

GREYHAWK



This book of spells was written by an enigmatic wizard known as Gygax the Greyhawk. It is said that he traveled far and wide and collected these spells himself. He is said to have traveled to multiple worlds to collect the spells in this book. Unfortunately, over the centuries, myths and lore about Gygax remain hard to differentiate, so it is not known what his life was truly like or not.

The Greyhawk's book was once used as one of many in the wizarding schools of the world, and was taught by many wizards. Gygax's work has inspired many others and in a lot of the other basic books of spell out there, many of the Greyhawk's spells can be found.

Unfortunately Many wizards wanted faster spellcasting to keep up with the speed of combat that the warriors engaged in. This allowed for Hasbro; the Wizard of the Coast to develop faster, less powerful variants of spells that are the current generation uses. Some of these modified spells were better than the original Gygaxian spells, but many of the spells, Hasbro could not master himself, and so his school never taught.

The Wizard of the Coast hoped that Gygax the Greyhawk would be forgotten over the centuries, and he nearly was except for a few scholars. Until this original Spell book was discovered by a pair of scholars a Gnome by the name of Zeb and his partner, a Faenar named Allston. They brought the book to be kept safe in the Great Library of Serraine.



CANTRIPS.....	4
LEVEL 1 SPELLS.....	5
LEVEL 2 SPELLS.....	9
LEVEL 3 SPELLS.....	16
LEVEL 3 SPELLS.....	23
LEVEL 5 SPELLS.....	29
LEVEL 5 SPELLS.....	37
Level 7 Spells	Error! Bookmark not defined.
Appear.....	Error! Bookmark not defined.
Charm Plant ..	Error! Bookmark not defined.
Delayed Blast Fireball	Error! Bookmark not defined.
Limited Wish	Error! Bookmark not defined.
Mass Invisibility	Error! Bookmark not defined.
Monster Summoning V	Error! Bookmark not defined.
Phase Door...	Error! Bookmark not defined.
Power Word Stun	Error! Bookmark not defined.
Reverse Gravity	46
Level 8 Spells	Error! Bookmark not defined.

Clone.....	47
Mass Charm.	Error! Bookmark not defined.
Mind Barrier	Error! Bookmark not defined.
Monster Summoning VI	Error! Bookmark not defined.
Open Mind...	Error! Bookmark not defined.
Permanence..	Error! Bookmark not defined.
Polymorph Any Object	Error! Bookmark not defined.
Power Word Blind	Error! Bookmark not defined.
Symbol.....	Error! Bookmark not defined.
Level 9 Spells	Error! Bookmark not defined.
Astral Spell ..	Error! Bookmark not defined.
Close Gate ...	Error! Bookmark not defined.
Gate.....	Error! Bookmark not defined.
Maze	Error! Bookmark not defined.
Meteor Swarm	Error! Bookmark not defined.
Monster Summoning VII.....	55
Power Word Kill	Error! Bookmark not defined.
Prismatic Wall.....	55
Shape Change	Error! Bookmark not defined.
Timestop	Error! Bookmark not defined.
Wish.....	Error! Bookmark not defined.

CANTRIPS

Gygax's Light

Evocation Cantrip

Restrictions: Wizard

Casting Time: 1 round

Range: 60 yards

Components: VM (A firefly or a phosphorescent moss)

Duration: 10 minutes per caster level

Saving Throw: Dexterity

This spell creates a large ball of light, much like a bright torchlight. If the spell is cast on an object (such as a coin), the light will move with the object. If cast at a creature's eyes, the creature must make a dexterity saving throw. If he fails the saving throw, the victim will be blinded by the light until the duration ends. If he makes the saving throw, the light appears in the air behind the intended victim.



LEVEL 1 SPELLS

Gygax's Charm Person

1st-Level Enchantment Spell

Restrictions: Wizard

Casting Time: 1 round

Range: 120 Feet

Components: V,S

Duration: Special

Saving Throw: Wisdom

This spell will only affect humans, demihumans, and certain other creatures. The victim is allowed a saving throw vs. spells. If the saving throw is successful, the spell has no effect. If it fails, the victim will believe that the spellcaster is its "best friend, and will try to defend the spellcaster against any threat, whether real or imagined. The victim is charmed.

As a general rule, the spell only affects creatures which look similar to humans in various ways --- humans, demihumans, certain giant class creatures, etc. It will not affect animals, magical creatures (such as living statues), undead monsters, or human-like creatures larger than ogres.

If the spellcaster can speak a language that the charmed victim understands, the spellcaster may give orders to the victim. These orders should sound like suggestions, as if "just between friends." The charmed victim will usually obey, but the victim may resist orders that are contrary to the victim's nature (alignment and habits) he doesn't need to roll anything to resist. A victim will refuse to obey if ordered to kill itself. A charm may last for months. The victim may make another saving throw every so often, depending on its Intelligence score.

Charm Person Duration

If the Victim Has:

He saves every

High Intelligence (13-18): 1 day

Average Intelligence (9-12): 1 week

Low Intelligence (3-8): 1 month

The victim may make a new saving throw to break the charm each time the controlling character places the charmed character in a dangerous situation, without himself being in that danger.

A victim who is given conflicting orders and impressions by his old adventuring friends and his new "best friend" should react as any person would in real life: with confusion. He will not automatically assume that one party or the other is lying... even if the player wants him to.

The charm is automatically broken if the spellcaster attacks the victim, whether by spell or by weapon. The victim will fight normally if attacked by the spellcaster's allies.

Gygax's Detect Magic

1st-Level Divination Spell

Restrictions: Wizard

Casting Time: 1 round

Range: Self

Components: V,S

Duration: 2 rounds per caster level

When this spell is cast, the caster will see a glow surround magical objects, creatures, and places within the spell's effect. The glow will not last very long; casters should normally use the spell only when they want to know if particular objects already within sight are, in fact, magical. For example, a door may be held shut magically, a stranger might actually be an enchanted monster,

or a treasure might be enchanted.

Gygax's Hold Portal

1st-Level Alteration Spell

Restrictions: Wizard

Casting Time: 1 round

Range: 20 yards per level

Components: V

Duration: 1 round / level

This spell will magically hold shut any portal- for example, a door or gate. A *knock* spell will open the *hold portal*. Any creature three or more Hit Dice greater than the caster (and characters three or more levels higher) may break open a held portal in one round, but the portal will relock if allowed to close within the duration of the spell.

Example: Any 5th level character can break through a hold portal spell cast by a 2nd level spellcaster.

Gygax's Magic Missile

1st level Evocation Spell

Restrictions: Wizard

Casting Time: 1 round

Range: 60 yards + 10 yards/ level

Components: V,S

Duration: Instantaneous

A *magic missile* is a glowing arrow, created and shot by magic, which inflicts 1d6+1 (2-7) points of damage to any one creature it strikes. After the spell is cast, the arrow appears next to the spellcaster and hovers there (Moving with him) until the spellcaster causes it to shoot. When shot, the *magic missile* will automatically hit any one visible target the spellcaster specifies. The *magic missile* actually has no solid form, and cannot be touched. A *magic missile* never misses its target and the target is *not* allowed a saving throw.

For every 5 levels of experience of the caster,

two more missiles can be created by the same spell. Thus a 6th level spellcaster may create three missiles. The spellcaster may shoot the missiles all at one target or at different targets.



Gygax's Protection from Evil

1st level Abjuration Spell

Restrictions: Wizard

Casting Time: 1 round

Range: Touch

Components: V,S,M (powdered silver, which the spell consumes)

Duration: 2 rounds / level

This spell creates an invisible magical barrier all around the spellcaster's body (less than an inch away). All attacks against the spellcaster are penalized by -1 to their attack rolls, and the spellcaster gains a +1 bonus to all saving throws, while the spell lasts.

In addition, enchanted creatures cannot attack the spellcaster in hand-to-hand or melee combat. (An enchanted creature is one that normal weapons cannot hurt; only magical weapons can hit the creature. A creature that can be only hit by a silver weapon- a werewolf, for example- is not an enchanted creature. Any creature that is magically summoned or controlled, such as a

charmed character, is also considered to be an enchanted creature.)

The barrier thus completely prevents all attacks from those creatures unless they use missile weapons; the barrier is no defense against missiles, though the attackers still suffer the -1 attack roll penalties.

This spell will not affect a magic missile, either incoming or outgoing. If the spellcaster attacks (hand-to-hand) anything during the spell's duration, the effect changes slightly. Enchanted creatures are then able to touch the spellcaster, but the attack roll and saving throw adjustments still apply until the spell duration ends.

Gygax's Read Languages

1st level Divination Spell

Restrictions: None

Casting Time: 1 minute

Range: Self

Components: V,S,M (a pinch of soot or salt)

Duration: 20 minutes per level

This spell will allow the spellcaster to read, not speak, any unknown languages or codes, including treasure maps, secret symbols, and so forth, until the duration ends.



Gygax's Read Magic

1st level Divination Spell

Restrictions: Wizard

Casting Time: 1 minute

Range: Self

Components: V,S,M (A clear crystal or mineral prism)

Duration: 2 minutes / level

This spell will allow the spellcaster to read, not speak any magical words or runes, such as those found on scrolls and other items. A spellcaster cannot understand unfamiliar magic writings without using this spell. However, once a spellcaster reads a scroll or runes with this spell, he can read or speak that magic later *without* using a spell.

All spell books are written in magical words, and only their owners may read them without using this spell.

Gygax's Shield

1st level Evocation Spell

Restrictions: Wizard

Casting Time: 1 Round

Range: Self

Components: V,S

Duration: 5 rounds / level

By means of this spell the user imposes a self-moving magical barrier between himself and his enemies. It provides the equivalent of Armor Class 18 vs. missiles and Armor Class 16 vs. melee attacks.

Gygax's Sleep

1st level Enchantment Spell

Restrictions: Wizard

Casting Time: 1 round

Range: 30 yards

Components: V,S,M (a pinch of fine sand, rose petals, or a cricket)

Duration: 5 minutes per level

This spell will put creatures to sleep for up to 160 minutes. It will only affect creatures with 4 +1 Hit Dice or less- generally, small or man-sized creatures. The spell will not affect creatures outside the 40' x 40' area which the player chooses as the spell's target area. The spell will not work against undead or very large creatures, such as dragons.

When a character is first hit with a sleep spell, falling or sagging to the ground will not wake him up. However, characters affected by a sleep spell are not in a deep sleep. Any sleeping character or creature will awaken if slapped, kicked, or shaken.

Characters can kill a sleeping victim with a single blow of any edged weapon, regardless of the creature's hit points. Your Dungeon Master will roll 2d8 to find the total Hit Dice or experience levels of monsters affected by the spell.

The victims get no saving throw against this spell

Gygax's Ventriloquism

1st level Illusion Spell

Restrictions: Wizard

Casting Time: 1 minute

Range: 10 yards/ level, (up to 90 yards)

Components: V,M (a piece of parchment rolled into a cone)

Duration: 1 minute

This spell will allow the spellcaster to make the sound of his or her voice come from somewhere else, such as a statue, animal, a dark corner, and so forth. The "somewhere else" must be within range of the spell.



LEVEL 2 SPELLS

Gygax's Continual Light

2nd Level Alteration Spell

Restrictions: Wizard

Casting Time: 2 rounds

Range: 60 yards

Components: V,S

Duration: Permanent until Dispelled

This spell creates a globe of light 60' across. It is much brighter than a torch, but not as bright as full daylight. It will continue to glow forever, or until it is magically removed. It may be cast on an object, just as the first level *light* spell. If cast at a creature's eyes, the victim must make a dexterity saving throw. If he fails the saving throw, the victim is blinded- permanently, or until the spell is dispelled. If he makes the saving throw, the globe will still appear, but will remain in the place it was cast, and the intended victim will suffer no ill effects.

Gygax's Darkness 15'

Radius

2nd Level Alteration Spell

Restrictions: Wizard

Casting Time: 2 rounds

Range: 10 yards per level

Components: V,M (Bat fur and a drop of pitch or piece of coal)

Duration: 10 minutes + 1 minute per level

A spell which causes total darkness within the indicated area making even infravision useless. It can be countered by either a *Dispel Magic* or a *Light* spell.

Gygax's Detect Evil

2nd Level Divination Spell

Restrictions: Wizard

Casting Time: 2 rounds

Range: 60 yards

Components: V,S,

Duration: 5 minutes per level

When this spell is cast, the spellcaster will see a glow surround all evilly-enchanted objects within 60'. It will also cause creatures that want to harm the spellcaster to glow when they are within range. The spell, however, does not allow the spellcaster to hear the actual thoughts of the creatures.

Remember that traps and poison are neither good nor evil, but merely dangerous.

Gygax's Detect

Invisibility

2nd Level Divination Spell

Restrictions: Wizard

Casting Time: 2 rounds

Range: 10 yards per level

Components: V,S,M (a pinch of talc and a small sprinkling of powdered silver)

Duration: 5 minutes per level

When this spell is cast, the spellcaster can see all invisible creatures and objects within range. The range is 10' for each level of the spellcaster. For example, a 3rd level spellcaster can use this spell to see invisible things within 30'.

Gygax's ESP

2nd Level Divination Spell

Restrictions: Wizard

Casting Time: 2 rounds

Range: 5 yards / level (Up to 90 yards)

Components: V,S,M (a copper piece.)

Duration: 1 minute per level

This spell will allow the spellcaster to "hear" thoughts. The spellcaster must concentrate in one direction for one minute to hear the thoughts (if any) of a creature within range. The spell allows the spellcaster to understand the thoughts of any single living creature, regardless of the language. The spell does not allow the caster to hear the thoughts of undead creatures. If more than one creature is within range and in the direction the caster is concentrating, the spellcaster will "hear" a confused jumble of thoughts. The spellcaster can sort out the jumble only by concentrating for an extra minute to find a single creature.

ESP will not be hampered by any amount of wood or liquid, and will penetrate as much as

two feet of rock, but a thin coating of lead will block the spell. Targets can make a wisdom saving throw to avoid the spell effects.

Gygax's Invisibility

2nd Level Illusion Spell

Restrictions: Wizard

Casting Time: 2 rounds

Range: Touch

Components: V,S,M (an eyelash encased in gum arabic)

Duration: Special

This spell will make any one creature or object invisible. When a creature becomes invisible, all items that he carries and wears also become invisible. Any invisible item becomes visible again when it leaves the creature's possession (dropped, set down, etc.). A light source (such as a torch) may be made invisible, but the light given off will always remain visible.

If the spellcaster makes an object invisible that is not being carried or worn, it will become visible again when touched by *any* living creature.

An invisible creature will remain invisible until he or she attacks or casts any spells.



Gygax's Knock

2nd Level Alteration Spell

Restrictions: Wizard

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

This spell will open any type of lock. This spell will open any normal or magically locked door (one affected by a *hold portal* or *wizard lock* spell), and any secret door (but a secret door must be found before it can be knocked open). Any locking magic will remain, however, and will take effect once again when the door is closed. This spell will also unlock a gate, or unstick it if it is stuck, and will cause any treasure chest to open easily. It will also cause a barred door to open, magically forcing the bar to fall to the floor. If a door is locked *and* barred, only one type of lock will be opened.

Gygax's Levitate

2nd Level Transmutation Spell

Restrictions: Wizard

Casting Time: 2 rounds

Range: 20 yards per level

Components: V,S,M (either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end)

Duration: 10 minutes per level

When this spell is cast, the spellcaster may move up or down in the air without any support. This spell does *not*, however, allow the spellcaster to move from side to side. For example, a spellcaster could levitate to a ceiling, and then could slowly move sideways by pushing or pulling. His movement up or down is at a rate of 120' / minute.

The spell cannot be cast on another person or object. The spellcaster may carry normal amount

of weight while levitating. up to 2,000 cn (200 lbs) in weight, possibly another man-sized creature (if it isn't wearing metal armor). Any creature smaller than man-sized can be carried, unless heavily laden No saving throw is allowed.

Gygax's Locate Object

2nd Level Divination Spell

Restrictions: Wizard

Casting Time: 2 rounds

Range: 20 yards per level

Components: V,S,M (a forked twig)

Duration: 1 minute per level

The spellcaster casts this spell to find an object within the spell's range: For this spell to work, the: spellcaster must know exactly what the object looks like. He can specify a common type of object, such as "any flight of stairs," instead.

The spell will point to the nearest designated object within range, giving the direction but *not* the distance.

The spell's range increases as the spellcaster gains levels of experience. For example, a 3rd level spellcaster can locate objects up to 90' away; a 4th level spellcaster, up to 100'.

Gygax's Magic Missile II

2nd Level Evocation Spell

Restrictions: Wizard

Casting Time: 2 rounds

Range: 150 feet

Components: V,S

Duration: 1 minute

A *magic missile II* is a glowing arrow, created and shot by magic, which inflicts 1d6 + 2 (3~8) points of damage to any creature it strikes. After the spell is cast, the arrow appears next to the spellcaster and hovers there (moving with him) until the spellcaster

causes it to shoot. When shot, the *magic missile* will automatically hit any one visible target the spellcaster specifies. The *magic missile* actually has no solid form, and cannot be touched. A *magic missile II* never misses its target and the target is *not* allowed a saving throw.

The caster has the option of creating 1 missile that does 3~8 (1d6+2) hp damage, or 2 arrows that do 2~7 hp (1d6+1) for every 5 levels of experience the caster has. Thus a 6th level spellcaster may create 2 arrows that do 1d6+2 damage, 4 arrows that do 1d6+1, or 1 arrow that does 1d6+2, AND 2 arrows that do 1d6+1.

Gygax's Magic Mouth

2nd Level Alteration Spell

Restrictions: Wizard

Casting Time: 2 rounds

Range: 10 yards

Components: V,S,M (a small bit of honeycomb which the spell consumes)

Duration: Special

When this spell is cast, the wizard empowers the chosen object with an enchanted mouth which suddenly appears and speaks the message which the spell caster imparted upon the occurrence of a specified event. The Magic Mouth can speak any message of 25 words or less in a language known by the spell caster, over a 1 turn period from start to finish. It cannot speak magic spells. The mouth moves to the words articulated, so if it is placed upon a statue, for example, the mouth of the statue would actually move and appear to speak. Of course, the Magic Mouth can be placed upon a tree, rock, door or any other object excluding intelligent members of the animal or vegetable kingdoms. The spell will function upon specific occurrence according

to the command of the spell caster, i.e. speak to the first creature that touches you - or to the first creature that passes within 30'. Command can be as general or specific and detailed as desired, such as the following: "Speak only when an octogenarian female human carrying a sack of great clusters sits cross legged within 1'."

Command range is 1½" per level of the illusionist, so a 6th level illusionist can command the Magic Mouth to speak at a maximum encounter range of 3", i.e. "Speak when a winged creature comes within 3" ". Until the speak command can be fulfilled, the Magic Mouth will remain in effect, thus spell duration is variable. A Magic Mouth cannot distinguish invisible creatures, alignments, level or hit dice, nor class, except by external garb.



Gygax's Mind Mask

2nd Level Divination Spell

Restrictions: Wizard

Casting Time: 2 rounds

Range: 5 yards / level (Up to 90 yards)

Components: V,S,M (a copper piece.)

Duration: 1 minute per level

This spell may be cast, by touch, on any one creature. The recipient is completely immune to *ESP* and all other forms of mind-reading for the spell duration

Gygax's Mirror Image

2nd Level Illusion Spell

Restrictions: Wizard

Casting Time: 2 rounds

Range: Self

Components: V,S

Duration: 3 minutes per level

With this spell, the spellcaster creates 1d4 (1~4) additional images which look and act exactly like him. The images appear and remain next to (within 3' of) the spellcaster, moving if the spellcaster moves, talking if the spellcaster talks, and so forth. The spellcaster need not concentrate; the images will remain until the duration ends, or until they are hit.

The images are not real, and cannot actually do anything. Any successful attack on the spellcaster will strike an image instead, which will merely cause that image to disappear (regardless of the actual damage); this continues until all the images are dispelled. (If the spellcaster is caught in the effect of an area-type attack, such as a *fireball* spell, all images will disappear and the spellcaster will be affected by the spell.)

Gygax's Obscure Object

2nd Level Divination Spell

Restrictions: Wizard

Casting Time: 2 rounds

Range: 20 yards per level

Components: V,S,M (Chameleon skin)

Duration: 8 hours

This spell hides an object from location by spell, crystal ball, or similar means for eight hours.

Gygax's Phantasmal Force

2nd Level Illusion Spell

Restrictions: Wizard

Casting Time: 1 round

Range: 60 Yards +10 yards per level

Components: V,S,M (a bit of fleece)

Duration: Concentration

This spell creates or changes appearances of everything within the area affected. The spellcaster can create the illusion of something he or she has seen. If not, the DM will give a bonus to the saving throws of those trying to ignore the spell's effects. If the spellcaster does not use this spell to attack, the illusion created by this spell will disappear when touched

If the spellcaster uses the spell to create the illusion of a monster, it will appear in every way



to be the: monster in question However, the: monster is AC 9 and will disappear when hit.

If the spellcaster uses the spell to create an attack (a phantasmal *magic missile*, collapsing wall. etc.), the victim may make: a saving throw vs spells; if he is successful, the victim is not affected, and realizes that the attack is an illusion.

The phantasmal force will remain as long as the: spellcaster concentrates. If the spellcaster moves, takes any damage, or fails any saving throw, his concentration is broken and the phantasm disappears.

This spell *never* inflicts any real damage. Those "killed" by it will merely fall unconscious, those: "turned to stone", will be paralyzed, and so forth. The effects wear off in 1d4x10 minutes. If the character does make: his saving throw to realize: that the attack is an illusion, the damage: sustained disappears immediately.

Gygax's Pyrotechnics

2nd Level Alteration Spell

Restrictions: Wizard

Casting Time: 2 rounds

Range: 120 Yards

Components: V,S,M (fire source)

Duration: Instantaneous

A multi-purpose spell which requires some form of fire (torch, brazier, bonfire, etc.) to make it work. When employing this spell the Wizard can create either a great display of flashing, fiery lights and colors which resemble fireworks; or he can cause a great amount of smoke which will cover an area of not less than 6 cubic meters. The overall effects of this spell depend on the size of the fire used to cause them, and when the spell is used the fire-source is extinguished.

Gygax's Strength

2nd Level Alteration Spell

Restrictions: Wizard

Casting Time: 10 minutes

Range: Touch

Components: V,S,M (Fur or a feather from a strong beast)

Duration: 1 hour per level.

This spell increases a fighter's strength by 2-8 points (roll dice after spell is cast). It will also increase a cleric's strength by 1-6 points and a thief's by 1-4. When a fighter's strength reaches 18 or higher due to this spell an additional determination of strength is to be made as already specified for strength of 18.

Gygax's Web

2nd Level Evocation Spell

Restrictions: Wizard

Casting Time: 2 rounds

Range: 5 yards per level

Components: V,S,M (a bit of spider web)

Duration: 20 minutes per level

This spell creates a mass of sticky strands which are difficult to destroy except with flame. It usually blocks the area affected. Giants and other creatures with great strength can break through the web in 2 minutes. A human of Average Strength (A score of 9~12) will take 2d4x10 (20-80) minutes to break through the web. Flames (from a torch, for example) will



destroy the web in 2 minutes, but all creatures within the web will be burned for 1d6 (1-6) points of damage. Anyone wearing *gauntlets of ogre power* (a magical treasure) can break free of a web in 4 minutes.

Gygax's Wizard Lock

2nd Level Alteration Spell

Restrictions: Wizard

Casting Time: 2 rounds

Range: Touch

Components: V,S

Duration: Until dispelled

This spell is a more powerful version of a *hold portal* spell. It will work on any lock, not merely doors, and will last forever (or until magically dispelled). However, a *knock* spell can open the *wizard lock*.

The wizard who cast the wizard lock can easily open the door he has enchanted, as can any magic-using character or creature of three or more levels (or Hit Dice) greater than the caster. This sort of door-opening does not remove the magic, and the magical lock will relock when allowed to close (just as with the *hold portal* spell).

LEVEL 3 SPELLS

Gygax's Clairaudience

3rd Level Divination

Restrictions: Wizard

Casting Time: 3 rounds

Range: Special

Components: V, S, M (a small horn of at least 100 gp value.)

Duration: 1 minute per level

With this spell, the caster may hear through the ears of any single creature in spell range.

"Hearing" through a creature's ears takes one full turn, after which the caster can change to another creature, even one in another direction; he does not have to cast the spell again to do so. Two feet of rock or a thin coating of lead blocks the effects of this spell. No Saving Throw is allowed.

Gygax's Clairvoyance

3rd Level Divination

Restrictions: Wizard

Casting Time: 3 rounds

Range: Special

Components: V, S, M (a pinch of powdered pineal gland)

Duration: 1 minute per level

With this spell, the caster may see through the eyes of any single creature in spell range.

"Seeing" through a creature's eyes takes one full turn, after which the caster can change to another creature, even one in another direction; he does not have to cast the spell again to do so. Two feet of rock or a thin coating of lead blocks the effects of this spell. No Saving Throw is allowed.

Gygax's Dispel Magic

3rd Level Abjuration Spell

Restrictions: Wizard

Casting Time: 3 rounds

Range: 120 Yards

Components: V, S

Duration: Instantaneous

This spell destroys other spell effects in a cubic volume of 20' x20' x20'. It does not affect magical items. Spell effects created by a caster (whether cleric, druid, magic user, or elf) of a level equal to or lower than the spell caster of the *dispel magic* are automatically and immediately destroyed. Spell effects created by a higher level spellcaster might not be effected. The chance of failure is 5% per level of difference between the spellcasters. For example, a 7th level wizard is trying to dispel a *web* spell cast by a 9th level caster would have a 10% chance of failure.

Dispel magic will not affect a magical item (such as a scroll, a magical sword, etc.). However, it can dispel the effects of the magical item when that item is used. (a spellcaster can cast *dispel magic* on the victim of a *ring of human control* to snap him out of that control.)

Gygax's Explosive Runes

3rd Level Evocation Spell

Restrictions: Wizard

Casting Time: 3 rounds

Range: Touch

Components: V, S

Duration: Special

These runes when placed upon a parchment (book, scroll, map, etc.) safeguard it from unauthorized reading. If the reader is not the person who placed the runes upon the parchment they explode, destroying the parchment, and deal 4-24 points of damage to the reader (no savings thrown). The runes may be removed by the wizard whenever he desires, and a wizard of two or more levels above the one who placed the runes may attempt to remove them (50% chance of detecting them, 75% chance of successfully removing them).

Gygax's Fireball

3rd Level Evocation Spell

Restrictions: Wizard

Casting Time: 3 rounds

Range: 10 yards + 10 yards per level

Components: V, S, M (A tiny ball of bat guano and sulfur)

Duration: Instantaneous

This spell creates a missile of fire that bursts into a ball of fire with a 50' diameter (25' radius) where it strikes a target. The *fireball* will cause 1d6 points of fire damage per level of the caster to every creatures in the area of effect.

Each victim may make a dexterity saving throw; if successful, the spell will only do half damage. For example, a fireball cast by a 6th level spellcaster will burst for 6d6 (6-36) points of damage; characters who make their saving throw vs. spell will take only half of the damage rolled on the dice.



Gygax's Fly

3rd Level Alteration Spell

Restrictions: Wizard

Casting Time: 3 rounds

Range: Touch

Components: V, S, M (A wing feather from any bird)

Duration: 10 minutes per level + 1d6x10minutes

This spell allows the target it is cast upon (possibly the spellcaster himself) to fly. The recipient can fly in any direction and at any speed up to 120m (40m) by mere concentration. The recipient may also stop and hover at any point (as a *levitation* spell); this does not require concentration.



Gygax's Free Person

3rd Level Enchantment Spell

Restrictions: Wizard

Casting Time: 3 rounds

Range: 120 yards

Components: V S M (A small, straight piece of iron)

Duration: 2 minutes per level

Is spell removes the paralysis of up to four victims of *Hold Person* (including *hold person* cast by a cleric). It has no other effect; e.g., it does not remove the effects of a ghoul's paralysis ability.

Gygax's Haste

3rd Level Alteration Spell

Restrictions: Wizard

Casting Time: 3 rounds

Range: 60 yards

Components: V, S, M (A shaving of licorice root)

Duration: 30 minutes +1 minute per level

This spell allows up to 24 creatures in a 20m diameter circle to perform actions at double speed for half an hour. Those affected may move at up to twice normal speed and make double the normal number of missile or hand- to-hand attacks.

This spell does not affect the rate at which magic works, so a *hasted* spellcaster can still not cast more than one spell per round, and the use of magical devices (such as wands) cannot be speeded up.

The victims may make a Wisdom saving throw to avoid the effect.

Gygax's Hold Person

3rd Level Enchantment Spell

Restrictions: Wizard

Casting Time: 3 rounds

Range: 120 yards

Components: V S M (A small, straight piece of iron)

Duration: 2 minutes per level

The *hold person* spell will affect any human, demihuman, or human-like creature (bugbear, dryad, gnoll, hobgoblin, kobold, lizard man, ogre, ore, nixie, pixie or sprite, for instance). It will not affect the undead or creatures larger than ogres.

Each victim must make a saving throw vs. spells or be paralyzed for one turn per level of the spellcaster. The spell may be cast at a single person or at a group. If cast at a single person, the victim suffers a - 2 penalty to the saving

throw. If cast at a group, it will affect up to four persons (of the cleric's choice), but with no penalty to their rolls. The paralysis may only be removed by the reversed form of the spell, or by a *dispel magic* spell.

Gygax's Infravision

3rd Level Alteration Spell

Restrictions: Wizard

Casting Time: 1 minute

Range: Touch

Components: V S M (A pinch of dried carrot or an agate)

Duration: 2 hours + 1 hour per level

This spell enables the recipient to see in the dark, to a 60' range, with the same sort of vision possessed by dwarves and elves.

Infravision is the ability to see heat (and the lack of heat). Dwarves, elves, and casters of the *infravision* spell have infravision in addition to normal sight and can see 20m in the dark. Infravision does not work in normal and magical light. Fire and other heat sources can interfere with infravision, just as a bright flash of light can make normal vision go black for a short time.

With infravision, warm things appear red, and cold things appear blue. For example, an approaching creature could be seen as a red shape, leaving faint reddish footprints. A cold pool of water would seem a deep blue color.

Characters with infravision can even see items or creatures which are the same temperature as the surrounding air (such as a cable or a skeleton), since air flow will inevitably show the viewer their borders, outlining them in a faint lighter-blue tone. Until they move, they will be very faint to the eye; once they start moving, they become blurry but very obvious light-blue figures.

Infravision isn't good enough to read by. A character can use his infravision to recognize an individual only if they are within 3m distance unless the individual is very, very distinctive (for

example, 8 feet tall or walking with a crutch).

Gygax's Invisibility 10'

Radius

3rd Level Illusion Spell

Restrictions: Wizard

Casting Time: 3 rounds

Range: Touch

Components: V S M (an eyelash encased in gum arabic)

Duration: Special

This spell makes the recipient (and all others within 10 feet at the time of the casting) invisible. This is an area effect, and those who move further than 10' from the recipient become visible. They may not regain *invisibility* by returning to the area. Otherwise, the invisibility is the same as that bestowed by the spell *invisibility*.

An invisible creature will remain invisible until he or she attacks or casts any spell. All items carried (whether by the recipient or others within 3m) also become invisible.

Gygax's Lightning Bolt

3rd Level Illusion Spell

Restrictions: Wizard

Casting Time: 3 rounds

Range: 40 yards + 10 yards per level

Components: V S M (a bit of fur and an amber, crystal, or glass rod)

Duration: Instantaneous

This spell creates a bolt of lightning, starting up to 60m away from the caster and extending 20m in a straight line further away. All creatures within the area of effect take 1d6 points of damage per level of the spellcaster. (Thus a 6th level elf would cast a *lightning bolt* doing 6d6 points of damage)

Each victim may make a saving throw vs. spells; if successful, he takes only half damage.

If the *lightning bolt* strikes a solid surface (such as a wall), it will bounce back toward the caster until the total length of the bolt is 20m.

Gygax's Monster

Summoning 1

3rd Level Conjuraton Spell

Restrictions: Wizard

Casting Time: 3 rounds

Range: 30 yards

Components: V S M (a tiny bag and a small candle (not necessarily lit))

Duration: 2 minutes + 1 minute per level

By employing this spell the wizard calls to his aid a monster appearing on the MONSTER LEVEL TABLES, level 1, i.e. kobolds, goblins, skeletons, etc. If a relatively small monster is indicated by the die roll the referee will determine how many appear by rolling a six-sided die; otherwise from 1-3 appear. The monster or monsters so summoned will faithfully serve the wizard until they depart when the spell ceases to function or until they are killed.

Gygax's Protection from Evil 10' Radius

3rd Level Abjuration Spell

Restrictions: Wizard

Casting Time: 3 rounds

Range: Touch

Components: V S M (powdered silver)

Duration: 2 minutes per level

This spell creates an invisible magical barrier all around the caster, extending for a 10' radius in all directions. The spell serves as protection from attacks by monsters of an alignment other than the caster's. Each creature within the barrier gains a +1 to all saving throws, and all attacks against those within are penalized by - 1 to the attacker's attack roll while the spell lasts.

In addition, enchanted creatures cannot attack those within the barrier in hand-to-hand (melee) combat. (An enchanted creature is any creature which is magically summoned or controlled, such as a *charmed* character, or one that is not harmed by normal weapons. A creature that can be hit only by a silver weapon- a werewolf, for example-is not an enchanted creature.)

If anyone within the barrier attacks an enchanted creature. the barrier will no longer prevent the creature from attacking hand-to-hand, but the bonus to saving throws and penalty to attack rolls will still apply.

Attackers, including enchanted creatures, can attack people inside the barrier by using missile or magical attacks. They do suffer the -1 penalty to attack rolls, but that is the only penalty they suffer.

Gygax's Protection from Normal Missiles

3rd Level Abjuration Spell

Restrictions: Wizard

Casting Time: 3 rounds

Range: Touch

Components: V S M (a piece of tortoise or turtle shell)

Duration: 10 minutes per level

This spell gives the recipient complete protection from all small non-magical missiles (such as arrows, quarrels, thrown spears, etc.); the ranged attacks simply miss. Large or magical attacks, such as a catapult stone or a magic arrow, are not affected.

The spellcaster can cast the spell on any one creature within the spell's range.

Gygax's Rope Trick

3rd Level Alteration Spell

Restrictions: Wizard

Casting Time: 2 rounds

Range: Touch

Components: V S M (Powdered corn extract & a twisted loop of parchment)

Duration: 20 minutes per level

When this spell is cast upon a piece of rope from 5' to 30' in length, one end of the rope rises into the air until the whole is hanging perpendicular, as if affixed at the upper end. The upper end is, in fact, fastened in an extra-dimensional space, and the spell caster and up to five others can climb up the rope and disappear into this place of safety where no creature can find them. The rope cannot be taken into the extra-dimensional space if six persons have climbed it, but otherwise it can be pulled up.



Otherwise, the rope simply hangs in air, and will stay there unless removed by some creature. The persons in the extra-dimensional space must climb down the rope prior to the expiration of the spell duration, or else they are dropped from the height to which they originally climbed when the effect of the spell wears out. The rope can be climbed by only one person at a time. Note that the Rope Trick spell allows climbers to reach a normal place if they do not climb all the way to the rope's upper end, which is in an extra-dimensional space.

Gygax's Slow Spell

3rd Level Alteration Spell

Restrictions: Wizard

Casting Time: 3 rounds

Range: 90 yards +10 yards per level

Components: V S M (a drop of molasses)

Duration: 3 minutes + 1 minute per level

This spell allows up to 24 creatures in a 60' diameter circle to perform actions at half speed for half an hour (30 minutes). Those affected may move at up to half normal speed and make half the normal number of missile or hand-to-hand attacks. This may be 1 attack every 2 rounds if the character doesn't have multiple attacks.

This spell does not affect the rate at which

magic works, so a *slowed* spellcaster can still cast one spell per round, and the use of magical devices (such as wands) cannot be slowed down.

The victims may make a wisdom saving throw to avoid the effect.

Gygax's Suggestion

3rd Level Enchantment Spell

Restrictions: Wizard

Casting Time: 3 rounds

Range: 30 yards

Components: V M (a snake's tongue and either a bit of honeycomb or a drop of sweet oil)

Duration: 1 hour + 1 hour per level

When this spell is cast by the wizard, he or she influences the actions of the chosen recipient by utterance of a few words - phrases, or a sentence or two - suggesting a course of action desirable to the spell caster. The creature to be influenced must, of course, be able to understand the wizard's suggestion, i.e., it must be spoken in a language which the spell recipient understands. The suggestion must be worded in such a manner as to make the action sound reasonable; a request asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act will automatically negate the effect of the spell. However, a suggestion that a pool of acid was actually pure water, and a quick dip would be refreshing, is another matter; or the urging that a cessation of attack upon the

wizard's party would benefit a red dragon, for the group could loot a rich treasure elsewhere through co-operative action, is likewise a reasonable use of the spell's power. The course of action of a Suggestion can continue in effect for a considerable duration, such as in the case of the red dragon mentioned above. If the recipient creature makes its wisdom saving throw, the spell has no effect. Note that a very reasonable suggestion will cause the saving throw to be made at a penalty (such as -1, -2, etc.) at the discretion of your Dungeon Master. Undead are not subject to Suggestion.

Gygax's Water

Breathing

3rd Level Alteration Spell

Restrictions: Wizard

Casting Time: 3 rounds

Range: Touch

Components: V,S, M (a short reed or piece of straw)

Duration: 1 hour per level +1d4 hours

This spell allows the recipient to breathe while underwater (at any depth}. It does not affect his movement in any way. nor does it interfere with the breathing of air if the recipient emerges from the water.

LEVEL 3 SPELLS

Gygax's Charm Monster

4th Level Enchantment Spell

Restrictions: Wizard

Casting Time: 4 rounds

Range: 60 yards

Components: V S

Duration: Special

This spell effect is identical to that of a *gygax's charm person* spell, but will affect any creature except an undead monster. If cast on victims with 3 Hit Dice or less, the spell will charm 3d6 (3-18) victims. Otherwise, it will charm only one victim.

Each victim may make a wisdom saving throw to avoid the effects.

Gygax's Confusion

4th Level Enchantment Spell

Restrictions: Wizard

Casting Time: 4 rounds

Range: 120 yards

Components: V S M (a set of 3 nut shells)

Duration: 2 minutes + 1 minute per level

This spell will confuse its victims, affecting all creatures within a 10m radius. Victims with less than 2 + 1 Hit Dice are not allowed a saving throw. Those with 2 + 1 or more Hit Dice must make a saving throw vs. spells every round of the spell's duration, if they remain in the area, or be confused.

Confused creatures act randomly. The DM should roll 2d6 each round to determine each creature's action, using the following chart:

Confusion Results

<i>2d6 Roll</i>	<i>Result</i>
2-5	Attack the spellcaster's party
6-8	Do nothing
9-12	Attack the creature's own party.

Gygax's Curse

4th Level Abjuration Spell

Restrictions: Wizard

Casting Time: 4 rounds

Range: Touch

Components: V S

Duration: Permanent

This spell causes a misfortune or penalty to affect the recipient. Curses are limited only by the caster's imagination, but if an attempted curse is too powerful, it may return to the caster (DM's discretion)! Safe limits to curses may include: -4 penalty on attack rolls; -2 penalty to all saving throws; prime requisite reduced to half normal. The victim may make a saving throw vs. spells to avoid the *curse*.

Gygax's Dimension Door

4th Level Alteration Spell

Restrictions: Wizard

Casting Time: 1 round

Range: Self

Components: V

Duration: Instantaneous

This spell will transport one creature (either the caster or a victim up to 10' from the caster) to a place up to 360' away. The caster picks the desired destination. If he does not know the

location, the caster may specify the direction and distance of travel, but the distance cannot exceed a total of 360' (for example, 360' straight up; or 210' west, 60' south, and 180' down).

If this would cause the recipient to arrive at a location occupied by a solid object, the spell has no effect.

An unwilling recipient may make a Dexterity saving throw to avoid the effect.

Gygax's Extension 1

4th Level Alteration Spell

Restrictions: Wizard

Casting Time: 2 rounds

Range: Self

Components: V

Duration: Special

This spell is cast at the same time as another spell of levels 1~3. When doing so, the spell increases the duration of the other spell by 50%. All other statistics are based upon the 1st spell.

So if a caster casts an Extension Floating Disk. The disk will stay with the caster for 90 minutes instead of 60.

Gygax's Fear 1

4th Level Illusion Spell

Restrictions: Wizard

Casting Time: 4 rounds

Range: Self

Components: V,S,M (either the heart of a hen, or a white feather)

Duration: Special

When a Fear spell is cast, the wizard sends forth an invisible ray which causes creatures within its area of effect to turn away from the spell caster and flee in panic.

Affected creatures are likely to drop whatever they are holding when struck by the spell; the base chance of this is 60% at 1st level (or at 1 hit

die), and each level (or hit die) above this reduces the probability by 5%, i.e. at 10th level there is only a 15% chance, and at 13th level 0% chance.

Creatures affected by fear flee at their fastest rate for the number of melee rounds equal to the level of experience of the spell caster. The panic takes effect on the melee round following the spell casting, but dropping of items in hand will take place immediately. Of course, creatures which make their saving throws versus the wisdom are not affected.

Gygax's Growth of Plants

4th Level Alteration Spell

Restrictions: Wizard

Casting Time: 4 rounds

Range: 10 yards per level

Components: V, S

Duration: Permanent

This spell causes normal brush or woods to become thickly overgrown with vines, creepers, thorns, and briars (or types of small plant-life appropriate to the area). The spell affects an area of up to 1km squared (the caster chooses the dimensions of the spell effect). The plants to be affected must be entirely within the spell's range.

The area affected by the spell is impassable to all but giant-sized creatures. The effect lasts until removed by the reversed form of the spell or by a *dispel magic* spell.

Gygax's Hallucinatory Terrain

4th Level Illusion Spell

Restrictions: Wizard

Casting Time: 10 minutes

Range: 20 yards per level

Components: V, S, M (a stone, a twig and a bit of green plant – leaf or blade of grass)

Duration: 1 hour per level

This spell creates the illusion of a terrain feature, either indoors (such as a pit, stairs, etc.) or outdoors (hill, swamp, grove of trees, etc.), possibly hiding a real feature. The caster could create the illusion of solid ground over a series of pits or quicksand pools, or he could create the image of dense forest over his army's camp, etc.

The caster may choose to place his *hallucinatory terrain* over a comparatively small area (for instance, a throne room) or over a much larger one (for example, a hill). If he chooses to cast the spell on a larger terrain feature, the entire feature to be affected must be within the range of the spell. (A hill with greater than a 160m diameter would not be affected.)

The spell lasts until the illusion is touched by an intelligent creature, or until dispelled.

Gygax's Ice Storm

4th Level Evocation Spell

Restrictions: Wizard

Casting Time: 4 rounds

Range: 10 yards per level

Components: V, S, M (a pinch of dust and a few drops of water)

Duration: Special

An *ice storm* fills a 20' x 20' x 20' cube. If cast in a smaller area, it will remain 6m long at most. The storm inflicts 1d6 points of cold damage per level of the caster to every creature

in the area. Each victim may make a saving throw vs. spells; if he is successful, he takes only half damage. Fire-type creatures (red dragons, flame salamanders, etc.) have a -4 penalty on their saving throws, but cold-type creatures (frost giant, frost salamander, etc.) are not affected by the spell.

Gygax's Massmorph

4th Level Alteration Spell

Restrictions: Wizard

Casting Time: 4 rounds

Range: 10 yards per level

Components: V, S, M (a handful of bark chips from the type of tree the creatures are to become)

Duration: Special

This spell will affect up to 100 human or man sized creatures in an 240' diameter, making them appear to be the trees of an orchard, dense woods, or other large plant life appropriate the region. (Unless the campaign's deserts feature very large cactus, the spell won't work in the desert.) Unwilling creatures are not affected. Creatures larger than man-size (such as horses) may be included, counting as two or three *men* each. The illusion will hide the recipients from creatures moving through the area affected.

The spell lasts until a *dispel magic* is cast on it or until the caster decides to drop the illusion. The appearance of each disguised creature returns to normal if the creature moves out of the affected area. However, movement within the area does not destroy the illusion.

Gygax's Monster

Summoning II

4th Level Conjuraton Spell

Restrictions: Wizard

Casting Time: 4 rounds

Range: 40 Yards

Components: V, S, M (a tiny bag, and a candle – not necessarily lit)

Duration: 3 minutes + 1 minute per level

By employing this spell the wizard calls to his aid a monster appearing on the MONSTER LEVEL TABLES, level 2. If a relatively small monster is indicated by the die roll the referee will determine how many appear by rolling a six-sided die; otherwise from 1-3 appear. The monster or monsters so summoned will faithfully serve the wizard until they depart when the spell ceases to function or until they are killed.

Gygax's Polymorph Other

4th Level Alteration Spell

Restrictions: Wizard

Casting Time: 4 rounds

Range: 5 yards per level

Components: V, S, M (a caterpillar cocoon)

Duration: Permanent

This spell changes the victim into another living creature. The new form may have no more than twice as many Hit Dice as the original, or the spell will fail. The victim's hit points remain the same; an 8th level prince with 32 hit points could end up as a frog with 32 hit points.

Unlike the *polymorph self* spell, the *polymorph others* spell actually turns the

victim into the new creature, giving him any and all special abilities of the new form, plus its tendencies and behavior. For example, a hobgoblin polymorphed into a mule will think and act like a mule.

This spell cannot create a duplicate of a specific individual, only a race or monster type. For example, a creature polymorphed into a 9th level fighter will indeed become a human, but not necessarily a fighter and no higher than 1st level.

The victim of this spell may make a wisdom saving throw to avoid the effect. The effect lasts until dispelled, or until the creature dies.

Gygax's Polymorph Self

4th Level Alteration Spell

Restrictions: Wizard

Casting Time: 4 rounds

Range: Caster

Components: V

Duration: 20 minutes per level

This spell allows the caster to change shape, taking the physical form of another living creature. The Hit Dice of the new form must be equal to or less than the Hit Dice of the caster, or the spell will fail.



The caster's armor class, hit points, attack rolls, and saving throws do not change, and he does not gain special abilities (such as ghouls paralysis) or special immunities of the new form; however, he does gain the natural physical abilities of the new form. For example, a spellcaster polymorphed into a frost giant has the strength of a frost giant and the ability to hurl boulders, but not immunity from cold. A spellcaster polymorphed into a dragon could fly but would not be able to use any breath weapons or spells.

The spellcaster cannot cast spells while polymorphed into a different form. The spell lasts for the listed duration, or until dispelled, or until the caster is killed. This spell will not enable the caster to take the form of a specific individual.

Gygax's Remove Curse

4th Level Abjuration Spell

Restrictions: Wizard

Casting Time: 4 rounds

Range: Touch

Components: V, S

Duration: Permanent

This spell removes one curse, whether on a character, item, or area. Some curses- especially those on magical items- may only be temporarily removed, at the DM's discretion, requiring a clerical *dispel evil* spell for permanently removing the effects (or possibly a *remove curse* cast by a high-level spellcaster).

Gygax's Shrink Plants

4th Level Alteration Spell

Restrictions: Wizard

Casting Time: 4 rounds

Range: 10 yards per level

Components: V, S

Duration: Permanent

This spell causes all normal plants within the area of effect to shrink and become passable. It may be used to negate the effects of the spell *Growth of Plants*. *Shrink plants* will not affect plant-like monsters (such as treants).

Gygax's Wall of Fire

4th Level Evocation Spell

Restrictions: Wizard

Casting Time: 4 rounds

Range: 60 yards

Components: V, S, M (a bit of phosphorus)

Duration: Special

This spell creates a thin vertical wall of fire of any dimension and shape, determined by the spellcaster, totaling 1200 feet squared. The wall is opaque and will block sight. The wall cannot be cast in a space occupied by another object. It lasts as long as the caster concentrates, without moving, on it.

Creatures of less than 4 Hit Dice cannot break through the wall. Creatures of 4 HD or more can break through, but take 1d6 points of damage in the process. Undead and cold-using creatures (white dragons, frost giants, etc.) each take double damage while breaking through.

Gygax's Wall of Ice

4th Level Evocation Spell

Restrictions: Wizard

Casting Time: 4 rounds

Range: 10 yards per level

Components: V, S, M (a small rock crystal like quartz)

Duration: 10 minutes per level

A *wall of ice* is a thin vertical wall of any dimensions and shape determined by the spellcaster totaling 400 meters squared or less. The wall is opaque and will block sight. The wall must be cast to rest on the ground or similar support, and cannot be cast in a space occupied by another object.

Creatures of less than 4 Hit Dice or levels cannot break through the wall. Creatures of 4 HD or more levels can break through, but take 1d6 points of damage in the process. Fire-type creatures each take twice the amount of damage (2d6) while breaking through.

Gygax's Wizard Eye

4th Level Alteration Spell

Restrictions: Wizard

Casting Time: 10 minutes

Range: Caster

Components: V, S, M (a bit of bat fur)

Duration: 1 minute per level

This spell creates an invisible eye through which the caster can see. It is the size of a real eye and has infravision (20m range). The wizard eye floats through the air at up to 40m per turn, but will not go through solid objects nor move more than 80m away from the caster. The spellcaster must concentrate (without moving) to see through the eye.



LEVEL 5 SPELLS

Gygax's Animate Dead

5th Level Necromancy Spell

Restrictions: Wizard

Casting Time: 5 minutes

Range: 10 yards

Components: V, S, M (a drop of blood and a pinch of bone powder or bone shard)

Duration: Permanent

as Hit Dice: For purposes of this spell, all humans and demihumans are 1 HD creatures, so the remains of a 9th level thief would be animated as a zombie with 2 HD.

Animated creatures do not have any spells, but are immune to *sleep* and *charm* effects and poison. Lawful Casters must take care to use this spell only for good purpose. Animating the dead is usually an evil act.

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

For each experience level of the caster, he may animate Hit Die of undead. A skeleton has the same Hit Dice as the original creature, but a zombie has one Hit Die more than the original. Note that this count character experience levels



Gygax's Cloudkill

5th Level Evocation Spell

Restrictions: Wizard

Casting Time: 5 rounds

Range: 10 yards

Components: V, S

Duration: 1 minute per level

This spell creates a circular cloud of poisonous vapor, 30' across and 20' tall, which appears next to the spellcaster. It moves away at the rate of 60' (20' per round) in any one direction (with the wind, if any; otherwise, in the direction chosen by the caster). This cloud is heavier than air and will sink when possible (going down holes, sliding downhill, etc.). The cloud will evaporate if it hits trees or thick vegetation. If cast in a small area (such as in a 10' tall dungeon corridor), the cloud may be of smaller than normal size.

All living creatures within the cloud take 1 point of damage per round. Any victim of less than 5 Hit Dice must make a saving throw vs. poison or be killed by the vapors.

Gygax's Conjure Elemental

5th Level Conjuration Spell

Restrictions: Wizard

Casting Time: 10 minutes

Range: 60 yards

Components: V, S, M (Air: burning incense, Earth: soft clay, Fire: Sulphur and phosphorus, Water: water and sand)

Duration: 10 minutes per level

This spell allows the caster to summon any one elemental (AC -2. HD 16, Damage 3d8; see the description of elementals in the Monster Listings). The caster can only summon one of each type of elemental (earth, air, fire, water) in

one day.

The elemental will perform any tasks within its power (carrying, attacking, etc.) as long as the caster maintains control by concentrating. The caster cannot fight, cast other spells, or move over half Normal Speed, else he will lose control of the elemental. If he loses control, he cannot regain it. An uncontrolled elemental will try to slay its Summoner, and may attack anyone in its path while pursuing him.

The spell's caster may return a controlled elemental to its home plane simply by concentration. A *dispel magic* or *dispel evil* spell can return an uncontrolled elemental to its plane.

Gygax's Contact Other Plane

5th Level Divination Spell

Restrictions: Wizard

Casting Time: 10 minutes

Range: Self

Components: V

Duration: Special

This spell allows the spellcaster to contact one of the outer planes of existence to seek knowledge from an Immortal creature—a powerful magical being played by the DM. The wisest and most powerful Immortals live on the most distant outer planes. However, mental contact with an Immortal may cause a mortal to go insane. The more distant the plane, the greater the chance of a correct answer— but the greater the chance of insanity as well.

The number of questions the spellcaster may ask is equal to the "distance" to the outer plane. "Distance" to any other plane of existence is measured in the number of planes the character would have to cross in order to visit that plane. See the Chart on page 264 of the Rules Cyclopedia to see where the various planes of existence lie in relation to one another. The

“distance” between the Prime Plane and the closest outer plane is 3- the Ethereal, elemental, and Astral Planes lie "between" them. There are many outer planes, many too far removed to be affected by this spell.

The caster may choose the distance, up to the maximum allowed. The DM checks the caster's chance of insanity once, when the Immortal is first contacted. If the caster is 21st level or greater, the chance of insanity is reduced by 5% per level of the caster above 20.

Even if insanity does not result, the Immortal may still not know the answer to the character's questions, or may lie, at the DM's discretion. If the DM does not wish just to decide whether the Immortal knows or is lying, he can roll on the chart below to determine this.

Contact Outer Plane

Distance & Number of Questions	Chance of....		
	Insanity	Knowing	Lying /Not Knowing
3	5%	25%	50%
4	10%	30%	45%
5	15%	35%	40%
6	20%	40%	35%
7	25%	50%	30%
8	30%	60%	25%
9	35%	70%	20%
10	40%	80%	15%
11	45%	90%	10%
12	50%	95%	5%

The spellcaster can use this spell once a month at most (or less often, at the DM's option). An insane character recovers with rest, after a number of weeks of game time equal to the number of the plane contacted.

Gygax's Extension II

5th Level Alteration Spell

Restrictions: Wizard

Casting Time: 4 rounds

Range: Self

Components: V

Duration: Special

This spell is cast at the same time as another spell of levels 1~4. When doing so, the spell increases the duration of the other spell by 50%. All other statistics are based upon the 1st spell.

So if a caster casts an Extension Floating Disk. The disk will stay with the caster for 90 minutes instead of 60.

Gygax's Feeblemind

5th Level Enchantment Spell

Restrictions: Wizard

Casting Time: 5 rounds

Range: 10 yards per level

Components: V, S, M (a handful of clay, crystal, glass or mineral spheres which are consumed by the spell)

Duration: Permanent

This spell will only affect a spellcaster or a creature that can cast spells.

It will make the victim helpless, unable to cast spells or think clearly (as if the victim has an intelligence score of 2). The victim may make a saving throw vs. spells to avoid the effect, but with a -4 penalty to the roll. The *feeblemind* lasts until removed by a *dispel magic* spell (at normal chances for success) or by a cleric's *cureall* spell.

Gygax's Free Monster

5th Level Enchantment Spell

Restrictions: Wizard

Casting Time: 5 rounds

Range: 5 yards per level

Components: V, S, M (a metal bar or rod for each monster)

Duration: Permanent

This spell removes the paralysis of up to four victims of *hold person* or *hold monster* spells. It has no other effect.

Gygax's Growth of Animals

5th Level Alteration Spell

Restrictions: Wizard

Casting Time: 5 rounds

Range: 50 yards

Components: V, S, M (a pinch of bone powder)

Duration: 1 minute per level

This spell doubles the size of one normal or giant animal. The animal then has twice its normal strength and inflicts double its normal damage. It may also carry twice its normal encumbrance. This spell does not change an animal's behavior, armor class, or hit points, and does not affect intelligent animal races or fantastic creatures.

Gygax's Hold Monster

5th Level Enchantment Spell

Restrictions: Wizard

Casting Time: 5 rounds

Range: 5 yards per level

Components: V, S, M (a metal bar or rod for each monster)

Duration: 1 minute per level

This spell has an effect identical to that of a *hold person* spell, but will affect any living creature. (It does not affect the undead.) Each victim must make a saving throw vs. spells or be paralyzed. The spell may be cast at a single creature or a group. If cast at a single creature, the victim takes a -2 penalty to his saving throw. If cast at a group, it will affect 1d4 creatures (of the spell-caster's choice, and within spell range), but with no penalties to the saving throw.

Gygax's Magic Jar

5th Level Necromancy Spell

Restrictions: Wizard

Casting Time: 1 minute

Range: 10 yards per level

Components: V, S, M (a Receptacle for the soul)

Duration: Special

This spell causes the caster's body to fall into a trance, while the caster's life force is placed in an inanimate object (which is called a *magic jar* regardless of its form; it does not have to be an actual jar) within range. From this object, the caster's life force may attempt to take over any one creature within 40m of the *magic jar*. If the victim makes a successful saving throw vs. spells, the attempt fails and the caster may not try to take over that victim again for one turn. If the victim fails the saving throw, the caster takes over his body and the life force of the victim is placed into the *magic jar*.

The caster may cause the body to perform any

normal actions, but not special abilities (similar to a *polymorph self* effect). A *dispel evil* spell will force the spellcaster's life force out of the victim's body and back into the *magic jar*. When the spellcaster returns to his or her real body, the victim's life force returns to his body and the spell ends.

If the possessed body is destroyed, the victim's life force dies, and the caster's life force returns to the *magic jar*. From there the caster may try to take over another body or return to the original body.

If the *magic jar* is destroyed while the caster's life force is within it, the caster is killed. If the *magic jar* is destroyed while the caster's life force is in a victim's body, the life force is stranded in that body, and the life force of the body's original owner is destroyed. If the caster's original body is destroyed, his life force is stranded in the *magic jar* until the caster can take over another body!

The taking over of another body is an evil act.

Gygax's Monster

Summoning III

5th Level Conjuration Spell

Restrictions: Wizard

Casting Time: 5 rounds

Range: 50 yards

Components: V, S, M (a tiny bag and a small candle)

Duration: 4 minutes + 1 minute per level

By employing this spell the wizard calls to his aid a monster appearing on the MONSTER LEVEL TABLES, level 3. If a relatively small monster is indicated by the die roll the referee will determine how many appear by rolling a six-sided die; otherwise from 1-3 appear. The monster or monsters so summoned will faithfully serve the wizard until they depart when the spell ceases to function or until they are killed.

Gygax's Pass-Wall

5th Level Alteration Spell

Restrictions: Wizard

Casting Time: 5 rounds

Range: 30 yards

Components: V, S, M (a drop of blood and a pinch of bone powder or bone shard)

Duration: 1 hour + 10 minutes per level

This spell causes a hole that is 5' in diameter, and 10' deep to appear in solid rock or stone only. The hole may be horizontal or vertical.

The stone reappears at the end of the duration. If someone is still in the tunnel when the stone reappears, he gets a saving throw vs. turn to stone. If he succeeds, he is hurled out the nearest end of the tunnel. If he fails, he is trapped within the reappearing stone, and dies.

Gygax's Shrink Animal

5th Level Alteration Spell

Restrictions: Wizard

Casting Time: 5 rounds

Range: 60 yards

Components: V, S, M (a pinch of bone powder)

Duration: 1 minute per level

This spell halves the size of one normal or giant animal. The animal then has half its normal strength and inflicts half its normal damage. It also can carry only half its normal encumbrance. This spell does not change an animal's behavior, armor class, or hit points, and does not affect intelligent animal races or fantastic creatures.

Gygax's Telekinesis

5th Level Alteration Spell

Restrictions: Wizard

Casting Time: 5 rounds

Range: 10 yards per level

Components: V, S

Duration: Special

This spell enables the spellcaster to move a creature or object simply by concentrating. The item may weigh up to 200 cn (10 kg) per level of the caster (a 10th level elf could move an object weighing up to 2,000 cn, or 100 kg). The caster may move the object in any direction, at a rate of up to 6m per round.

An unwilling victim may make a saving throw vs. spells to avoid the effect. If he makes the roll, he doesn't budge. If a target is being held by someone, the holder can make a saving throw with a -2 penalty to retain the target item.

If the telekinesis grabs an object that is being carried but not held in the hand, the owner may grab for it as it is yanked away. To catch the departing object, he must make a saving throw vs. spells with a -5 penalty.

The caster must concentrate while moving objects, and the objects will fall if the caster is disturbed.

Gygax's Teleport

5th Level Alteration Spell

Restrictions: Wizard

Casting Time: 2 rounds

Range: Touch

Components: V

Duration: Instantaneous

This spell instantly transports the spellcaster or another recipient to any unoccupied destination on the same plane of existence. Distance does not matter so long as the destination is on the same plane. The recipient

arrives at the destination with all equipment he was carrying. An unwilling victim can make a saving throw vs. spell to avoid the spell effects.

The caster may not deliberately choose a destination he knows to be occupied by a solid object, and he must choose to appear on a surface (such as ground level or the top of a building); he can- not choose to appear far up in the air.

Teleporting is dangerous; there is a chance the teleporter will appear in a solid object. The teleporter's chance of arriving safely depends on how carefully the caster has studied the area.

On the chart below, the DM determines how well the caster knows the destination.

Teleport Chances

Knowledge of Destination.			Result
Casual	General	Exact	
01-50	01-80	01-95	Success
51-75	81-90	96-99	Too High
76-100	91-100	100	Too Low

"Casual Knowledge" means that the caster has been there once or twice, or is visualizing the aiming point from descriptions or magical means. "General Knowledge" means the caster has been to the area often, or has spent several weeks studying the area magically (via crystal ball, etc.). "Exact Knowledge" means the caster has made a detailed personal study of the area.

Once the DM has determined how well the character knows the destination, the DM rolls d%. If the result is "Success," the teleporter arrives exactly where the caster desired.

If the result is "Too High," the recipient arrives 1d10X10' above the desired destination, then falls, taking damage on impact (1d6 points of damage per 10' fallen). (If he had already cast a fly or levitate spell, or already had a flying device operating, he can avoid this damage.)

If the result is "Too Low," the recipient arrives 1d 10 x 10' below the desired location. Any creature teleporting into a solid object is instantly killed unless a vacant area (such as a

cave or dungeon) lies at that point (DM's discretion).

Gygax's Transmute

Mud to Rock

5th Level Alteration Spell

Restrictions: Wizard

Casting Time: 5 rounds

Range: 10 yards per level

Components: V, S, M (sand, lime and water)

Duration: Special

The spell takes effect in one turn, turning Any mud or liquefied earth (including lava) into solid rock. The area affected is up to 1m

Creatures moving in the mud at the time of casting will become locked in place as the earth solidifies around their feet.

The spell can only be countered by *Transmute Rock to Mud* or by normal process of soaking the earth (3-18 hour depending upon the type of rock.) Solidified Lava may need to be broken open.

Gygax's Transmute

Rock to Mud

5th Level Necromancy Spell

Restrictions: Wizard

Casting Time: 5 rounds

Range: 10 yards per level

Components: V, S, M (clay and water)

Duration: Special

The spell takes effect in one turn, turning earth, sand, and of course, rock to mud. The area affected is up to 1meter

Creatures moving into the mud will become mired, possibly sinking if heavy enough or losing 90% of movement otherwise, unless able to fly or levitate.

The spell can only be countered by reversing the incantation (requiring a Transmute Rock to Mud spell) or by normal process of evaporation (3-18 days as determined by rolling three six-sided dice).

Gygax's Wall of Iron

5th Level Evocation Spell

Restrictions: Wizard

Casting Time: 5 rounds

Range: 5 yards per level

Components: V, S, M (a small piece of sheet iron)

Duration: Permanent

This spell creates a vertical iron wall exactly 1meter thick. The caster chooses the wall's dimensions and shape, but its total area must be 85m square or less, and the entire wall must be within 60' of the caster.

The caster must create the wall where the wall will rest on the ground or similar support, and cannot create the wall in a space already occupied by another object.

The wall lasts until it is dispelled or physically broken. If a wall of iron topples, it causes 10d 10 points of damage to what it hits.

Gygax's Wall of Stone

5th Level Evocation Spell

Restrictions: Wizard

Casting Time: 5 rounds

Range: 5 yards per level

Components: V, S, M (a small block of granite)

Duration: Permanent

This spell creates a vertical stone wall exactly 2' thick. The caster chooses the wall's dimensions and shape, but its total area must be 500 square feet or less (10' x 50' or 20' x 25'), and the entire wall must be within 60' of the caster.

The caster must create the wall where the wall will rest on the ground or similar support, and cannot create the wall in a space already occupied by another object.

The wall lasts until it is dispelled or physically broken.

If a wall of stone topples, it causes 10d 10 points of damage to what it hits, and it shatters.

LEVEL 6 SPELLS

Gygax's Anti Magic Shell

6th Level Abjuration Spell

Restrictions: Wizard

Casting Time: 1 round

Range: Self

Components: V, S

Duration: 10 minutes per level

This spell creates an invisible barrier around the spellcaster's body (less than an inch away). The barrier stops all spells or spell effects, including the caster's. The caster may destroy the shell at will; otherwise, it lasts for the duration. Except for a *wish*, no magic (including a *dispel magic* spell) can cancel the barrier.

Gygax's Control Weather

6th Level Alteration Spell

Restrictions: Wizard

Casting Time: 10 minutes

Range: Self

Components: V, S, M (Burning Incense, bits of earth, and wood mixed in water)

Duration: 4d6 hours

This spell allows the caster to create one special weather condition in the surrounding area (within a 720' radius). The caster may select the weather condition. The spell only works outdoors, and the weather will affect all creatures in the area (including the caster). The effects last as long as the caster concentrates, without

moving; if the caster is being moved (for example, aboard a ship), the effect moves also. The spell's effects vary, but the following results are typical:

Rain: - 2 penalty to attack rolls applies to all missile fire. After thirty minutes, the ground becomes muddy, reducing movement to half the normal rate.

Snow: Visibility (the distance a creature can see) is reduced to 6m; movement is reduced to half the normal rate. Rivers and streams may freeze over. Mud remains after the snow thaws, for the same movement penalty.

Fog: 20' visibility, half normal movement. Those within the fog might become lost, moving in the wrong direction.

Clear: This cancels bad weather (rain, snow, fog) but not secondary effects (such as mud).

Intense Heat: Movement reduced to half normal. Excess water (from rain, snow, mud transmuted from rock, etc.) dries up.

High Winds: No missile fire or flying is possible. Movement reduced to half normal. At sea, ships sailing with the wind move 50% faster. In the desert, high winds create a sandstorm, for half normal movement and 20' visibility.

Tornado: This creates a whirlwind under the caster's control, attacking and moving as if it was a 12 HD air elemental. At sea, treat the tornado as a storm or gale.

Gygax's Death Spell

6th Level Necromancy Spell

Restrictions: Wizard

Casting Time: 6 rounds

Range: 10 yards per level

Components: V, S, M (crushed black pearl of 1,000 gp value or greater)

Duration: Instantaneous

This spell will affect 4d8 (4-32) HD of living creatures within the given area. Normal plants and insects are automatically slain, and those with not hit points (normal insects, plants smaller than shrub-sized for instance) are not counted in the total affected. Undead are not affected, not are creatures with 8 or more Hit Dice (or levels of experience).

The lowest Hit Dice creatures are affected first. Each victim must make a constitution saving throw or die.

Gygax's Disintegrate

6th Level Alteration Spell

Restrictions: Wizard

Casting Time: 6 rounds

Range: 5 yards per level

Components: V, S, M (a lodestone and a pinch of dust)

Duration: Instantaneous

This spell causes one creature or non-magical object to crumble to dust. A victim may make a saving throw vs. Death Ray to avoid the effect. (The spell can *disintegrate* a dragon, a ship, or a 3m section of wall, for example.)

The spell does not affect magical items or spell effects.

Gygax's Dune Stalker

6th Level Conjuraction Spell

Restrictions: Wizard

Casting Time: 1 minute

Range: 10 yards per level

Components: V, S, M (a handful of sand, a horn carved into a crescent shape)

Duration: Special

This spell summons a *dune stalker* (From the Monster Section) which will perform one task for the caster. The creature will serve the caster regardless of the time or distance involved, until the task is completed or until the creature is slain. A *dispel evil* spell will force the creature to return to the Plane of Earth.

Gygax's Extension III

6th Level Alteration Spell

Restrictions: Wizard

Casting Time: 6 rounds

Range: Caster

Components: V

Duration: Special

This spell is cast at the same time as another spell of levels 1~5. When doing so, the spell increases the duration of the other spell by 50%. All other statistics are based upon the 1st spell.

So if a caster casts an Extension Floating Disk. The disk will stay with the caster for 90 minutes instead of 60.

Gygax's Flesh to Stone

6th Level Alteration Spell

Restrictions: Wizard

Casting Time: 6 rounds

Range: 10 yards per level

Components: V, S, M (lime, water and earth)

Duration: Permanent

This spell will turn one living creature, including all equipment carried, to stone. The victim may make a saving throw vs. turn to stone to avoid the effect.

Gygax's Geas

6th Level Alteration Spell

Restrictions: Wizard

Casting Time: 4 rounds

Range: 10 yards

Components: V

Duration: Special

This spell forces a victim either to perform or avoid a stated action. For example, a character may be *geased* to bring back an object for the caster, to eat whenever the chance arises, or never to reveal certain information. The action must be possible and not directly fatal or else the *gease* will return and affect the caster instead.

When the spell is first cast, the victim may make a saving throw vs. spells to avoid the spell's effect.

If the victim ignores the *gease*, penalties (decided by the DM) are applied until the character either obeys the *gease* or dies. Suitable penalties include penalties in combat, lowered ability scores, loss of spells, pain and weakness, and so forth. *Dispel magic*, and *remove curse* spells will not affect a *gease*.

The *gease* makes the victim perform an action, but does not make him think it is his own idea: Once he finishes performing his task, he may decide to exact revenge on the spellcaster.

Gygax's Invisible Stalker

6th Level Alteration Spell

Restrictions: Wizard

Casting Time: 1 minute

Range: 10 yards

Components: V, S, M (burning incense and a piece of horn carved into a crescent shape.

Duration: Special

This spell summons an *invisible stalker* (From the Monster Section) which will perform one task for the caster. The creature will serve the caster regardless of the time or distance involved, until the task is completed or until the creature is slain. A *dispel evil* spell will force the creature to return to the Plane of Air.

Gygax's Lore

6th Level Divination Spell

Restrictions: Wizard

Casting Time: Special

Range: Caster

Components: V, S, M (the item to learn about)

Duration: Special

By means of this spell, the caster may gain knowledge of one item, place or person. If the caster holds the item being studied, the spell takes 1d4x10 minutes to complete, and the caster learns the item's name, method of operation and command words (if any), and approximately number of charges (if any, within five of the correct number).

If the item has more than one mode of operation, or more than one command word, only one function will be revealed for each *Lore* spell used, and the spell will not even hint that the object has any other functions.

If the spell is being used to investigate a place

or person, or an item which the caster is not holding, the spell may take 1d100 days to complete. A purely legendary topic should require large amounts of time, and the information gained may be in the form of a riddle or poem. The Dungeon Master should reveal only general details if the place is large, or if the person is of great power.

Gygax's Lower Water

6th Level Alteration Spell

Restrictions: Wizard

Casting Time: 10 minutes

Range: 80 yards

Components: V, S, M (A small vial of dust)

Duration: 5 minutes per level

This spell causes a body of water to lower to half its normal depth. It will effect an area up to 10,000 square feet (Width and length). If cast on a constantly-renewed source of water (such as a river or ocean) it lowers that area of water for the duration of the spell (or until it is dispelled); surrounding water does not rush in until the spell is ended. If cast around a boat or ship, the vessel may become stuck.

At the end of the spell's duration, the sudden rush of water filling the "hole" will sweep a ship's deck clear of most items (and people who fail their saving throw vs. spells) and cause 1d12 +20 (21-32) points of hull damage.

This spell can turn a rampaging river into a river which the heroes' party can ford, can cause some pools to lower far enough for adventurers to see what's deeper in them etc. If cast around a boat or ship this spell may cause the bay or river to drop enough for the vessel to become stuck.

Gygax's Monster

Summoning VI

6th Level Conjuration Spell

Restrictions: Wizard

Casting Time: 6 rounds

Range: 60 yards

Components: V, S, M (A tiny bag and a small candle)

Duration: 5 minutes + 1 minute per level

By employing this spell the wizard calls to his aid a monster appearing on the MONSTER LEVEL TABLES, level 4. If a relatively small monster is indicated by the die roll the referee will determine how many appear by rolling a six-sided die; otherwise from 1-3 appear. The monster or monsters so summoned will faithfully serve the wizard until they depart when the spell ceases to function or until they are killed.

Gygax's Move Earth

6th Level Alteration Spell

Restrictions: Wizard

Casting Time: Special

Range: 10 yards per level

Components: V, S, M (a mixture of soils; clay, loam, sand.)

Duration: Permanent

This spell causes soil (but not rock) to move. The caster can use this spell to move earth horizontally to make a hill, or vertically, to open a large hole (One up to 240' deep, unless it reaches solid rock). The spell moves the soil at up to 60' per turn, and at the end of the spell duration, the moved soil remains where it is put. This spell is helpful for constructing castles.

Gygax's Part Water

6th Level Alteration Spell

Restrictions: Wizard

Casting Time: 10 minutes

Range: 10 yards per level

Components: V, S, M (2 small sheets of crystal or glass)

Duration: 5 minutes per level

A spell which will part water up to 10' deep for a maximum of sixty minutes. The water is held up like a massive force field is separating the water.

At the end of the spell's duration, the sudden rush of water filling the "hole" will sweep away any people who fail their saving throw vs. spells and cause 1d12 +20 (21-32) points of damage to them.

Gygax's Project Image

6th Level Illusion Spell

Restrictions: Wizard

Casting Time: 6 rounds

Range: 10 yards per level

Components: V, S, M (a small replica doll of the caster)

Duration: 1 minute per level

This spell creates an image of the caster up to 240' away; the image will last without concentration. The projected image cannot be distinguished from the original except by touch. Any spell the spellcaster casts will seem to come from the image, but the caster must still be able to see the target.

Spells and missile attacks will not appear to affect the image. If the image is touched or struck by a hand-to-hand weapon, it disappears.

Gygax's Reincarnation

6th Level Necromancy Spell

Restrictions: Wizard

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (small drum, & a drop of blood)

Duration: Permanent

With this spell, the wizard can bring back to life a person who died no more than one day per level of experience of the wizard before the casting of the spell. The essence of the dead person is transferred to another body, possibly one very different from his former body. Reincarnation does not require any saving throw, or resurrection survival roll. The corpse is touched, and a new incarnation of the person will appear in the area in 1d6 x10 minutes. The person reincarnated recalls the majority of his former life and form, but the character class, if any, of the new incarnation might be different indeed. The new incarnation is determined on the following table. If a player character race is indicated, the character must be created.

<u>D100 Roll</u>	<u>Incarnation</u>
01~05	Bugbear
06~11	Dwarf
12~18	Elf
19~23	Gnoll
24~28	Gnome
29~33	Goblin
34~40	Half-Elf
41~47	Halfling
48~54	Half-Orc
55~59	Hobgoblin
60~73	Human
74~79	Kobold
80~85	Orc
86~90	Ogre
91~95	Ogre Mage
96~100	Troll

Gygax's Stone to Flesh

6th Level Alteration Spell

Restrictions: Wizard

Casting Time: 6 rounds

Range: 10 yards per level

Components: V, S, M (a pinch of earth & a drop of blood)

Duration: Permanent

This spell turns any one Statue (or quantity of stone up to 10' x 10' x 10') to flesh. It is usually used to restore a character turned to stone (by gorgon breath, for example).

LEVEL 7 SPELLS

Gygax's Appear

7th Level Alteration Spell

Restrictions: Wizard

Casting Time: 7 rounds

Range: 10 yards per level

Components: V, S, M (an eyelash & gum arabic)

Duration: Permanent

This spell will cause all invisible creatures and objects in a 20' X 20' X 20; volume to become visible. Creatures on the Astral and Ethereal planes are not within the area of effect: the spell cannot reach across planar boundaries. All other forms of invisibility are affected, both magical and natural, and all victims of this spell cannot become invisible again for one full turn.

Gygax's Charm Plant

7th Level Enchantment Spell

Restrictions: Wizard

Casting Time: 10 minutes

Range: 30 yards

Components: V, S, M (a pinch of humus, a drop of water and a twig or leaf)

Duration: Permanent

Similar to a *charm person* spell, this effect causes one tree, six medium-sized bushes, 12 small shrubs, or 24 small plants to become friends of the wizard (no saving throw). However, a plant-like monster (treant, shrieker, etc.) may make a wisdom saving throw to resist the effect.

The charmed plants will understand and obey



all commands of the wizard, as long as the tasks are within their ability (including the entangling of passers-by within range, but not including movement, sensing alignment, etc.). The plants will remain charmed for six months, until the charm is dispelled, or until winter (when they sleep). (This spell is quite useful around a stronghold, both inside and out. especially when used after a 4th level *growth of plants* spell. and possibly a *permanence* as well.)

Gygax's Delayed Blast Fireball

7th Level Evocation Spell

Restrictions: Wizard

Casting Time: 7 rounds

Range: 100 Yards + 10 yards per level

Components: V, S, M (A tiny ball of bat guano and sulfur)

Duration: Special

As the name implies, this is a *fireball* spell whose blast can be delayed; it behaves like a time bomb. When he casts the spell, the wizard states the exact number of rounds of delay (from 0 to 60) until the spell detonates. A small rock, very similar in appearance to a valuable gem, then shoots out toward the desired location, and remains at that location until the stated delay elapses. The “gem” may be picked up, carried and so forth.

When the stated duration ends, it explodes in an effect identical to a normal *fireball* - a sudden instantaneous explosion inflicting 1d6 points of damage per level of the caster to all within the area of effect (A sphere of 20' radius). Each victim may make a saving throw vs. spells to take half damage.

Once the spell has been cast, the explosion cannot be hurried nor further delayed, except with a *wish*. The “gem” created is pure magic, not an actual object, and cannot be moved magically (by *telekinesis*, *teleport*, etc.); however, it can be dispelled.

Gygax's Limited Wish

7th Level Evocation Spell

Restrictions: Wizard

Casting Time: Special

Range: Unlimited

Components: V

Duration: Special

A Limited Wish is a very potent but difficult spell. It will fulfil literally, but only partially or for a limited duration, the utterance of the spell caster. Thus, the actuality of the past, present or future might be altered (but possibly only for the wizard unless the wording of the Limited Wish is most carefully stated) in some limited manner. The use of a Limited Wish will not substantially change major realities, nor will it bring wealth or experience merely by asking. The spell can, for example, restore some hit points (or all hit points for a limited duration) lost by the wizard. It can reduce opponent hit probabilities or damage, it can increase duration of some magical effect, it can cause a creature to be favorably disposed to the spell caster, and so on. The Limited Wish can possibly give a minor clue to some treasure or magic item. Greedy desires will usually end in disaster for the wisher.

Gygax's Mass

Invisibility

7th Level Illusion Spell

Restrictions: Wizard

Casting Time: 7 rounds

Range: 10 Yards per level

Components: V, S, M (eyelash and a bit of gum arabic)

Duration: Special

This bestows *invisibility* (as the 2nd level spell) on several creatures. All the recipients must be within an area 20m square within 80m of the wizard. The spell will affect up to 6 dragon-sized creatures, or up to 300 man-sized creatures. After the spell is cast, each creature becomes invisible, along with all equipment it carries (as per the *invisibility* spell, above). An invisible creature will remain invisible until he or she attacks or casts any spell.

Gygax's Monster

Summoning V

7th Level Conjunction Spell

Restrictions: Wizard

Casting Time: 6 rounds

Range: 70 Yards

Components: V, S, M (A tiny bag and a small candle; not necessarily lit)

Duration: 6 minutes + 1 minute per level

By employing this spell the wizard calls to his aid a monster appearing on the MONSTER LEVEL TABLES, level 5. If a relatively small monster is indicated by the die roll the referee will determine how many appear by rolling a six-sided die; otherwise from 1-3 appear. The monster or monsters so summoned will faithfully serve the wizard until they depart when the spell ceases to function or until they are killed.



Gygax's Phase Door

7th Level Alteration Spell

Restrictions: Wizard

Casting Time: 7 rounds

Range: Touch

Components: V

Duration: 1 usage per 2 levels

This spell causes an invisible door to open for the caster. This door allows the caster to go through the wall or object it is cast on. The door is invisible and only the caster who cast the spell can see or use the door. It lasts for seven uses and then vanishes. It may be dispelled with *Dispel Magic* only if such spells are cast by a combined level of magic which is not less than twice the level of the caster of the Phase

Gygax's Power Word

Stun

7th Level Evocation Spell

Restrictions: Wizard

Casting Time: 1 rounds

Range: 5 yards per level

Components: V

Duration: Special

This lets the caster *stun* one victim within 40m (no saving throw). A victim with 1-35 hit points is stunned for 2d6x10 minutes; a victim with 36-70 hit points is stunned for 1d6x10 minutes. No creature with 71 or greater hit points is affected.

Gygax's Reverse

Gravity

7th Level Evocation Spell

Restrictions: Wizard

Casting Time: 7 rounds

Range: 5 yards per level

Components: V, S, M (a lodestone and iron filings)

Duration: 1 minute per level

This spell affects all creatures and objects within a cubic volume 30' x 30' x 30', causing them to "fall" in a direction opposite the normal gravity. In two seconds, creatures and objects call "fall" a maximum of 70'. No saving throw is allowed, and all victims hitting a ceiling or other obstruction take 1d6 points of damage per 10' "fallen". Note that after the two seconds have elapsed, gravity returns to normal and all victims will fall back to their original places, suffering more falling damage. The DM should make a morale check for each NPC victim of this spell.

Example: A wizard casts this spell at a group of approaching giants in a 40' tall room. The giants "fall" to the ceiling and then back to the floor, each taking a total of 8d6 points of damage in the process: 4d6 from falling up and hitting the ceiling, and another 4d6 from falling back down to the floor.



Gygax's Simulacrum

7th Level Illusion Spell

Restrictions: Wizard

Casting Time: Special

Range: Touch

Components: V, S, M (Ice or snow and a piece of the creature like hair, or nail clipping, powdered ruby)

Duration: Permanent

This spell creates the duplicate (form only) of any person the Wizard desires to duplicate. In order to make a complete Simulacrum several other spells are necessary.

If snow is not available the user must cause an Ice Storm from which to fashion the form. When the form is completed he must then use this spell to Animate it. Finally, a Limited Wish must be used to give the form a personality and knowledge similar to the real person which it imitates.

In no event will the Simulacrum have the full-abilities (knowledge, level, etc.) of what it imitates, but it will range from 30% to 60% of them. It is possible to detect a Simulacrum with a Detect Magic spell, close association, and so forth. If the real person confronts the Simulacrum the real person will be easily identifiable. If, however, the real person is dead the Simulacrum will slowly gain the abilities of the former person (1%/week) until it reaches 90% similarity in all respects; beyond this it cannot go. At all times it remains the thing of its creator, and whatever its creator tells it to do it will comply.

LEVEL 8 SPELLS

Gygax's Clone

8th Level Necromancy Spell

Restrictions: Wizard

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a small piece of flesh from the person to be cloned)

Duration: Permanent

A clone is an exact duplicate of another living creature, grown from a piece of the original through the use of this spell. The piece need not be alive at the time the spell is cast.

A human or demihuman clone is rare and may be very dangerous. A clone of any other living creature is a more common thing called a simulacrum. A character can have only one clone at a time; attempts at making multiple clones of a single character automatically fail. Undead and constructs cannot be cloned, because they are not living creatures. (You could clone someone from flesh taken before that person became undead, but he would not be subject to the effects described below for situations where two examples of the same person exist.)

Human and demihuman clones: To create a human or demihuman clone, this spell must be cast on one pound of the person's flesh. This spell requires the caster to use up other materials costing 5,000 gold pieces per Hit Die of the original. The clone awakens only when fully grown, this takes one week per Hit Die of the clone. When completed, the clone is not magical and cannot be dispelled.

If the human or demihuman original is not alive when the clone awakens, the clone has all

the features, statistics (abilities), and memories possessed by the original at the time the flesh was taken. This is a very important point. For example, a 20th level wizard might leave a pound of flesh with a scroll of this spell, so that he might be restored if lost; but if the character gains another ten levels of experience and then dies, the clone will be the younger, less experienced, 20th level form.

If a clone duplicates a person still living, or if the original person regains life, a very hazardous situation develops. Each form instantly becomes aware of the other's existence. A partial mind link exists between them; each can feel the other's emotions (but no other thoughts). If either one is damaged, the other takes the same damage (but may make a saving throw vs. spells to take half damage). This effect does not apply to charm, sleep, cures, or other effects that do not cause damage.

The clone is immediately obsessed with the need to destroy its original and will do anything to accomplish this. From the time a clone becomes aware of its original, it has one day per level of its creator (i.e., the caster of the clone spell) to kill the original.

Example: A 25th level fighter dies. His friend the 34th level wizard, who possesses a pound of the fighter's flesh for this precise purpose, clones him. Then someone else raises the fighter from the dead. The clone becomes aware of his original and is compelled to kill him. He has 34 days to do so—one day for every experience level of his creator.

If the clone succeeds in killing its original, it can continue with its life normally; but if it fails and does not immediately die, it becomes insane.

When a clone goes insane, the original creature permanently loses one point of Intelligence and one point of Wisdom. The original may also thereafter become insane (5% chance per day, not cumulative). If this occurs, the victim and the clone die one week later, both forever dead and unrecoverable even with a wish.

Special Note: If the original and the clone are kept on different planes of existence, no mind link occurs, and the clone is not compelled to kill its original. No ill effects occur, and the two remain completely unaware of their situation. If they ever occupy the same plane, the mind-link occurs and cannot be broken thereafter except by the destruction of the clone or its original.

Other clones: A clone of any other living creature (not a human or demihuman) is called a simulacrum. One percent of the original's flesh is needed, and the cost of other materials is 500 gold pieces per hit point of the original. As with a normal clone, the time required to grow a simulacrum is one week per Hit Die of the original.

A simulacrum always obeys its creator (the spellcaster). It understands all the languages spoken by the caster. Within a range of 10' per level of the caster, it can receive mental commands if the creator concentrates on sending them.

A simulacrum is an enchanted monster. It can be blocked by a *protection from evil* spell and is magical; a *dispel magic* spell can (subject to normal chances of failure for that spell) cause it to vanish without a trace.

The simulacrum's alignment is the same as that of the spellcaster, regardless of the original creature's alignment. Its armor class, movement rate, morale, and number of attacks are the same as the original's.

A simulacrum has only 50% of the original's Hit Dice, hit points, and damage per attack. The DM rolls d100 for each special ability; it is present in the simulacrum if the result is 01-50.

However, a freshly grown simulacrum never has any of the spells or spell-like abilities of the original.

If the original creature is alive, the simulacrum does not grow beyond this point. If the original creature dies (or is already dead), the simulacrum continues to increase in abilities, gaining an additional 5% per week to a maximum of 90% of the original's statistics. When complete, the DM rolls again to see which special abilities previously missing are gained, including spells and spell-like abilities (using the 90% chance for each; all may be present).

Gygax's Mass Charm

8th Level Enchantment Spell

Restrictions: Wizard

Casting Time: 8 rounds

Range: 5 yards per level

Components: V,

Duration: Special

This spell affects 30 levels (or Hit Dice) of creatures at once. Each victim may make a saving throw vs. spells to avoid the charm, but with a -2 penalty to the roll. If the saving throw is successful, the spell has no effect. If it fails, the victims will believe that the spellcaster is their "best friend, and will try to defend the spellcaster against any threat, whether real or imagined. The victim is *charmed*.

The spell will not affect a creature of 31 or more levels or Hit Dice. If the spellcaster can speak a language that the *charmed* victims understand, the spellcaster may give orders to the victims. These orders should sound like suggestions, as if "just between friends." The *charmed* victims will usually obey, but the victim may resist orders that are contrary to the victim's nature (alignment and habits) he doesn't need to roll anything to resist. A victim will refuse to obey if ordered to kill itself.

A *charm* may last for months. The victim may

make another saving throw every so often, depending on its Intelligence score.

<i>Charm Person Duration</i>	
<i>If the Victim Has:</i>	<i>He saves every</i>
High Intelligence (13-18):	1 day
Average Intelligence (9-12):	1 Week
Low Intelligence (3-8):	1 Month

The victim may make a new saving throw to break the *charm* each time the controlling character places the *charmed* character in a dangerous situation, without himself being in that danger.

A victim who is given conflicting orders and impressions by his old adventuring friends and his new "best friend" should react as any person would in real life: with confusion. He will not automatically assume that one party or the other is lying... even if the player wants him to.

If the wizard attacks one of the charmed victims, only that one creature's charm is automatically broken. Any other charmed creatures seeing the attack may make another saving throw, but other creatures' charms are not affected.

Gygax's Mind Barrier

8th Level Abjuration Spell

Restrictions: Wizard

Casting Time: 1 round

Range: 30 rounds

Components: V, S

Duration: 1 day

This spell affects one creature; an unwilling recipient may make a saving throw vs. spells to avoid the effect.

The spell prevents any form of *ESP*, *clairvoyance*, *clairaudience*, *crystal ball* gazing, or any other form of mental influence or information gathering (such as by a *contact higher plane* or *summon object*) from working on

the target creature. The caster or recipient simply does not exist for the purposes of those and similar spell effects for the duration of the *mind barrier* spell.

In addition, the recipient gains a bonus of + 8 to saving throws against mind-influencing attacks, such as all forms of *charm*, *illusion* and *phantasms*, *feeblemind*, and the like. (However, a roll of 1 always fails the saving throw, regardless of adjustments.)

Gygax's Monster

Summoning V1

8th Level Illusion Spell

Restrictions: Wizard

Casting Time: 8 rounds

Range: 80 Yards

Components: V, S, M (a tiny bag and a small candle; not necessarily lit)

Duration: 7 minutes + 1 minute per round

By employing this spell the wizard calls to his aid a monster appearing on the MONSTER LEVEL TABLES, level 6 If a relatively small monster is indicated by the die roll the referee will determine how many appear by rolling a six-sided die; otherwise from 1-3 appear. The monster or monsters so summoned will faithfully serve the wizard until they depart when the spell ceases to function or until they are killed.

Gygax's Open Mind

8th Level Evocation Spell

Restrictions: Wizard

Casting Time: 1 round

Range: 30 yards

Components: V, S

Duration: 1 hour per level

This spell causes the victim touched to be vulnerable to all the mind-influencing attacks. All the: victim's saving throws against such effects are penalized by -8 for the duration of the spell. This spell must be cast by touch, requiring a normal attack roll.

Gygax's Permanency

8th Level Alteration Spell

Restrictions: Wizard

Casting Time: 2 minutes

Range: Special

Components: V, S

Duration: Permanent

By means of this spell, the wizard can cause one other wizard spell effect of 7th level or less to become permanent. This spell will not make permanent any spell which has an "instantaneous" or "permanent" duration (such as *dispel magic*, *fireball*, *lightning bolt*, etc.); clerical spells and 8th or 9th level wizard spells also cannot be made permanent.

The DM can declare that the permanence spell will not work with any other specific spell. Whenever a character wishes to cast the spell, the DM should carefully consider whether permanence will affect the other spell. Certain spell combinations could seriously affect a campaign's game balance, and the DM should carefully regulate all uses of this spell.

A *permanence* spell lasts until dispelled by a *dispel magic* spell from either the caster or some higher-level spellcaster (at normal chances for

success). When the permanence spell is dispelled, the other spell effect vanishes immediately.

Except for weapons, an item can only receive one permanence spell, and a creature can receive two at most. If a *permanence* spell is cast on an item or area that already has one in effect (or a creature which already has two, or a weapon which already has five), both *permanence* spells automatically fail. A weapon may have up to five permanent effects, but a 25% (noncumulative) chance of failure applies to each *permanence* after the first. Furthermore, if the *permanence* fails, it destroys the weapon completely.

Some spells used on a creature that are commonly made permanent are: *detect magic*, *protection from evil*, *read languages*, *read magic*, *detect invisible*, and *fly*. Some spells commonly made permanent on areas are *light*, *phantasmal force*, *confusion*, and *cloudkill*.

A wizard does not need a *permanence* spell to make any permanent magical item. Using *permanence* to bind a spell to an object is not the same as *enchanted* the object. Enchanted objects are more durable and permanent than objects which have merely had spells permanently placed upon them.

Gygax's Polymorph Any Object

8th Level Alteration Spell

Restrictions: Wizard

Casting Time: 1 minute

Range: 5 yards per level

Components: V, S, M (mercury, gum Arabic, and smoke)

Duration: Variable

This spell is similar to the 4th level polymorph others spell, except that it will affect objects as well as creatures. If the object is part of a greater whole (such as a section of wall), the spell will affect up to a 10' X 10' X 10' volume. A creature may avoid the effects if it successfully makes a saving throw vs. spells is made at a -4 penalty to the roll.

The duration of the polymorph depends on the degree of the change. There are three basic kingdoms of all things- animal, vegetable, and mineral. If an object is polymorphed to one of a nearby kingdom (animal-vegetable, vegetable-mineral) the spell's duration is one hour per level of the caster. If the change is from animal to mineral (or the reverse), it lasts for one turn per level of the caster. If no change in kingdom occurs (for example, if a creature is polymorphed into some other creature), the change is permanent until removed by a *dispel magic* spell (at normal chances for success).

Note that creatures created by means of this spell are not automatically friendly. A polymorph cannot affect a creature's age or hit points. The Hit Dice of the new form must be equal to or less than the Hit Dice of the victim, or the spell will fail.

The victim's armor class, hit points, attack rolls, and saving throws do not change, and he does not gain special abilities (such as ghouls paralysis) or special immunities of the new form; however, he does gain the natural physical

abilities of the new form. For example, a victim polymorphed into a frost giant has the strength of a frost giant and the ability to hurl boulders, but not immunity from cold. A target polymorphed into a dragon could fly but would not be able to use any breath weapons or spells.

The target cannot cast spells while polymorphed into a different form. This spell will not affect a creature which has more than 2 x the spellcaster's experience levels in Hit Dice. For example, a 20th level wizard cannot affect a creature with 41 or more Hit Dice.

Gygax's Power Word Blind

8th Level Conjuration Spell

Restrictions: Wizard

Casting Time: 1 round

Range: 5 yard per level

Components: V,

Duration: Special

With this spell, the caster may *blind* one victim within 120' (no saving throw). A victim with 1-40 hit points is blinded for 1d4 days; one with 41-80 hit points is blinded for 2d4 hours. The spell does not affect creatures with 81 or more hit points.

A *blinded* victim suffers penalties of -4 on all saving throws and +4 on armor class. A cleric's *cure blindness* or *cure all* spell will not remove this blindness unless the cleric is of a level equal to or higher than the caster of the power word blind.

Gygax's Remove Charm

8th Level Enchantment Spell

Restrictions: Wizard

Casting Time: 8 rounds

Range: 120'

Components: V

Duration: Permanent

This spell will unfailingly remove all charm effects within a 20' X 200' X 20' volume. It will also prevent any object in that area from creating charm effects for one turn.

Gygax's Symbol

8th Level Conjunction Spell

Restrictions: Wizard

Casting Time: 8 rounds

Range: Touch

Components: V, S, M (powdered black opal and diamond dust, worth 5,00gp or more each)

Duration: Special

This spell creates a written magical drawing (a "rune") of great power. There are six kinds of symbols; the caster must select one when the spell is memorized. The rune may be placed on an object (such as a door or wall) or placed in mid-air. The rune cannot move; if placed on a creature or moving object, it will remain at that point when the surface moves (possibly floating in mid-air).

When any living creature passes over or through the rune, or touches the object on which the rune is inscribed, or (foolishly) reads the rune, the rune's effect takes place immediately (no saving throw).

There is one exception: a wizard, and any other creature which can normally cast wizard spells (high-level thieves with scrolls do not count!), may make a saving throw vs. spells *if* he merely reads or touches (rather than passes) the symbol. If the saving throw is successful, the symbol has no effect.

All symbols look similar to normal writings. Six symbols and their effects are given below; the DM may create others (such as *polymorph*, *teleport*, *charm*, *geas*, etc.).

Death: Slays any creature with 75 hit points or less; does not affect a creature with 76 hit points or more.

Discord: The victim attacks allies (if any) or is otherwise confused (as the 4th level *confusion* spell). The effect is permanent until removed by a *dispel magic* spell (at normal chances for success) or by a cleric's *cureall* spell.

Fear: The victim immediately runs away from the symbol, at his Running Speed, for 30 rounds (as the wand).

Insanity: The victim becomes insane, and cannot attack, cast spells, or use special abilities or items. The victim may walk, but must be carefully tended or may run away. This effect is permanent until removed by a *dispel magic* spell (at normal chances for success) or by a cleric's *cureall* spell.

Sleep: The victim falls asleep, and cannot be awakened. The victim will wake normally in 1d 10 + 10 (11-20) hours or if *dispel magic* is used to negate it (at normal chances for success).

Stunning: Affects any creature with 150 or fewer hit points. The victim is stunned for 2d6x10 minutes (as the *power word stun* spell).

LEVEL 9 SPELLS

Gygax's Astral Spell

9th Level Evocation Spell

Restrictions: Wizard

Casting Time: 9 rounds

Range: Touch

Components: V, S

Duration: Special

A spell which allows the user to send his astral form, undetectable to all but others on the astral plane, from his body to other places.

Note that a Power Word Blind would not prevent this spell and would not blind the astral form. The wizard may employ spells while in his astral body, but there is a 5% chance per spell level that the spell will fail. In failing the spell there is also a 2% chance per spell level that he will then be forced to return to his body.

Example: An 18th level Wizard in astral form attempts to cast a 6th level spell. There is a 30% chance that the spell will fail, and if it does fail there is a 12% chance that he will have to return to his body. If while the wizard has left his body and is in the astral plane his body is moved beyond the spell range or destroyed, the wizard's astral form is immediately sent to jibber and shiek on the floor of the lowest hell.

Duration: Subterranean — 120 minutes;
Outdoors — 8 game hours.

Range: Subterranean — 24"; Outdoors — 100 miles/level from 18th upwards.

Movement of Astral Body: Subterranean — 12"/turn; Outdoors — 100 miles per game hour/level from 18th upwards.

Gygax's Close Gate

9th Level Evocation Spell

Restrictions: Wizard

Casting Time: 9 rounds

Range: 30 yards

Components: V, S

Duration: Permanent

This spell will close a *gate* created by the *gate* spell. It can also be used to close a permanent gate to a nearby plane (such as an elemental vortex). But the spell cannot affect an Immortal; it cannot, for instance, make him leave if he chooses to stay.

Gygax's Gate

9th Level Conjunction Spell

Restrictions: Wizard

Casting Time: 9 rounds

Range: 30 Yards

Components: V, S

Duration: Special

When the wizard casts this spell, he must name one target: the Ethereal Plane, the Astral Plane, one of the four elemental planes, or one outer plane. He must also name a resident of that plane, usually that of an Immortal, a ruler of the plane. The spell opens a direct connection to the other plane of existence.

A gate to an outer plane remains open for only one turn. Any other gate remains open for 1d10X100 (10-1000) minutes, and there is a 10% chance per turn that some other-planar creature will wander through the *gate* while it is open.

A *gate* to an elemental plane actually creates a vortex and a wormhole, and a wish may be used to make them permanent.

Contact with an outer plane is dangerous, and the wizard must know and speak the name of the Immortal he wishes to contact. The Immortal he calls will probably (95% chance) arrive in 1d6 rounds, but there is a 5% chance that some other being from the outer planes will respond. When the being arrives, it immediately looks for the spellcaster.

If the caster does not have an excellent reason for opening the gate, the being will probably destroy the caster. Even if the caster provides an excellent reason, the being may merely leave immediately, showing no interest. If the reason is of supreme importance to the wizard and of some interest to the being (DM's discretion), it may actually help for a short time.

Gygax's Maze

9th Level Evocation Spell

Restrictions: Wizard

Casting Time: 9 rounds

Range: 60'

Components: V, S

Duration: Special

This spell creates an indestructible maze in the Astral Plane and places one victim into the maze (he gets no saving throw). The intelligence of the victim determines the time he needs to escape the maze.

Maze Duration

<i>Victim's Intelligence</i>	<i>Time Required</i>
Non to Low (1-8)	1d6x10 minutes
Average (9-12)	2d20 minutes
High (13-17)	2d4 minutes
Genius (18+)	1d4 minutes

When he escapes the maze, the victim returns to the exact place from which he originally

disappeared.

Gygax's Meteor Swarm

9th Level Evocation Spell

Restrictions: Wizard

Casting Time: 9 rounds

Range: 40 yards + 10 yards per level

Components: V, S

Duration: Instantaneous

This spell creates either 4 or 8 meteors (at the caster's choice). Each meteor can be aimed at a different target within range, but only one meteor can be aimed at any one creature. Each meteor slams into its target and explodes like a fireball (affecting all creatures within a 20' radius).

If the caster creates four meteors, each strikes for 8d6 (8-48) points of damage and then explodes for 8d6 (8-48) points of fire damage. If the caster creates eight smaller meteors, each strikes for 4d6 (4-24) points and then explodes for 4d6 more points of fire damage. Note that if the meteors are aimed accurately, a victim or area might find itself within overlapping blasts and thus take explosion damage multiple times.

The player rolls damage for each strike and blast separately. A meteor never misses its target.

Any victim struck by a meteor takes full "strike" damage (no saving throw). Each victim within a blast radius may make a saving throw vs. spells to take only half of the given blast damage. Even fire-resistant and fire-using creatures are fully affected by strikes from a meteor swarm, although they might be resistant to the fiery explosions. A separate saving throw must be made for each blast the character contacts.

Gygax's Monster

Summoning VII

9th Level Conjunction Spell

Restrictions: Wizard

Casting Time: 9 rounds

Range: 90 yards

Components: V, S, M (a tiny bag, and a small candle ; not necessarily lit)

Duration: 8 minutes +1minute per level

By employing this spell the wizard calls to his aid a monster appearing on the MONSTER LEVEL TABLES, level 7 If a relatively small monster is indicated by the die roll the referee will determine how many appear by rolling a six-sided die; otherwise from 1-3 appear. The monster or monsters so summoned will faithfully serve the wizard until they depart when the spell ceases to function or until they are killed.

Gygax's Power Word Kill

9th Level Evocation Spell

Restrictions: Wizard

Casting Time: 1 round

Range: 5 yards per two level

Components: V

Duration: Permanent

This spell enables the caster to affect one or more victims within 120' (no saving throw). Exception: A wizard, and any creature which can cast arcane spells, may make a constitution saving throw to avoid this effect, with a -4 penalty to the roll.

A single victim with 1-60 hit points is automatically slain; one with 61-100 hit points is stunned (as power word stun) and unable to act for 1d4x10 minutes. No creature with 101 or more hit points is affected.

The spell can also be used to slay up to five victims if each has 20 hit points or less (again, no saving throw).

Gygax's Prismatic Wall

9th Level Conjunction Spell

Restrictions: Wizard

Casting Time: 7 rounds

Range: 60'

Components: V

Duration: 60 minutes

This spell creates a barrier of many colors with a glittering appearance as if from light shining through a prism. This wall is 2 inches thick, with $\frac{1}{8}$ of an inch between the colors. The effect must be either a sphere with a radius of 10', centered on the caster, or a flat surface (vertical or horizontal) of up to 500 square feet in area.

Whatever its form, the prismatic wall cannot be moved (even by a wish). The caster may pass through it freely and unharmed, with any items he chooses to carry. All other creatures and objects contacting or passing through the prismatic wall are affected by its magic, starting with the first color they contact.

It takes powerful magic to break through the wall. A *wish* spell or a *rod of cancellation* will remove the three outermost remaining colors, but that's all.

To break through a prismatic wall, an attacker must attack it with a specific sequence of spells. Each spell will cancel one color of the prismatic wall. These remedy spells, shown on the chart below, must be cast in the correct order (first, any magical cold to remove the red layer; then, any magical lightning to remove the orange layer; and so on). When cast successfully, each spell causes the appropriate color to disappear from the wall. When all layers are gone, so is the wall.

A person with an active *anti-magic* shell (including the caster of the prismatic wall) will

not be able to pass through the wall, but the attempt will not damage either the *anti-magic shell* or the *prismatic wall*.

The prismatic wall extends into the nearest plane of existence (the Ethereal Plane, if cast on the Prime Plane), appearing there as an indestructible solid wall. Planar and dimensional travel can therefore not bypass it.

The colors and effects of a prismatic wall are always the same; when created, the violet side is always closest to the caster. The effects and colors of the prismatic wall are summarized below.

Prismatic Wall Effects

<i>Color</i>	<i>Effect</i>	<i>Negated By</i>
Red	Blocks all magical missiles; inflicts 12 points of damage (no saving throw)	Any Magical Cold
Orange	Blocks all non-magical missiles; inflicts 24 points of damage (no saving throw)	Any Magical Lightning
Yellow	Blocks all breath weapons; Inflicts 48 points of damage	<i>Magic Missile</i> spell
Green	Blocks all detection spells (crystal ball, ESP etc.) Anyone touching must make a saving throw vs. poison or die	<i>Passwall</i> spell
Blue	Blocks all poisons, gases and gaze attacks; anyone touching it must make a saving throw vs. petrify or be petrified.	<i>Disintegrate</i> spell

Indigo Blocks all matter; anyone touching it must make a saving throw vs spells or be *gated* to a random outer plane, and possibly (50%) lost forever)

Violet Blocks magic of all types; anyone touching it must make a saving throw vs. wands or be struck unconscious and insane (curable by a *curall* spell or a *wish*)

Gygax's Shape Change

9th Level Alteration Spell

Restrictions: Wizard

Casting Time: 9 rounds

Range: Caster

Components: V, S, M (a jade circlet worth 5,000gp or more)

Duration: 10 minutes per level

This spell is similar to the 4th level *polymorph self* spell, but is far more powerful. The caster actually becomes another creature or object in all respects except the mind, hit points, and saving throws. The caster takes his new armor class, attack rolls, special attack forms, immunities, and all other details from the form he has taken.

A wizard cannot cast spells in any form except that of a bipedal humanoid (demihuman, goblin, ogre, giant, etc.). The caster cannot take a completely unique form (such as that of a specific character, Elemental Ruler, or Immortal). He can gain the likeness but not the abilities of another character class. When wearing another form, he can only cast spells from his own memory; he can't cast from scrolls or his spell

book. He cannot assume huge inanimate forms; if he tries to, the form will be a maximum of one foot tall per experience level of the caster and 100 cn weight per level.

Except for these limits, the caster can become any creature or object that he or she has ever seen. He cannot change into imaginary or unfamiliar creatures; unless there are ten-armed trolls in your campaign, for example, he cannot turn into one. The caster may change shape at will during the spell's duration; each change requires a full round of concentration.

Note that the caster does assume the flaws of the new form as well as its strengths. If, for example, the caster is struck by a sword + 2, + 5 vs. dragons while in dragon form, the + 5 bonus applies against his new form.

This spell effect cannot be made permanent and is subject to *dispel magic*. During the spell duration, the caster cannot pass through any *protection from evil* or *anti-magic shell* spell effect.

Gygax's Timestop

9th Level Alteration Spell

Restrictions: Wizard

Casting Time: 9 rounds

Range: Caster

Components: V

Duration: Special

To the caster, this spell seems to stop time. It speeds the caster so greatly that all other creatures seem frozen at their Normal Speeds, in "normal time." From the caster's point of view, the effect lasts for 1d4 + 1 (2-5) minutes.

Normal and magical fire, cold, gas, etc. can still harm the caster. While the *timestop* is in effect, however, other creatures are invulnerable to the caster's attacks and spells. Spells with durations other than "instantaneous" may be created and left to take effect when time resumes. Note that *no time* elapses while this spell is in

effect; durations of other spells cast start after the *timestop* ends.

The spellcaster cannot move items held by those in "normal time," but can move other items that are not "stuck," including those worn or carried by others. The caster is completely undetectable by those in "normal time."

However, the wizard cannot pass through a *protection from evil* or *anti-magic shell* while under this spell's effect.

Gygax's Wish

9th Level Conjuraton Spell

Restrictions: Wizard

Casting Time: Special

Range: Unlimited

Components: V

Duration: Special

A *wish* is the single most powerful spell a wizard can have. It is never found on a scroll, but may be placed elsewhere (in a ring, for example) in rare cases. Only wizards of 36th level and with an 18 (or greater) Wisdom score may cast the *wish* spell.

Wording the Wish: The player must say or write the exact wish his character makes. The wording is very important. The wish will usually follow the literal wording, and whatever the intentions of the wizard.

The DM should try to maintain game balance, being neither too generous nor too stingy in deciding the effects of a *wish*. Even a badly phrased *wish* made with good intentions, may have good results. However, if the *wish* is greedy, or made with malicious intent, the DM should make every effort to distort the results of the spell so that the caster does not profit from it. If necessary, the DM can even disallow the *wish*; it would then have no effect. Whenever a *wish* fails or is misinterpreted, the DM should explain (after the game:) the problem or flaw in the phrasing.

Here are some examples of faulty wishes: "I wish that I knew everything about this dungeon" could result in the character knowing all for only a second, and then forgetting it.

"I wish for a million gold pieces" can be granted by having them land on the character (that's 100,000 pounds of gold!), and then vanish.

"I wish to immediately and permanently possess the gaze power of a basilisk while retaining all of my own abilities and items" is a carefully worded wish that's out of balance. Characters able to use these high-level spells are already quite powerful. This wish could result in the character growing a basilisk head in addition to the character's own head.

A wish cannot be used to gain either experience points or levels of experience.

Possible Effects: A properly worded wish can substitute for any other magical spell of 8th level or less, or any clerical or druidic spell of 6th level or less, at the DM's discretion. This common use of a wish is more likely to succeed with little chance for error than other uses of the spell. Otherwise, if the wish is used to harm another creature, the victim may make a saving throw vs. spells. If the save is successful, the victim takes half the ill effects and the other half rebounds on the caster (who may also save to avoid it, but with a -4 penalty to the roll). If the *wish* will inconvenience someone without harming him (for example, by causing him to *teleport* into a prison cell), the victim gets no saving throw.

A character can use a wish to gain treasure, up to a maximum of 50,000 gold pieces per wish. However, the caster loses 1 experience point per gold piece value of treasure gained, and this loss cannot be magically restored.

The wizard can use a wish to temporarily change any one ability score to a minimum of 3 or maximum of 18. This effect lasts for only sixty minutes.

Wishes can also be used to permanently increase ability scores, but the cost is very high:

You must cast as many wishes as the number of the ability score desired. All the wishes must be cast within a one-week period. You may raise an ability score only one point at a time. To raise your Strength from 15 to 16 takes 16 wishes. To then raise it to 17 will take an additional 17 wishes. Wishes cannot permanently lower ability scores.

A *wish* cannot raise the maximum experience level for human characters; 36th level is an absolute limit. However, one wish can allow demihumans to gain one additional Hit Die (for a new maximum of 9 for halflings, 11 for elves, and 13 for dwarves). This affects only hit points, and does not change any other scores (such as attack rolls, elves' number of spells, etc.).

A wish can change a demihuman to a human, or the reverse. Such a change is permanent, and the recipient does not become magical. Halflings and dwarves become fighters of the same level. Elves become wizards or fighters (but not both), at the choice of the caster of the *wish*. The changed character would then gain levels of experience normally. A human changes to the same level demihuman, but no higher than the normal racial maximum.

If one character casts a *wish* to change another's character class, the victim (at his option) may make a saving throw vs. spells with a +5 bonus to resist the change.

A wish can sometimes change the results of a past occurrence. This is normally limited to events of the previous day. A lost battle may be won, or the losses may be made far less severe, but impossible odds cannot be overcome completely. A death could be changed to a near death survival: a permanent loss could be made temporary. The DM may wish to advise players when their wishes exceed the limit of the spell's power (or his patience).

Important Note: Whenever an effect is described as being unchangeable "even with a wish," that statement supersedes all others here. Wishes can cause great problems if not handled

properly. The DM must see that wishes are reasonably limited or the balance and enjoyment of the game will be completely upset. The DM should not allow wishes that alter the basics of the game (such as a wish that dragons can't breathe for damage). The more unreasonable and greedy the wish is, the less likely that the wish will become reality.

Originally Published in:

Dungeons & Dragons Book 1:

Men & Magic

1974, Gary Gygax & Dave Arneson

Dungeons & Dragons Supplement 1:

GreyHawk

1976, Gary Gygax & Rob Kuntz

Dungeons & Dragons

1977, Eric Holmes

Dungeons & Dragons Rules Cyclopedia

1991, Aaron Allston

Advanced Dungeons & Dragons

Player's Handbook (2nd Edition)

1989, David "Zeb" Cook.