** Alteration      **Range:** Near(60')

Opens locked, stuck, or barred doors, gates, chests and so on, including those sealed by magic.

**Who's There?:** Creates the sound of a knock on a door within 60'.

# LEVEL 5 (MEDIUM)

## CLAIRVOYANCE

**School:** Divination    **Duration:** Standard x2    **Range:** Near(60')

The caster may see through the eyes of other living creatures. They must focus in a direction for 2 turns in order to make contact. Once contact is made they see what the target sees for the spell's duration. They may change to another subject by focusing again. The spell can be blocked by 2' of rock or a thin layer of lead.

***Wizard Eye:** The caster must own and be attuned to a single crystal ball (25sp). When using this cantrip, they may see the area around the ball subject to the limitations of Clairvoyance.*

## DISPEL MAGIC

**School:** Alteration    **Range:** Far(120')

Ends all durational spells within a 20' cube. If the caster of an effect being dispelled was of higher level, roll a d20; the spell ends if the result is higher than the level difference between the two casters.

***Counterspell:** Sacrifice a memorised spell as a reaction to prevent another caster casting a spell. The spell used must be of the same or higher level to the spell to be countered; you will intuitively know what level you must use. Roll INT vs INT or HD; if you fail their spell goes off and you still expend yours.*

## FIRE BALL

**School:** Evocation    **Range:** Extreme(240')

Flame streaks out toward the target point and explodes into a Close(15') blast for 1d6 damage per level of the caster. The target and everyone Close to them must DEX save vs spells or take full damage. Those who make the save take half damage.

**Illuminate:** Every candle, torch, lantern, censer, brazier, bonfire, pyre, or fuse in line of sight and a near radius is lit instantly, as though a burning taper had been applied to it.

## **FLY**

**School:** Enchantment      **Duration:** Roll ud12 every 5 minute turn.

**Range:** Self or touch.

The affected target can fly in any direction or hover in mid air. They gain a 4/8 flying move, and can easily outpace most creatures on foot.

**Featherfall:** The wizard takes no damage from falls if conscious and unencumbered.

## **HASTE**

**Duration:** 1/2 Standard (Ends on Event result as well as Spell Expiry)

**School:** Enchantment      **Range:** Extreme(240')

Up to 24 creatures of the caster's choice Near(60') to the target point become enchanted for the duration. Their max move doubles. They roll two initiative dice every round and may act on both. If monsters, they act on 2.5 and 5.5. Only one action each round may be used to cast a spell or use a magical item. Reactions are not affected.

**Time Sense:** The wizard always knows the correct time and date, can count time passing perfectly, and sense if magic has altered the flow of time in the vicinity (such as a Haste or Slow spell).

## ☞ SLOW

**School:** Enchantment      **Duration:** 1/2 Standard (Ends on Event result as well as Spell Expiry)

Up to 24 creatures of the caster's choice Near(60') to the target point become enchanted for the duration. Negates *Haste* if the targets are affected by it, otherwise affected creatures do not get to act on initiative next round, and every second round thereafter. Reactions are not affected.

**Reorder Time:** *Clocks, hourglasses, and sundials in a Far(120') radius appear to slow, speed up, or reverse. Events are unaffected, though time may seem to drag on or fly by for those in the area.*

## HOLD PERSON

**School:** Enchantment      **Duration:** Standard

Humanoid targets of 4HD or lower must INT save vs spells or be paralysed. 1d4 members of a group may be affected, or the spell may be focused on a single individual, increasing the save difficulty by 2.

**Evil Eye:** *The wizard makes eye contact with a target who becomes aware that a particular course of action is unwelcome, and feels a vague sense of dread about it.*

## INFRAVISION

**School:** Divination      **Range:** Self or touch      **Duration:** Until dawn

The target is able to see in the dark up to Near(60') distance with infravision (equivalent to 3 torches of light.) Does not work in the presence of 'hot' sources of illumination such as torches, lanterns or campfires.

**Catseyes:** *The wizard can see in the dark at up to Close(15') range, and does not take melee penalties for darkness.*

## **INVISIBILITY 10' RADIUS**

**School:** Illusion      **Range:** Extreme(240')      **Duration:** Permanent

As Invisibility, but also affects all creatures Close(15') to the target at the time of casting. If they move away from the target they become visible again and remain so. If they make an attack they only break the spell for themselves.

***Pass Unnoticed:** Everyone in the party becomes easy to ignore and hard to remember while the wizard concentrates.*

## **LIGHTNING BOLT**

**School:** Evocation      **Range:** Distant(180')

The caster points and conjures a Near(60') line attack. The bolt begins anywhere within the spell's range and then proceeds for 60' away from the caster. It strikes one target automatically, as well as anyone established to be standing directly in a line with them. Anyone Close to the target is hit on a 1-3 on d6. If the bolt strikes a solid wall before the end of its length it bounces back and continues toward the caster. The bolt deals 1d6 damage per level of the caster, though anyone who makes a DEX save vs Spells takes half damage.

***Jolt:** The caster touches someone or something and gives them a brief electric shock.*

## PROTECTION FROM EVIL 10' RADIUS

**School:** Abjuration    **Range:** Close(15')

**Duration:** Standard x2

The caster and all allies within Close(15') range succeed at Saving throws and Defense rolls vs the attacks and spells of inimical beings on a roll of 19. Enchanted, Constructed or Summoned creatures cannot engage those affected in melee unless they do so first.

The effect moves with the caster; allies moving away from her lose the benefit of the spell.

***Simple Wards:** Draw chalk lines or circles; know when Enchanted, Constructed or Summoned creatures cross them. If you have multiple wards, you do not know which one has been crossed.*

## PROTECTION FROM NORMAL MISSILES

**School:** Abjuration    **Range:** Near(60')

**Duration:** Standard x2

Target becomes completely immune to small, non-magical missiles - arrows, stones and bullets, but not boulders or enchanted arrows.

***Protection from Trivial Missiles:** Immunity to thrown pebbles (not sling stones) and fruit.*

## WATER BREATHING

**School:** Enchantment    **Range:** Near(60')

**Duration:** 1 Day

The target of this spell can breathe both water and air freely for the duration.

***Bubble:** Summon a large bubble of fresh air, enough for a breath.*

# LEVEL 7 (MEDIUM)

## CHARM MONSTER

**School:** Enchantment      **Range:** Far(120')      **Duration:** Until Save

Affects either 3d6 creatures of 3 or fewer HD, or one creature of any level. Target(s) must make an INT save vs spells or regard the caster as a trusted friend. Treat this as a Relationship of tier 4 in the NPC rules on page 31 of *Combat & Exploration*. Save again each week and whenever the caster fails to behave like a friend. If the subject is of above or below average intelligence they may instead save daily or monthly at the DM's discretion. Does not affect undead.

***Friends:** If the wizard makes an attempt to be friendly toward NPCs, the DM will interpret the NPC's disposition roll in a manner favourable to the wizard.*

## CONFUSION

**School:** Enchantment      **Range:** Far(120')      **Duration:** 10 Rounds

3d6 targets Near(60') to one another become confused. If they have 3 or more HD/levels, they may make an INT saving throw vs spells each round. Creatures who make their save can act normally until the start of their next round.

Creatures who fail or do not get a saving throw cannot use Reactions, and must roll 1d4 to determine their action:

1. Make a standard melee attack against an ally, if possible.
- 2-3. Do nothing.
4. Make a standard melee attack against an enemy, if possible.

***Daydream:** The mind of a target in the wizard's line of sight wanders for a moment. They are briefly inattentive to a routine task (they might be distracted from guard duty, or cooking, but not from making an attack or casting a spell) before returning to their senses.*

## DIMENSION DOOR

**School:** Conjuration      **Range:** Close(15')

The caster or target creature within range vanishes, and appears at a location up to Remote(360') distance away. The location may be a location the caster has seen, or a specified set of coordinates ("50' north and 20' down".) If the target location is occupied by a solid object the spell fails.

The target may choose to make an INT save vs spells to resist being teleported.

***Legerdemain:** Conjure an unattended Close(15') item within sight, or an item from your pack or sack, into your hand as a reaction.*

## HALLUCINATORY TERRAIN

**School:** Illusion      **Range:** Extreme(240')      **Duration:** Until Touched

Creates the illusion of a terrain feature – hill, wood, lake etc. within range, or hides an existing feature. If an intelligent being touches the feature, the spell ends.

***Diorama:** Conjures an illusory map showing a miniature representation of a known area, and all known information about that area – if the wizard is aware of the location of enemies or allies they can be seen as simplified representations on the map.*

## MASSMORPH

**School:** Illusion      **Range:** Extreme(240')      **Duration:** Special

Every medium sized creature currently within range is veiled by illusion to appear as a tree. The spell ceases to affect them when they leave the area. The caster may end the spell at any time.

***Witch Wood:** As long as the wizard remains in the woods and wills it, every tree within Extreme(240') range takes on a sinister aspect, bark resembling*

*faces, branches like long fingers.*

## **PLANT GROWTH**

**School:** Alteration    **Range:** Far(120')    **Duration:** Permanent

Cast on an area with existing vegetation, causes it to proliferate and grow into a thick and tangled jungle within a Near(60') blast area.

Only very large creatures can force their way through; others will have to spend one watch(4hrs) and make a great deal of noise hacking a path with tools.

**Bloom:** *Cause flowers to spring up at your touch, or revive a wilted plant of houseplant size or smaller.*

## **POLYMORPH OTHER**

**School:** Alteration    **Range:** Near(60')    **Duration:** Permanent

Transform a creature into another type of creature. An unwilling target may make an INT saving throw vs spells.

- The creature's hp total remains unchanged.
- The creature's new HD value cannot be more than twice their original HD or level.
- The transformed creature otherwise has all abilities of their new form.
- They also adopt the behavioural patterns of their new form, and may have to make INT saves vs polymorph to resist these behaviours, at the DM's discretion. (i.e. a PC transformed into a cat may have to save to avoid chasing a mouse.)
- The target will revert to their old form if killed.
- The new form cannot duplicate a specific individual.

**Petty Polymorph:** *Turn a small nonmagical item into a tiny harmless creature, or vice versa, for a day.*

## POLYMORPH SELF

**School:** Alteration

**Range:** Self

**Duration:** Standard

The caster transforms themselves into another being while retaining their own mental faculties.

- The new form cannot have more HD than the caster's level.
- The caster gains the STR, DEX and any natural weapons of the new form such as claws or horns.
- The caster's other abilities remain unchanged.
- The caster cannot use spells while transformed.
- The caster may adopt a new form by spending a full round concentrating during the duration.
- The caster will revert to their old form if killed.
- The new form cannot duplicate a specific individual.

**Polymorph Proviso:** *If the wizard is transformed into a different shape or substance, they can amend the description without wholly changing it. For example, a wizard transformed into a frog could specify that they become a giant frog, while one turned to a stone statue could specify a talking statue.*

## REMOVE CURSE

**School:** Abjuration

**Range:** Touch

Remove a curse, or allow a character to discard a cursed item.

**Heads I Win:** *Guarantee a coin flip will end up on heads.*

### ☞ **BESTOW CURSE**

**Range:** Touch

**Duration:** Permanent

The target must save vs spells or suffer a curse of the caster's choice.

The most common effect is disadvantage on a particular

type of roll, but more specific effects are possible.

Curses judged to be too powerful will rebound upon the caster without warning!

**Tails You Lose:** *Guarantee a coin flip will end up on tails.*

## WALL OF FIRE

**School:** Evocation    **Range:** Near(60')    **Duration:** Concentration

Summons a wall of fire 5' deep and either bisecting the area within range or forming a protective circle within or around it.

The wall must occupy empty space resting on a solid surface, and cannot encase beings or objects when it appears.

Any creature touching the wall takes 2d6 damage, or double if they are undead or use or are accustomed to cold. If the creature has fewer than 4HD, they cannot pass through the wall; higher-level creatures may move through after taking the damage.

If the caster moves, acts or is struck the spell ends.

**Warm:** *Gently increases the temperature of a creature or object.*

## 🌀 WALL OF ICE

**School:** Evocation    **Range:** Near(60')    **Duration:** Concentration

Summons a wall of ice 5' deep and either bisecting the area within range or forming a protective circle within or around it.

The wall must occupy empty space resting on a solid surface, and cannot encase beings or objects when it appears.

Any creature touching the wall takes 2d6 damage, or double

if they use fire or are accustomed to high temperatures. If the creature has fewer than 4HD, they cannot pass through the wall; higher-level creatures may move through after taking the damage.

If the caster moves, acts or is struck the spell ends.

**Cool:** *Gently decreases the temperature of a creature or object.*

## WIZARD EYE

**School:** Divination    **Range:** Extreme(240')

**Duration:** ½ Standard (Ends on Event result as well as Spell Expiry)

An invisible eye is conjured under the caster's control.

- The caster can see through the eye while concentrating.
- The eye can move slowly, making two 60' moves per turn.
- The eye can see with both regular and infravision.
- The eye cannot pass through solid objects, but can fit through caps as small as 1" wide.

**Ocular Sigil:** *Inscribe a symbol of an eye on an object which you can see through with normal vision while concentrating. Any such sigils you have previously inscribed become inert.*

# LEVEL 9 (HIGH)

## ANIMATE DEAD

**School:** Necromancy      **Range:** Near(60')      **Duration:** Permanent

Animates a number of HD of bodies or skeletons equal to the caster's level.

Zombies have AC 2 and one more HD than they had in life.

Skeletons have AC 3 and HD equal to those they had in life.

Classed characters count as 1HD regardless of their level.

The undead created will obey the caster until destroyed by violence, turning, *Raise Dead*, or *Dispel Magic*.

**Chatter:** *Either speak through a skeleton, zombie or corpse in your line of sight or under your control, or command a single skeleton or corpse at a time to speak words of your choice if conditions of your choice are met.*

## CLOUDKILL

**School:** Conjunction      **Range:** Near(60')

**Duration:** ½ Standard (Ends on Event result as well as Spell Expiry)

Creates a cloud of deadly fog in a Close(15') blast around a target or point within range.

Any creature in the fog will take 1hp damage per round, and if of 4HD or fewer must CON save vs poison or die.

The fog will make one move (60') per turn with the wind, or directly away from the caster in still conditions. It will flow downward into holes and depressions.

**Stinking Cloud:** *Conjure a Close(15') blast cloud of foul-smelling vapor within Near(60') range. Any creature with a sense of smell within the area will have a strong desire to leave, and will not endure the stench unless well-motivated.*

## CONJURE ELEMENTAL

**School:** Conjuration      **Range:** Extreme(240')

**Duration:** Permanent

Summons a 16HD elemental to serve the caster from a large volume of the appropriate element.

- The caster may command or dismiss the elemental as long as they retain control.
- Control is lost if the caster takes damage, casts another spell, attacks or moves at more than half speed.
- Once control is lost the elemental will attempt to kill the caster and anyone who gets in their way.
- Quasi & Para elementals (and elements) can be conjured by a Wizard who has studied those planes with a background or **Research Information** action.
- Can be banished with *Dispel Magic* or *Dispel Evil*.

**Conjured Elemental** - AC:12 HD:16 Dmg:3d8 Mv:Varies ML:10

- **All Elementals:** Can only be harmed by magical attacks.
- **Air:** Creatures of 1HD or less save vs death or be swept aside and killed; deals +1d8 damage to flying creatures. **Mv:** 4/8 flying
- **Earth:** Cannot cross more than 15' of water. +1d8 damage to creatures on the ground. **Mv:** 1/1
- **Fire:** Cannot cross more than 15' of water. +1d8 damage to cold-based creatures. **Mv:** 1/3
- **Water:** Must remain Near(60') to water. +1d8 damage to creatures in the water. **Mv:** 1/1

**Conjure Element:** Spend a turn to create one item worth of an element you could summon an elemental of.

## CONTACT HIGHER PLANE

**School:** Divination

**Range:** Caster

Before using this spell the caster must learn of a powerful otherworldly being in play or by use of the *Research Information* or *Spiritual Journey* downtime actions.

Each such entity will have a difficulty from 1-10 reflecting how powerful, alien and taxing to the caster's psyche it is to commune with them.

### ENTITY DESIGN

A difficulty 1 entity will answer three questions per casting, lie 50% of the time, and prove ignorant of the subject 75% of the time.

Every additional point of difficulty is worth three points – each point provides either another question, or improves the probability of lying or knowing the truth by 5%.

After contact with the entity, the caster must make an INT test against the entity's difficulty. If they fail, they are overwhelmed by the experience and must rest for one week per point of difficulty. Even if they succeed, they cannot cast the spell again for another week.

**Contact From Higher Plane:** *The wizard may receive messages from any entity they have contacted in the past, which may or may not be helpful. They can ask the DM at any time if any such entity wishes to contact them.*

## **FEEBLEMIND**

**School:** Enchantment      **Range:** Extreme(240')

**Duration:** Permanent

An arcane spell caster within range must INT save vs spells at +4 difficulty or become an imbecile. Their INT falls to 3 and they cannot cast spells until the Feeblemind is dispelled.

***Augur Idiocy:** Sense when a course of action is not merely unwise or unlikely to work, but spectacularly so.*

## **HOLD MONSTER**

**School:** Enchantment      **Range:** Far(120')      **Duration:** Standard

Targets must INT save vs spells or be paralysed. 1d4 members of a group may be affected, or the spell may be focused on a single individual, increasing the save difficulty by 2.

Undead are not affected.

***Back, Fiend!:** When used the wizard's presence becomes distressing to a monster. What the monster does about this is up to the monster.*

## **MAGIC JAR**

**School:** Necromancy      **Range:** Close(15')      **Duration:** Special

The caster falls into a trance and transfers their life force into an inanimate object within range.

While within the jar, the caster's spirit can sense creatures within Far(120') range of the object and attempt to possess them as an action. The victim may INT save vs spells to resist; if successful they know something tried to possess them and are immune for 2 turns.

The caster gains the STR, DEX & CON of the new body and any physical abilities such as gills or fangs, but none of the skills, spells or knowledge of the target. While possessed, the victim's life-force is

trapped in the item.

If the jar is destroyed any being currently within it dies, and if the caster was possessing another body they are now trapped in that body.

If the possessed victim is killed, the caster's life-force returns to the jar.

The caster can end the spell at will, causing their life-force to return to their body; if their body is dead when they end the spell, they will die.

**Anybody Home?:** *Touch an item or body and sense whether it contains a consciousness or spirit.*

## **PASS-WALL**

**School:** Alteration                      **Range:** Close(15')      **Duration:** 6 turns.

Open a 5' diameter hole in a rock or stone surface up to 10' deep.

**Peephole:** *As above, but the hole is 1" in diameter.*

## **TELEKINESIS**

**School:** Alteration                      **Range:** Far(120')

**Duration:** Concentration, up to 6 rounds.

The caster lifts with the power of their mind up to 2 burdens (20 items each), or a creature of medium size, or two creatures of small size and so on.

Unwilling targets may INT save vs spells to resist. Once lifted into the air the target makes one move per round through the air at the caster's direction, and can be brought to rest wherever the caster chooses.

**Shove:** *Move an object that the wizard could lift with one hand one foot in any direction. The force may be applied to a creature but if they are larger than a small dog they will easily resist it - but be aware that something seemed to shove them.*

## TELEPORT

**School:** Conjunction      **Range:** Close(15')

The caster or a target creature vanishes, along with anything they are wearing or carrying, and reappears at a location of the caster's choosing. The caster must have a mental image of the location, and it must be within the same universe and dimension.

The target may INT save vs spells to resist if they do not wish to be teleported.

Roll a die to determine whether the subject arrives safely:

**1-2:** *Parapraxis*; the target arrives in the wrong location entirely, determined by some aberrant subconscious impulse of the caster.

**3:** *Too low*; take 2d6 CON damage from becoming partially embedded in the floor or other solid object.

**4:** *Too high*; fall from 10 feet above for every point of the roll. If indoors, they may simply appear on the wrong floor. If underground, treat as 3.

**5:** *Horror*; the subject arrives wrong; blended with another creature *a la The Fly*, or suffers some other grotesque bodily distortion.

If the wizard has only seen the target location once or twice, viewed it from afar, or heard a description, roll a d10.

If the wizard is familiar with the location, roll a d20.

If the wizard is *very* familiar with the location, or has carefully studied the location in person for at least an hour with the intent of knowing it well enough to teleport there, roll 1d100.

**Missive:** *Send a letter as above.*

## TRANSMUTE ROCK TO MUD

**School:** Alteration    **Range:** Far(120')    **Duration:** 2 weeks

Transform rock into mud in a Near(60') cone from the caster or 30x10' map squares within range.

Characters moving through the mud must roll a 6 on a d6 to move. On any other result their move is wasted.

**Alter Mud:** *Change clay into silt, loam into peat, etc. One item worth can be altered every turn.*

## ↻ TRANSMUTE MUD TO ROCK

**School:** Alteration    **Range:** Far(120')

**Duration:** Permanent

Transform mud into solid rock in a Near(60') cone from the caster or 30x10' map squares within range.

**Alter Rock:** *Turn one type of non-precious stone into another. One item worth can be altered every turn.*

## WALL OF STONE

**School:** Conjuraction    **Range:** Near(60')    **Duration:** Permanent

Add 10x10' sections of solid stone wall 1' thick and 10' high to the map, or bisect a Near(60') area. The caster can double any dimension by halving another.

When conjured the wall must rest on a solid surface in unoccupied space, and not intersect any creature or object.

**Brick:** *You have a brick in your hand at will.*

# LEVEL 11 (HIGH)

## ANTI-MAGIC SHELL

**School:** Abjuration                      **Range:** Self

A shell surrounds the caster blocking all spells. No spells or spell attacks can pass through the barrier in either direction. Magic continues to work inside, but cannot affect anything beyond the shell.

*Ward Item:* Protect a single item of normal size at a time from all spells.

## CONTROL WEATHER

**School:** Alteration                      **Range:** Extreme(240')

As long as the wizard concentrates, without moving, acting or taking damage, she can control the weather in the area around her up to the spell's range. Possible effects include:

- **Clement:** Unfavourable weather conditions clear, though snow, mud, ice etc. may remain.
- **Fog:** Visibility drops to Close(15') range.
- **Rain:** Disadvantage on missile fire and slows movement (roll 3+ on d6 to make a move in combat, half speed otherwise.)
- **Heat:** Mud, puddles or snow will dry up and frozen bodies of water will begin to melt in d6 turns. Movement is slowed as for rain.
- **Snow:** Visibility drops to Near(60'), bodies of water may freeze. Movement is slowed as for rain.
- **Wind Direction:** The caster can select the wind direction.
- **Strong Wind:** Sailing vessels move at double speed if going with the wind; flight and missile fire become impractical. Movement is slowed as for rain.

- **Storm:** As *Strong Wind*, but the caster cannot control the direction of the wind, sailing vessels move at triple speed and damage is likely.
- **Tornado:** Summons a controlled tornado which moves at the caster's direction and damages anything it passes over. It cannot leave the spell's range, and the spell ends if it is destroyed.

**Tornado** - AC 10 HD 12 Dmg 2d8 (+1d8 vs flyers, 1d20 hull vs ships)  
Mv 4/8 flying, Ml 10

- **Whirlwind:** Creatures of 2HD or less must save vs death or die.
- **Immunity:** Can only be harmed by spells or magical weapons.

**Microclimate:** *Conjure a localised weather phenomenon affecting a single target: a tiny raincloud to rain on an impertinent fellow, a gust of wind to billow your cape, a ray of sunshine to comfort an ally.*

## DEATH SPELL

**School:** Necromancy      **Range:** Extreme(240')

Up to 4d8 HD of creatures within Far(60') distance of one another must CON save vs death or die.

**Wilt:** *Kill a plant or tiny harmless animal with your touch. If used on a larger creature, deals 1 damage to both you and your target.*

## DISINTEGRATE

**School:** Alteration

**Range:** Far(120')

Completely destroy a single non-magical object up to 10' in each dimension, or a 10' cube or a larger object. If a creature is targeted, it receives a CON saving throw vs death to resist.

**Break:** *The wizard touches an item of lower than average quality (a rusty lock or bandit's poorly maintained sword); the next time it is placed under pressure (someone tries to force the door, sword hits a creature or a shield) the item breaks. (If the wizard touches an enemy's weapon in combat, any attacks made by the enemy against the wizard that round automatically hit.)*

## ↻ REINTEGRATE

**School:** Alteration

**Range:** Far(120')

Recreate an item previously disintegrated. Must be cast on the precise spot where the disintegration occurred.

**Align:** *Magically arrange scattered pieces into their former places over the course of a turn. For example, a jigsaw could be completed, a torn up note reassembled, pages of a book placed back into order and so on.*

## FLESH TO STONE

**School:** Alteration

**Range:** Far(120')

**Duration:** Permanent

Turns a living target (and all of their worn or carried items) to stone if they fail an INT saving throw vs Paralysis.

**Statue:** *If the wizard remains very still, they and their equipment appear as a statue.*

## ☞ **STONE TO FLESH**

**School:** Alteration

**Range:** Far(120')

**Duration:** Permanent

Reverses Flesh to Stone. Cast on a wall or area of stone, turns a roughly human sized area into one Provisions worth of dubious meat. Cast on a normal statue, creates a living body with no soul. Within 24hrs the body will either expire or be possessed by a wandering and possibly malevolent spirit (1 in 6 chance.)

***Waxworks:** Give a statue the appearance of a flesh and blood form for a standard duration; close examination or touch will reveal its true nature.*

## **GEAS**

**School:** Enchantment

**Range:** Near(60')

The target gains a Bond requiring them to perform or refrain from an action of the caster's choice, with the consequence of progressive and ultimately fatal penalties for breaking it.

If the target is a Cleric, they gain two spells appropriate for the caster's level and theme. The target can only have one Geas per caster, and the Geas must be at least potentially problematic to fulfill.

***Promise:** When someone makes a promise to you, you can bind them to it and thus immediately know when they break it. If you bind a new promise, the previous promise is no longer affected.*

## ☞ **UNGEAS**

**School:** Enchantment

**Range:** Near(60')

Removes a Bond from the target. If the target doesn't want the Bond removed, they may resist with a WIS saving throw vs spells.

***Loophole:** Spot a loophole, carveout or exception in a promise, treaty or contract. Takes 1 turn, or 1 hr if the contract is a long written one.*

## **INVISIBLE STALKER**

**School:** Conjuratation

**Range:** Close(15')

**Duration:** One mission.

Summons an invisible stalker, which will undertake one mission for the caster before returning whence it came. It will not relent unless destroyed, but may try to twist the wording of the mission to make it easier to complete.

***Invisible Stalker** - AC:7 HD:8 Dmg:4d4 Ml:12*

- **Invisible:** +4 to AC/HD while unseen; Suprise on 1-5.
- **Tracking:** Can follow a target's trail without fail.

***Tracker:** Follow a target's trail as long as you concentrate; if you stop concentrating by taking damage or any other action, you lose the trail. A lost trail cannot be reacquired with this spell, though tracking could continue through mundane means.*

## LOWER WATER

**School:** Alteration                      **Range:** Extreme(240')

**Duration:** 2x Standard

Halves the depth of a body of water in a Near(60') blast within range.

*Fathom:* Sense the depth of a body of water by looking at it.

## ☪ RAISE WATER

**School:** Alteration                      **Range:** Extreme(240')

**Duration:** 2x Standard

A body of water within a Near(60') blast area rises by 10' for the duration.

*Tide Sense:* Always know if a body of water is tidal, and the timing and extent of those tides.

## MOVE EARTH

**School:** Alteration                      **Range:** Extreme(240')

**Duration:** ½ Standard (Ends on Event result as well as Spell Expiry)

Caster can move earth in the area a Near(60') distance per turn.

*Dig:* Excavate a 10' cube of loose earth every three turns.

## PART WATER

**School:** Alteration                      **Range:** Far(120')

**Duration:** ½ Standard (Ends on Event result as well as Spell Expiry)

Create a path 10' wide up to the range of the spell through a pond, lake or other body of water. The spell can be ended at will.

*Troubled Waters:* Make water within Far(120') range choppy and disturbed, stirring up sediment if the water is shallow.

## PROJECTED IMAGE

**School:** Illusion

**Range:** Extreme(240')

**Duration:** ½ Standard (Ends on Event result as well as Spell Expiry)

Creates an illusion of the caster. It is immune to spells (other than *dispel magic*) and missile weapons, but will vanish if touched or struck in melee. Spells cast by the caster while the image is active will originate from the image, though the caster cannot see through the image's eyes and must still be able to see the target.

**Humbug:** *As above, but the image is clearly illusory.*

## REINCARNATION

**School:** Necromancy

**Range:** 15 miles

The caster sends the soul of a dead being back through time and reincarnates it in a new form. When the spell is cast, an existing character within range – either one newly devised by the DM or already known to the PCs – will awaken to the memories of their past life, remembering both their current and past life identities.

**Past Lives:** *Focus for a turn to recover fragmented memories of one of your own past lives. If you have discovered a specific past life through a **Spiritual Journey**, you can focus on that one; otherwise the DM will decide what you recall.*

