

OLD-SCHOOL ESSENTIALS

ADVANCED FANTASY

Druid and Illusionist Spells

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**NECROTIC
GNOME**

1st Level Druid Spells

#	Name	Page	Rev.	Duration	Range
1	Animal friendship	6	–	Permanent	10'
2	Detect danger	6	–	6 turns/3 turns	5'/level
3	Entangle	6	–	1 turn	80'
4	Faerie fire	7	–	1 turn	60'
5	Invisibility to animals	7	–	1 turn	Caster/touch
6	Locate plant or animal	7	–	6 turns	120'
7	Predict weather	7	–	Instant	1 mile/level
8	Speak with animals	7	–	6 turns	30'

2nd Level Druid Spells

#	Name	Page	Rev.	Duration	Range
1	Barkskin	8	–	1 turn/level	Caster/touch
2	Create water	8	–	Permanent	Touch
3	Cure light wounds	8	Yes	Instant	Caster/touch
4	Heat metal	8	–	7 rounds	30'
5	Obscuring mist	9	–	1 turn/level	10'/level
6	Produce flame	9	–	2 turns/level	Caster
7	Slow poison	9	–	1 hour/level	Caster/touch
8	Warp wood	9	–	Permanent	240'

Memorizing Spells

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

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

Casting Spells

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

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

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

Spell Effects

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

Concentration: Some spells specify that the caster must concentrate in order to maintain the magical effect. The referee must decide which actions break concentration. For example, the referee may rule that the caster may not engage in combat, cast other spells, or move at greater than half speed while concentrating on a spell.

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

3rd Level Druid Spells

#	Name	Page	Rev.	Duration	Range
1	Call lightning	10	–	1 turn/level	360'
2	Growth of nature	10	–	12 turns/perm.	120'
3	Hold animal	10	–	1 turn/level	180'
4	Protection from poison	11	–	1 turn/level	Caster/touch
5	Tree shape	11	–	6 turns +1/level	Caster
6	Water breathing	11	Yes	1 day	30'

4th Level Druid Spells

#	Name	Page	Rev.	Duration	Range
1	Cure serious wounds	12	Yes	Instant	Caster/touch
2	Dispel magic	12	–	Instant	120'
3	Prot. from fire and lightning	12	–	1 turn/level	Caster/touch
4	Speak with plants	12	–	3 turns	30'
5	Summon animals	13	–	3 turns	360'
6	Temperature control	13	–	1 turn/level	10' around caster

5th Level Druid Spells

#	Name	Page	Rev.	Duration	Range
1	Commune with nature	14	–	1 turn	½ mile/level
2	Control weather	14	–	Concentration	240 yards
3	Pass plant	14	–	Instant	Caster
4	Prot. from plants and animals	15	–	1 turn/level	Caster
5	Transmute rock to mud	15	Yes	3d6 days/perm.	120'
6	Wall of thorns	15	–	1 turn/level	80'

Arcane Magic

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

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

Divine Magic

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

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

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

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

1st Level Illusionist Spells

#	Name	Page	Rev.	Duration	Range
1	Auditory illusion	16	–	3 turns	240'
2	Chromatic orb	16	–	Instant	60'
3	Colour spray	18	–	Instant	20' cone
4	Dancing lights	18	–	1 turn	40' +10'/level
5	Detect illusion	18	–	3 turns	Caster/touch
6	Glamour	18	–	2d6 rds +2/level	Caster
7	Hypnotism	19	–	1 round +1/level	30'
8	Light	19	Yes	6 turns +1/level	120'
9	Phantasmal force	20	–	Concentration	240'
10	Read magic	21	–	1 turn	Caster
11	Spook	21	–	Until broken	10'
12	Wall of fog	21	–	1 turn	60'

2nd Level Illusionist Spells

#	Name	Page	Rev.	Duration	Range
1	Blindness / deafness	22	–	Permanent	30'
2	Blur	22	–	1 turn	Caster
3	Detect magic	22	–	2 turns	60'
4	False aura	22	–	1 turn	30'
5	Fascinate	22	–	Special	30'
6	Hypnotic pattern	23	–	Concentration	30' square
7	Improved phantasmal force	23	–	Concentration	240'
8	Invisibility	23	–	Perm. until broken	240'
9	Magic mouth	24	–	Pmt. until triggered	Touch
10	Mirror image	24	–	6 turns	Caster
11	Quasimorph	24	–	3d4 rds +2/level	Caster
12	Whispering wind	24	–	Special	1 mile/level

3rd Level Illusionist Spells

#	Name	Page	Rev.	Duration	Range
1	Blacklight	25	–	1 turn/level	60'
2	Dispel illusion	25	–	Instant	10'/level
3	Fear	25	–	1 round/level	60' cone
4	Hallucinatory terrain	25	–	Until touched	240'
5	Invisibility 10' radius	26	–	Perm. until broken	120'
6	Nondetection	26	–	1 turn/level	Caster
7	Paralysis	26	–	6 turns	10'/level
8	Phantom steed	27	–	6 turns/level	10'
9	Rope trick	27	–	2 turns/level	Touch
10	Spectral force	28	–	Concentration	240'
11	Suggestion	28	–	4 turns +4/level	30'
12	Wraithform	28	–	1 turn	Caster

4th Level Illusionist Spells

#	Name	Page	Rev.	Duration	Range
1	Confusion	29	–	12 rounds	120'
2	Dispel magic	29	–	Instant	120'
3	Emotion	29	–	Concentration	10'/level
4	Illusory stamina	30	–	3 turns/level	Touch
5	Improved invisibility	30	–	4 rounds +1/level	Caster/touch
6	Massmorph	30	–	Permanent	240'
7	Minor creation	31	–	6 turns/level	Touch
8	Phantasmal killer	31	–	1 round/level	5'/level
9	Rainbow pattern	31	–	Concentration	30' square
10	Shadow monsters	32	–	1 round/level	30'
11	Solid fog	32	–	1 turn	60'
12	Veil of abandonment	32	–	1 turn/level	10'/level

5th Level Illusionist Spells

#	Name	Page	Rev.	Duration	Range
1	Chaos	33	–	12 rounds	120'
2	Demi-shadow monsters	33	–	1 round/level	30'
3	Illusion	34	–	1 round/level	240'
4	Looking glass	34	–	1 round/level	Touch
5	Major creation	34	–	12 or 6 turns/level	Touch
6	Maze of mirrors	35	–	Depends on INT	5'/level
7	Projected image	35	–	6 turns	240'
8	Seeming	35	–	12 hours	10'
9	Shadowcast	36	–	6 turns +1/level	30'
10	Shadowy transformation	36	–	1d4 rds +1/level	Caster/touch
11	Time flow	37	–	6 turns/level	10'
12	Visitation	37	–	5 minutes	Unlimited

6th Level Illusionist Spells

#	Name	Page	Rev.	Duration	Range
1	Acid fog	38	–	1d4 rds +1/level	30'
2	Dream quest	38	–	Until fulfilled	60'
3	Impersonation	39	–	1 turn/level	Caster/touch
4	Manifest dream	39	–	Special	Caster
5	Mass suggestion	40	–	4 turns +4/level	90'
6	Mislead	40	–	1 round/level	Caster
7	Permanent illusion	41	–	Permanent	240'
8	Shades	41	–	1 round/level	30'
9	Through the looking glass	42	–	1 round/level	10'
10	Triggered illusion	42	–	Pmt. until triggered	240'
11	True seeing	43	–	1 round/level	Caster/touch
12	Vision	43	–	1 turn	Caster