**Chapter 1: Arcane Magic**

***The Nature of Arcane Magic***

As everyone knows, each spellcaster begins their career under the guide of a master, who teaches him the secrets of magic. For mages these are masters of the arcane arts that take the character as an apprentice, or that teach in important colleges or schools of magic (like in Glantri, Thyatis, and Alphatia): the masters give their students all the knowledge necessary for them to take their first steps into the world of magic, even after their apprenticeship ends.

The mages thus learn to interpret and read the arcane language (made up of symbols of power that, written in a certain order, evoke specific magical forces present throughout the universe, as if they were chemical formulae), and obtain the *Read Magic* spell to continue the research. For every level gained whilst studying in the company of their mentor, they learn a new spell of the appropriate level, which their master magnanimously gives them. However, if the apprentice, reaching 9th level, still hasn’t left his mentor, any master insists that his students continue their magical study by themselves (i.e. stop giving him spells). Because, despite the good will of the masters, all the arcane spellcasters are particularly jealous of their secrets, and whereby it is permissible to share with their students the most common spells of up to spell level 4, it would be inappropriate to place in their hands personal spells or simply magic so powerful that it renders the student a potential rival.

Therefore, mages very soon find themselves in libraries in search of ancient tracts on magic and alchemy, to mix precious and dangerous components, and to bring together, little by little, all the notions that allow them to master the desired spells. For this reason, the same spells can often differ, in terms of formulae or gestures of evocation. Mages are sometimes able to know where a spellcaster has studied from the way in which he casts his spells, as each learns his spells based on the arcane tradition that he studies. There are different traditions of arcane magic throughout Mystara, characterised by the formulae and gestures that their adepts use as well as by the different types of spells known. The most famous traditions are the Alphatian (fluid and emphatic gestures and basic formulae), Thyatian (quick and geometric gestures and difficult formulae), Elven (minimal gestures and lengthy formulae), Glantrian (combination of the three listed above, creating a unique blend), Herathian (bizarre gestures and formulae of clicking sounds), Nithian (gestures that are more emphatic the more powerful the spell and short formulae), and Marine (slow gestures and short formulae but spoken with emphasis).

Elven magic warrants a particular mention, as it turns out to be totally different from that of the common mages of other races. It is in fact based on the partially magical nature of the elven spellcaster, he is able to evoke magical energy not from outside but from their own inner energy, shaping it according to their will and using magical formulae similar to those of human spellcasters. However, as elven magic finds the source of the spell within the elf, he isn’t subject, like the mages of any other race, to the limitations placed by the use of armour. In fact, this type of protection normally, as well as obstructing the ritual gestures that the spellcasters need, acts as a barrier and a distorting filter between the mage’s will and the external energy that he tries to draw into himself and shape. In the case of the elves instead, seeing that the magical power emanates from his spirit and emerges from his body already formed, the armour doesn’t have a great impact, and the ritual gestures to evoke specific magical effects have been modified over the millennia so that they can be executed whilst wearing similar protection.

However, any arcane spellcaster can seek greater protection by using armour like other characters, but know by doing this they will face great impediments to their power to evoke, shape, and control magic. Based on the type of protection worn and the material from which it is made, the mage always has a chance of failing to cast his spells, as given in Table 1.1. In particular, if the materials with which the worn protection is made belong to the animal or plant kingdoms, the interference is minimal (in parity to the protection offered), in respect to the barrier created by protections made from minerals and metallic alloys.

After all, fabrics woven from plant fibres seem the only ones that offer no particular resistance to the control of magical powers, and as such are commonly used by arcane spellcasters, who instead disdain the heavy protections like armour and shields.

***Note*:**by this optional rule mages also have the option of wearing armour and generic protection, sacrificing however their total mastery of the magical energy. Every time that they cast a spell whilst wearing armour, indeed, there is a certain probability that the spell fails and is wasted (roll 1d100 and consult the second column of Table 1.1), which is increased by the material with which the worn protection is made (see the fourth and fifth columns). Moreover, armour reduces the mage’s Dexterity score (see the rules in the *Mystaran Armoury* manual) and impose a penalty to all his attacks, as he isn’t used to moving and fighting in heavy protective gear.

**Table 1.1: % Spell failure with armour**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ***AC*** | ***Base failure*** | ***Attack Penalty*** | ***Armour material*** | ***Failure modifier*** |
| 8 | – | – | Plants/Cloth | – |
| 7 | 10% | –1 | Magical materials\* | +5% |
| 6 | 20% | –2 | Animal hide/bone | +10% |
| 5 | 30% | –3 | Pure minerals | +15% |
| 4 | 40% | –4 | Metal alloys | +20% |
| 3 | 50% | –5 |  | |
| 0 | 80% | –8 |

\*Magical materials: this definition means materials that are made magically (like Glassteel and Ironwood), those alien or rare (like adamantine, plastic alloys), and those derived from magical monsters (like dragon scales), not enchanted armour.

**Example:** the mage Niklaus decides to test his luck before a battle and wears a suit of steel mail armour. In this way his spell failure chance would be: 30 + 20 = 50%, and he also has a –3 penalty to Attack Rolls whilst wearing the armour and his Dexterity is limited to 15 points.

***Memorising and Casting Arcane Spells***

An arcane spellcaster needs to meditate for an hour each day (usually upon awakening) and to rest for at least eight hours (without any interruptions longer than five minutes between one hour and another) to recover his spells, and at the moment of memorising the various spells, his choice is limited both by the magic that he effectively knows (or that he has written in his own spellbook), and the maximum spell level he has learnt. If however a spellcaster uses magic shortly before studying his book again, or while resting (interrupting his sleep), this draws on his magic capacity for the following day. In practice, when an arcane spellcaster prepares his spells for the new arc of time, all the spells that he has cast in the last 8 hours count against his new daily limit (for example, if a mage can cast three 1st level spells and two 2nd level spells, and he casts one 1st level and one 2nd level spell within the 8 hours before he restudies them, then he must study one less 1st and 2nd level spell, as he hasn’t saved sufficient energy).

Moreover, some spells can be used to evoke the complete opposite effect to the standard one: these spells are called reverse or reversed spells. To cast a reversed spell, any arcane spellcaster simply needs to recite the formula replacing some words with their opposite, and this can be calmly done at the moment he chooses to cast the studied spell. It isn’t therefore necessary to memorise the spell already reversed, but he can reverse it at the moment (unless is says otherwise in the description of that particular class). Moreover, the mage has no limitations regarding the use of reversed spells, other than those imposed by his conscience (alignment) based on the situation.

***Limits of Arcane Magic***

Arcane magic is surely a less limited form of energy than divine magic, as it depends on the individual ability of the spellcaster who uses it rather than from the relationship that he has with an Immortal (which is thus conditioned on the one hand by the priest’s personality and on the other that of the Immortal). As such it is normally thought that arcane magic is both the purest and most powerful form of energy in nature.

In game terms, this is reflected by the possibility of the arcane spellcasters to create spells and magic items, which are only limited by the amount of money available (for magical research and creation refer to Volume 3), by the spellcaster’s level, and by the DM’s approval. In general, we can say that the arcane spellcasters can devise any type of spell, with the exception of:

Curative magic: mages don’t have easy access to the ability to heal the body and in general to prolong life, an area that is the natural domain of the Immortals, and as such they cannot replicate any of the clerics’ curative and resurrection spells;

Magic of time travel: mages cannot affect the flow of time in any way (*Timestop* and *Haste* in fact only accelerate the individual’s metabolism). In fact the secrets of time in the universe of Mystara are the exclusive domain of the Immortals of the Sphere of Time, and only they are able to give the knowledge of these secrets to the most deserving individuals;

Magic of planetary level: mages cannot create effects that affect an area larger than of 1 mile per spell level, and in general cannot cause upheavals of planetary or universal level simply by using a spell (to prevent the total alteration or destruction of entire planets or species and the absolute domination of spellcasters over other creatures);

Clerical magic: as well as curative spells (and their reverse), all clerical spells based on the communication with the afterlife and that offer any type of holy bonus to creatures cannot be replicated by arcane magic (except through *wish*). The clerical spells that instead can be replicated, are always one level higher than the corresponding cleric version (e.g. *Animate Dead* is 4th level for clerics, but for mages it is 5th level), unless they create limited versions, in which case it can be of the same level as the original divine spell. Spells of the Abjuration and Divination schools (with the exception of the cases listed above) can be replicated at the same spell level of the clerics, and specialist mages can replicate cleric spells of the same school at the same spell level as the cleric spell;

Druidic magic: in general, all the spells that affect nature or animals should remain in the domain of the druid, or those clerics who specialise in the worship and protection of nature in all its aspects, save those already seen in the list of common arcane spells given here.

Moreover, there is a further limitation to the spells that can be invented by arcane spellcasters, and it regards the dangerousness of the reproducible destructive effects. In general:

* Spells that do immediate death (with a failed Saving Throw) to the victim without further secondary effects (with a successful ST) must be of 6th level or higher;
* Spells that do immediate death (with a failed Saving Throw) to the victim, and cause secondary effects (with a successful ST) must be of 7th level or higher;
* Non deadly spells that don’t allow any ST to be avoided must have a limited duration, range, or area of effect, or affect a limited number of Hit Dice of creatures (usually 4 per spell level of the spell) or a specific class;
* Deadly spells that do not allow a ST to be avoided must be of at least 6th level, have a limited range and area of effect, and affect a limited number of Hit Dice of creatures (to a maximum of 1 per spell level of the spell) or a specific class;
* The maximum amount of damage that a single magical effect can cause to one creature must be 20d6 Hit Points. The only exception to this is *Meteor Swarm* (9th level), which can cause 40d6 hp to a single being if cast in ideal conditions.

Finally, some specific points regarding the permanency of certain magical effects need to be noted:

* No spell that gives a magical bonus of any kind to a weapon or armour, or that improves an individual’s characteristics, can be added to a *Permanency* spell(these must always be temporary);
* No 8th or 9th-level spells can be combined with a *Permanency* spell, unless specifically stated otherwise in the spell’s description (which implies that the spell is balanced);
* No spell that accelerates an individual’s movement rate can be made permanent, if it doesn’t want to create biological imbalances that can cause the death of the affected creature (every round after the first half hour in this state in fact, or make a ST vs. Death Ray or perish from the physical shock);
* No spell of instantaneous or permanent duration, or that depends on Concentration (or as long as the spellcaster continues to concentrate) can be made permanent.

To conclude, it is important to remember that the above rules must be integrated by the wisdom and common sense of the Master: if indeed it happens that a spell is introduced that, while respecting the above rules, is found to be too powerful (or unbalancing if it is made permanent), the DM always has the final word on what is and what isn’t possible to do with the spells.

***The Language of Magic***

As has already been revealed, there are different ways to evoke the same type of magic phenomenon, or different magical formulae based on the type of school or philosophy of magic to which an arcane spellcaster belongs. This is shown by the fact that the so-called “magic language” has for a long time been defined as “unique and common” by all the experts of magic. In fact various languages exist with a single syntax that can be deemed similar, but there are as many others whose symbols and phonemes could give strange and incomprehensible results even to the most skilled of arcane spellcasters. This depends on the fact that different magic languages exist: at times some of them share different magic phonemes or symbols (like the Glantrian and the others throughout the Known World), other times instead they are totally foreign or alien languages (like the Alphatian or Herathian). Nevertheless, in both cases, all the existing magic languages share a similarity: they are able to evoke the same magical energy, and are therefore in some way inextricably linked to the magical energy that permeates the Multiverse. The question that should be asked is: how is a magic formula linked to the effect that it is intended to produce?

Initially every mage learns during his instruction to distinguish and say the single phonemes that compose the semantic area and syntax of the magic language characteristic of the school to which the spellcaster belongs. Learning to pronounce the different phonemes doesn’t mean in this case he is always able to known the meanings of a given combination of specific symbols, as they aren’t in this case ideographic symbols (or that communicate an idea). The simile that can clarify this concept is the one of a novice alchemist: at the start he learns what the symbols of the different alchemical elements are, but it is only time and experience that let him know the meaning of the combination of these symbols (alchemical formulae) and the compounds or reactions to which each formula refers. In the same way the mage needs a code that allows him to understand the magic writings and the effects to which they are bound.

*Read Magic* (written in the simplest existing symbols) allows the spellcaster to understand and recognise the power written in magical scrolls, giving him a specific set of symbols with universal meaning. In this way the spellcaster understands the properties and purpose of a spell, the way in which to evoke and control the energy to obtain the desired result, and the formulae and gestures needed to recall the energy needed for the spell. Once he understands in this way a certain spell written on a magic scroll, the mage doesn’t need to use another *Read Magic* to read and understand it a second time.

As has already been stated there are different types of magic language, each associated with a particular magic tradition (or school), which have developed differently based on the culture and the arcane knowledge that a civilisation has accumulated over the centuries. This shows that the phonemes and symbols chosen to evoke and control the universe’s magical forces are chosen arbitrarily: they aren’t the external and variable vehicles through which the universal energy is summoned and channelled into the mage’s body to produce certain effects subject to his will. The only thing that these languages have in common is the fact of always being connected in the most sensible manner (in respect to common languages) with the energy that governs the universe, as if they are privileged codes through which these energies can be more easily understood and used by the spellcasters. There are also those that sustain that the magic languages all derive from a unique ancestral tongue, from which all the current languages evolved once the different races appeared and the universe fragmented, and while the common languages have been barbarised to such a point that they have lost any connection with the primordial energy of the Multiverse, the magic languages will be the final existing link with the First Language and the energy that it controlled.

What is clear, however, is that the magic language isn’t omnipotent, or has power by itself, but it is a means through which he can access the energy of the universe and shape it. This means that the ability to cast spells depends minimally on the magic language, and mostly on those that use it. The magic language is in practice like the key to activate a device, without which the device doesn’t part; nevertheless, if those that work the device aren’t able to direct and use it effectively, it is very quickly found to be useless or dangerous.

In short therefore, all the spellcasters know they are limited by their level of experience in the use of the arcane arts, and don’t risk casting spells too powerful before time (or of a spell level that he has still not mastered), but won’t be able to totally understand and control them once they are evoked. So, when he has a scroll of which he recognises the power of but hasn’t been able to identify, he could calmly spell out the entire formula without knowing the result, but in this way he would invoke magical energy without harnessing it, with devastating risks for everyone. Any spellcaster trying to cast a spell lf a higher spell level than that he has mastered (which is only possible by reading a spell written on a scroll) has the following chance of failure:

|  |
| --- |
| ***% spell fail chance above max level mastered*** |
| (level of the spell – max. spell level mastered) × 5% |

Example: if a 3rd level mage 3 (maximum spell level mastered: 2nd) tries to cast *Ice Storm* (a 4th level spell) from a scroll, the failure chance would be: (4 – 2) × 5% = 2 × 5 = 10%.

When a spell fails, it turns against the spellcaster (centred on him) if it produces adverse effects, while in any other case nothing happens and the scroll is simply wasted.

***Arcane Spellbooks and Scrolls***

Thanks to their advanced mnemonic abilities and knowledge, arcane spellcasters can memorise spells and use them when they please. But what does this exactly mean?

It should be initially noted, that when a scroll (or another surface) is enchanted with a magical formula, it is also charged with the magical energy needed to evoke the desired effect. The energy is released at the moment of the speaking of the formula, removing the formula from the surface on which it had been written while the energy comes from it (indeed the use of spells written on scrolls can exceed the maximum number of spells that the spellcaster can normally memorise and cast).

As such the spellbook is of vital importance for the mage, since it is the tome in which are written in minute detail the formulae and gestures that help to invoke specific magical forces, and the methods to control them and release a certain type of effect. Unlike a magical scroll, however, a spellbook simply teaches how to gather the magical energy, and the spellcaster cannot read a spell directly from his book, as normally the magical energy isn’t already harnessed and ready (as with an enchanted scroll), but simply a long description of how to create a specific formula and which are the ritual words and gestures to evoke a power. In this case, the spellcaster must find the necessary energy with his own efforts, and can be made only within the limits of his level of power (or he can only daily evoke the number of spells allowed by his level). The magic language, as already mentioned, has a particular bond with the magical energy, but not enough to evoke it, without the mastery of the arcane arts that the spellcaster acquires with study and experience.

A spellbook is a voluminous tome with 400 pages that can contain various spells. Its pages and cover have been alchemically treated to protect them from common adverse effects (humidity and fire). It has an encumbrance of 240 cn, costs 1,500 g.p., and is immune to fire and normal humidity (but the scroll can be torn and destroyed!). Every formula written with ink in the book normally occupies 1 page per spell level (as the more powerful effects need longer and more specific descriptions, so as to not make a mistake when evoking the power). It is possible to add new formulae to the book in two ways:

1. Researching the desired spell with the common procedures (see Volume 3);
2. Copying the formula from another spellbook (if its owner allows it), taking 1 turn per spell level of the copied spell;

As they are a series of particularly complex and detailed information, the mages need to review all their formulae day by day, by re-reading their book each morning. Over time they become more used to the simpler spells and can concentrate on the more difficult spells, which makes the practice of reading an exercise that consumes no more than an hour per day. However it is as necessary to mages as breathing, and even if they aren’t the source of their knowledge, if their books are lost, it is a serious setback.

Every mage can in fact remember them without having to re-read the spells of his book only for a maximum of 1 day for each point of Intelligence bonus, after which he begins to be unable to figure them out. If he doesn’t have his book with him, the only solution is to write down what he remembers before his memory begins to misfire (a procedure that need 1 turn per spell level of every spell), and therefore writes a new spellbook (which is why many mages always keep a copy hidden). To do this requires an Intelligence check for every spell he intends to remember, with a cumulative –1 penalty per spell level of the magic. The penalty doubles if the mage attempts to remember a formula after the maximum period of his memory, and if the check fails it means that he can no longer remember that spell (so he will only be able to recover it by re-reading his book or the book of some other mage, or by researching it again– see Volume 3). This explains how come every mage jealously guards his spellbook and is always hesitant to separate himself from it, as well as the daily practice of reviewing the formulae contained there.

***Bind an Animal Familiar***

Each arcane spellcaster can choose to bind an animal to himself as his familiar, or a particularly faithful servant who shares with the spellcaster a telepathic and spiritual bond.

To be able to bind an animal familiar, the spellcaster must have the following prerequisites:

* be at least 3rd-level;
* possess the *Summon Animal Ally* spell;
* have sufficient Experience Points to not lose a level.

Before summoning the animal, the spellcaster must prepare an offering of food liked by creature that he intends to call, enough to feed the being for a day (so for example, a tiger would require a large amount of fresh meat, for a bat berries in a bowl of blood could be enough, and so on). Once he has prepared the meal, the spellcaster burns a special incense (cost: 20 g.p.) taking care to use parts of the hide (fur, scales, feathers) of the animal he wants to call and concentrating on it casts *Summon Animal Ally*, which in this case makes the selected animal appear. The animal can have a maximum number of Hit Dice equal to double the mage’s level who wants to bind it (never more than 10 HD).

The animal remains for the time needed to eat the meal, and a round before the spell ends, the mage can propose that the animal joins him as his familiar. This requires making a Charisma check to know the animal’s reaction: if the check fails, the animal refuses and disappears, ending the spell, and the spellcaster still loses 100 xp per HD of the creature in the attempt. It is possible to try to summon another animal to bind it to himself only after a day has passed, although in the meantime the mage can however make use of the *Summon Animal Ally* spell in the normal way.

If instead the Charisma check was successful, the animal is bound to the spellcaster, who permanently loses 300 xp per HD of the creature to establish the empathic bond, and temporarily loses 1d4 Hit Points that transfer to the animal to bind it to him. The familiar from this moment is in constant telepathic contact with the spellcaster and obeys his orders. It always tries to remain within 30 feet of its master (unless ordered otherwise) and protect him as long as this doesn’t place its own life in danger (unless ordered otherwise). The spellcaster by concentrating can see and hear thanks to the animal’s senses, and can understand its thoughts (which are however always rather simple, given animal intelligence), conversing telepathically with it to give it orders.

Moreover, every familiar gives its master a certain bonus by virtue of this magical bond. The exact nature of the bonus depends on the type of animal selected, and will always give him access to a general skill connected to a physical trait or behaviour of the animal. If the mage already has it, he gains a +2 bonus, otherwise he freely acquires the skill as long as he keeps his familiar. Some of the more common familiars and skills are the following (the Master is invited to create others to his liking):

|  |  |
| --- | --- |
| Chameleon: *Camouflage* | Leopard: *Jump* |
| Dog: *Scent* | Bear: *Endurance* |
| Horse: *Toughness* | Bat: *Listen* |
| Raven: *Alertness* | Frog/Toad: *Jump* |
| Weasel: *Surprise* | Monkey: *Acrobatics* |
| Falcon: *Observe* | Squirrel: *Climb* |
| Cat: *Balance* | Snake: *Move Silently* |
| Owl: *Concentration* | Tiger: *Intimidate* |
| Lion: *Courage* | Rat: *Sneak* |

The familiar instead benefits from the same protections offered by its master’s protective spells as long as it remains within 10 feet of him. Moreover it gains advantages as its master advances in level, in the following way (the bonuses are cumulative):

**Table 1.2: Animal Familiar Progression**

|  |  |
| --- | --- |
| ***Master’s Lvl*** | ***Familiar bonus*** |
| 5th-9th | +1 HD, +1 ST, |
| 10th-15th | +1 HD, −1 AC, +1 Attack Roll |
| 16th-24th | +1 HD, +1 ST, +1 damage |
| 25th-30th | +1 HD, −1 AC, +1 Attack Roll |
| 31st+ | +1 HD, +1 ST, +2 damage |

If a familiar dies, the spellcaster to which it is bound must make a ST vs. Death Ray: if it succeeds, he is stunned for 1 round and reacquires the Hit Points transferred to the familiar, becoming aware of its Death. If instead the ST fails, as well as being stunned for 2 rounds, the spellcaster also permanently loses the Hit Points transferred to the animal, and must wait until he gains a new experience before he can bind a new familiar.

***Bind a Homunculus***

At higher levels, a spellcaster can choose to summon, as his familiar, a Homunculus, an immortal creature of the Outer Planes that appears as a humanoid about 2 feet tall (Tiny size). Only spellcasters of 12th level or higher can attempt it, and the ritual needs at least a week of preparation in which the mage spends about 10,000 gold pieces to find all the magical components needed for the summoning and to *Bind the Soul* of the homunculus (among which it is fundamental to have earth from an outer plane allied with the Sphere of the homunculus which he wants to summon). Right at the end of the real ritual that lasts an hour, the mage casts *Summon Planar Ally[[1]](#footnote-1)* and the homunculus in question appears in his presence, remaining bound in a magic circle previously prepared with earth from an outer plane.

The spellcaster then has two paths to bind the homunculus to him: convince or force it. A homunculus can be convinced to act as a familiar if the mage proposes a contract that binds it to him for a specific period of time, at the end of which the being is able to return to its plane together with a generous recompense established by the mage. The homunculus has a base chance of accepting the pact equal to 30%, +30% if the summoner is of the same alignment. If the creature refuses the pact, the summoning ends and it returns to its own plane. Alternatively, the spellcaster can try to overcome the homunculus’s will and force it to serve him. In this case make an opposed check by rolling a 1d20 and adding the Intelligence, Wisdom, and Charisma scores. If the mage wins, the homunculus is convinced to become his familiar for an unspecified time (or until a greater power frees it from the bond), although it obeys its master’s orders in a rather reluctant manner. If instead the creature wins, it is free to leave or attack the summoner. If the attempt fails, it is only possible to attempt to summon and bind another homunculus after gaining a new level.

If the homunculus is bound to the spellcaster, the latter permanently loses 10,000 xp which is absorbed by the creature to establish the binding of its soul with that of his master. The homunculus from this moment obeys the mage’s order based on its personality (the master must however guarantee it food to feed and a shelter to sleep and live in) and as long as it remains within 1 mile the master can use all his familiar’s senses and communicate with it telepathically simply by concentrating (the homunculus can also communicate with its master on its own recognisance, but cannot read hidden thoughts). Moreover, if the mage is in direct physical contact with the homunculus, he enjoys a +3 bonus to all his Saving Throws.

The homunculus can use all its powers whilst bound to the spellcaster, and once per week can (if it wants) use its knowledge to give important information to its master (like using *Contact Outer Planes* speaking with a 3rd level Immortal, with no chance of going mad).

If the homunculus is reduced to zero Hit Points or less, its bond with the mage is broken and its body dissolves, while its soul returns free to its original plane. This is a dramatic event both for the homunculus (which receives a lessening in power among the Immortal ranks and must expend new energy to reform its body) and for the spellcaster who permanently loses 1d4+1 Hit Points from his total and cannot attempt to summon new homunculi before an entire year has passed.

If the *exile* or *banish* spell is used against a homunculus it is possible to send the creature back by breaking the bond with the spellcaster without the Hit Point loss. However the master must make a ST vs. Spells or remain stunned per 1d4 rounds because of the sudden psychic backlash. *Protection from evil* spells keep the familiar at distance, while a successfully cast *dispel evil* forces it to go away (but not to return to its original plane). Anti-magic fields affect the homunculus’s magical ability but don’t break the bond with its master. The creature can fall victim to spells of control by a third party, but cannot be made to do anything that goes against the explicit orders of its true master.

There are five types of homunculus, one for each Sphere (Energy, Entropy, Matter, Thought, Time), and although they share particular powers, each has an appearance and a peculiarity that distinguishes them. The three types of homunculus and their powers are described next, together with the Sphere that each homunculus belongs to.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Homunculus** | **Aryth** | **Bogan** | **Fylgar** | **Gretch** | **Ulzaq** |
| **Movement** | 90/30/10 | 108/36/12 | 60/20/5 | 150/50/15 | 108/36/12 |
| **Fly** | 180/60/20 | 300/100/33 | 240/80/27 | 180/60/20 | – |
| **Attacks** | 1 claw + 1 tail | 1 bite + 1 tail | 1 fist or tail | 1 bite or tail | 2 claws + 1 bite |
| **Damage** | 1d4 or 1d4+ST | 1d4+ST or 1d3 | 1d4 or 1d3 | 1d4 or 1d4+ST | 1d3x2/1d4+ST |
| **Alignment** | Good | Evil | Lawful | Neutral | Chaotic |
| **Sphere** | Thought | Entropy | Matter | Time | Energy |

**Common characteristics of all homunculi:**

* Base AC: 0
* Hit Dice: 3
* Saving Throws as a 21st level Mage
* Immunity to non magical weapons
* Immunity to fire and cold
* Infravision within 60 feet
* *Invisibility* at will
* *Detect Evil* and *magic* at will
* Regenerate 1 hp/round (master also has this power if he remains within 10 feet)

**Aryth:** The aryth are 1 foot tall with translucent black skin, bright green eyes, a pair of almost invisible wings, and a barbed tail. They can transform at will into spiders or sparrows and anyone struck by the tail must make a ST vs. Poison to not fall asleep for 2d4 rounds. The aryth always knows if someone is lying and three times per day can evoke a *circle of protection from evil* as a 21st level mage.

Statistics: St 10, Dx 10, Co 10, In 13, Wi 18, Ch 15.

**Bogan:** The bogan is 1 foot high with four dragonfly wings, large green or blue eyes, sky blue skin, and a short scaly tail. The bogan can transform at will into snakes or macaws, are immune to poison and in humanoid form attack with a bite (ST vs. Poison to avoid shaking for 1d4 rounds, suffering–2 to all Attacks and AC) and their razor sharp tail. All bogans can three times per day use the power of *charm monster* as a 21st level mage.

Statistics: St 10, Dx 12, Co 10, In 13, Wi 13, Ch 18.

**Fylgar:** The fylgar always have an innocuous and graceful appearance, resembling plump babies with a pair of colourful feathered wings on its back (like the cherubs of renaissance tradition), rose-coloured skin and a white tail like that of a cat. The fylgar can transform at will into black cats or hawks, are very quick to react to any situation (+1 to Initiative) and in humanoid form can attack with punches or use their 2 feet long tail as a whip (this latter attack benefits from a +4 bonus). All fylgar can *See Invisibility* constantly and three times a day can evoke a *Circle of Protection from Evil* as a 21st-level spellcaster.

Statistics: St 10, Dx 18, Co 10, In 13, Wi 12, Ch 13.

**Gretch:** These homunculi have very elastic, greyish or black skin, large, disproportionate hands, a pair of small yellow or black horns on their head, small batlike wings, and a barbed tail. Anyone struck by the poisonous tail must make a ST vs. Poison or lose 1 point of Dexterity for 2d4 turns: if the Dexterity is reduced to zero or less, the victim remains paralysed until the characteristic rises to one or higher. The gretch can transform itself at will into a raves or rat, and is immune to any spell that directly affects the mind. Finally, once per day a gretch can evoke a *Slow* effect on one victim as a 21st level mage.

Statistics: St 13, Dx 10, Co 18, In 12, Wi 13, Ch 10.

**Ulzaq:** The ulzaq are the homunculi with the most disgusting appearance, as they resemble deformed humanoids with scaly skin, long claws, twisted fangs, and a curved horn on its hairless head. Unlike the other homunculi, the ulzaq cannot fly in their humanoid form as they don’t have wings, but substitute this lack with their terrible claws and fangs, with which they can inflict debilitating attacks: each victim of their bite (regardless of the assumed form) loses 1 point of Strength for 2d4 turns if they fail a ST vs. Poison. If the subject’s Strength is reduced to zero or less, the victim collapses to the ground and remains insensible until his Strength is returned to at least 3 points. The ulzaq can transform at will into toads or bats, and are immune to electrical-based attacks. Finally, once per day the ulzaq can cause *Confusion* as a 21st level mage.

Statistics: St 14, Dx 10, Co 14, In 12, Wi 14, Ch 10.

***Magic Schools and Specialisation***

Every arcane spellcaster distinguishes between arcane schools and traditions to indicate a certain type of spells that have common effects or objectives (school or discipline) and a series of spells characteristic of a specific culture or magic academy (traditions). All the spellcasters belong to a tradition, but not all are specialised in a school.

There are eight different Schools (or disciplines) of arcane magic, and each spell belongs to one and only one of these schools, with the only exception of *wish*, which doesn’t belong to any. They are listed below in alphabetical order (refer to their quirks to know which school a newly created spell should belong to):

**Abjuration:** spells that protect, hold, or banish beings by creating physical or magical barriers, denying physical or magical characteristics, and damaging the transgressors. Note that if the abjuration creates a barrier that keeps certain types of creatures at bay, the barrier cannot be used to push those creatures away. If the barrier is pushed against these creatures, an obvious pressure is felt, and if the action is not interrupted, the barrier simply breaks and vanishes (for example as in the case of *Circle of Protection from Evil*). Its specialist is called Abjurer.

**Conjuration:** spells that bring creatures or objects to the spellcaster (summoning), manipulate matter to create an element or being (creation), or allow instantaneous movement (transport). Summonings bring beings or things that upon dying or at the spell’s end return to their original planet, and the caster can no longer use its powers. Creations materialise objects or creatures that usually have a non-instantaneous duration. Transports instead allow travel over great distances in a short period of time or of bypassing planar barriers. Its specialist is called Conjurer.

**Divination:** spells that reveal, gather, or allow the exchange of information and the breaking of illusions. Its specialist is called Diviner.

**Enchantment:** spells that imbue the receiver with a charismatic quality through which it can affect the behaviour of a third party or allows him to control the minds of others. All the enchantments are spells that affect the mind with a fascination (rendering the spellcaster more likeable and convincing to the victim), a compulsion (forcing the target’s behaviour), or an alteration of memory (removing or modifying memories). Its specialist is called Enchanter.

**Evocation:** spells that manipulate energy or create energy from nothing. The effects of these spells are often dangerous and spectacular, of instantaneous or permanent duration. Its specialist is called Evoker.

**Illusion:** spells that alter perception (mind or senses) or create false images. Illusions can create images that resemble reality but only exist in the victim’s mind (hallucinations), can create a false sensation for one or more people (fictions), can modify the characteristics of things, places, or people to make them disappear or appear different (masking), or create partially real effects exploiting the energy of the Dimension of Nightmare (texture and shadow). Its specialist is called Illusionist.

**Necromancy:** spells that manipulate, create, or destroy life or the life-force. The spells generally affect undead, negative energy, life-force, and the souls of living creatures. Its specialist is called Necromancer.

**Transmutation:** Spells that modify the physical characteristics of the target, the properties of beings, things, or conditions. Its specialist is called Transmuter.

Each spellcaster can choose whether or not to specialise in a school of magic. The majority of Mystaran mages are generic spellcasters, and they prefer to spread themselves between all the disciplines rather than acquiring the knowledge of just one. The specialist mages, instead, are those that choose to favour one school over the others, and thanks to their particular devotion to this discipline acquire several advantages when using spells linked to it. From the moment he decides to specialise, the mage’s choice is irrevocable, and this usually happens at the start of his career (1st level). If a mage wishes to specialise at a later time in his career, it is only possible after having studied at a school of magic or with a specialist master for a period of 1 month per level.

Thanks to his specialisation, the mage is able to cast one spell more for each spell level in respect to the maximum number of spells he can use per day based on his level.

Every specialist gains a +1 bonus to all ST against magic of his own school, while imposing a −1 penalty to all ST to avoid effects created by him based on his school of specialisation. The only exceptions to this are the Abjurers, who gain a +1 bonus to ST vs. Spells and a +10% bonus to dispel magic, and the Diviners, who have a +2 bonus to ST vs. Illusions and they impose a –2 to ST to avoid their spells. Moreover, the effects of their own school are always considered “common” when determining the chance to create spells and magic items (see Volume 3).

However, the specialists must renounce the powers of an opposing school. In practice, the specialists cannot have or learn spells that belong to the prohibited school, as they don’t have the ability to manipulate this type of energy, and they even refuse to use items enchanted with powers from the prohibited school. For each there is an opposing or prohibited school according to this scheme:

|  |  |  |
| --- | --- | --- |
| Abjuration | – | Evocation |
| Enchantment | – | Necromancy |
| Divination | – | Illusion |
| Conjuration | – | Transmutation |

The specialists of the schools of Divination and Illusion however, given the limited offensive potential of these schools, can learn the spells of the first three spell levels of the opposing school.

Upon reaching 9th level, a specialist is then able to manipulate the energy of his school in an amazing way producing particular effects.

***Abjurer*:**abjuration spells are difficult to dispel (-30% to the chance) and their duration is doubled.

***Enchanter*:**his enchantment spells are more difficult to dispel(-20%) and always gains a +2 to Charisma checks towards his victims.

***Diviner*:**overcome any barrier that prevents him from obtaining information with a Wisdom check with a penalty equal to the spell level to be overcome.

***Conjurer*:**double the duration of the conjuration or increase by 50% the HD of the summoned beings.

***Illusionist*:**can modify any illusion as long as it doesn’t disappear simply by concentrating on it.

***Evoker*:**can modify the original energy of the evocation selected from cold, electricity, or fire.

***Necromancer*:**control undead as a cleric of equal level and the closer he is to death the stronger his necromantic spells become (–1 to the ST for every 30% lost of his total hp).

***Transmuter*:**can modify his own form as long as the spell of alteration isn’t interrupted.

Below are presented all the known arcane spells based on spell level, subdivided by school. The spells include those common ones described in the *Rules Cyclopedia*, those introduced in the official supplements for Mystara edited by TSR, and those added by the authors of this manual. Reversible spells are listed two ways: those marked with an asterisk are the normal version, while those in *italics* are the reverse forms.

**Table 1.3: First Level Spells**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Abjuration** | **Conjuration** | **Divination** | **Enchantment** | **Evocation** | **Illusion** | **Necromancy** | **Transmutation** |
| Oilskin | Tar | Analyze | Friendship | Magic Missile | Mystic Aura | Necromantic Healing | Home Help |
| Endure Elements | Fairy Mount | Compass | Charm person | Floating Disc | Disguise Self | Symbol of Fainting | Heat Air |
| Watcher | Elemental Explosion | Detect Secret Passages | Hesitation | Light\* | Invisibility to Undead | Suffocate | Returning Weapon |
| Protection from Evil | Invisible Servant | Detect Magic | Silver Tongue | Faerie Lights | Lie | Dying Breath | Feather Fall |
| Resistance |  | Detect Shapechangers | Command Word | Burning hands | Pass without Trace | Ghoul Touch | Colour\* |
| Shield | Detect Undead | Sleep | Sonic Blast | Ghost Sound | Cough | Unmissable Shot |
| Warding Sigil | Intuition | Stun | Burning ray | Ventriloquism |  | Sea Legs\* |
|  |  | Read Languages |  | Push |  | Aestheticism |
|  |  | Read Magic |  | Shocking Grasp |  |  | *Evaporate* |
|  |  | Locate Metals |  | *Darkness* |  |  | Float in Air |
|  |  | Locate Species |  |  |  |  | Float |
|  |  | Longsight |  |  |  |  | *Seasickness* |
|  |  | Time Marker |  |  |  |  | Trip |
|  |  | Find Information |  |  |  |  | Chill |
|  |  | Evaluate |  |  |  |  | Entangle |
|  |  | Memory Visions |  |  |  |  | Longstride |
|  |  |  |  |  |  |  | Spider Climb |
|  |  |  |  |  |  |  | Precipitation\* |
|  |  |  |  |  |  |  | Stone Bolts |
|  |  |  |  |  |  |  | Psychokinesis |
|  |  |  |  |  |  |  | Jump |
|  |  |  |  |  |  |  | Dig |
|  |  |  |  |  |  |  | *Bleach* |
|  |  |  |  |  |  |  | Grease |

**Table 1.4: Second Level Spells**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Abjuration** | **Conjuration** | **Divination** | **Enchantment** | **Evocation** | **Illusion** | **Necromancy** | **Transmutation** |
| Alarm | Animate Rope | Communication | Charm Animals | Elemental Bolts | Magic Mouth | Walking Dead | *Drown* |
| Apnea | Summon Animal Ally | ESP | Control Humanoids | Blinding Bolt | Phantasmal Force | Disrupt Undead\* | Affect Normal Fires |
| Reflection | Acid Arrow | Detect Evil | Ecstasy | Magic Flame | Mirror Image | Spectral Hand | Magic Weapon |
| Simulation Circle | Stinking Cloud | Speak with Animals | Fear | Gust of Wind | Invisibility | Feign Death | Temporary Skill |
| Wizard Lock | Web | Locate Object | Hideous Laughter | Sound Barrier | Deathmask | *Aid Undead* | Careen |
| Mind Shield | Stone Grip | Arcane Senses | Symbol of Stun | Pyrokinesis | Camouflage | Ray of Enfeeblement | Sure Strike |
| Explosive Runes |  | See Invisibility | *Zone of Deceit* | *Moonbeam* | Silence | Devastating Touch | Elasticity |
| Deflecting Shield |  | Whispering Wind | Zone of Truth\* | Sunbeam\* | Hypnotic Pattern |  | Melding |
|  |  |  |  | Flaming Sphere |  |  | Nocturnal Guard |
|  |  |  |  | Arcane Breath |  |  | Levitate |
|  |  |  |  |  |  |  | Stone Hands |
|  |  |  |  |  |  |  | Rot |
|  |  |  |  |  |  |  | Swim\* |
|  |  |  |  |  |  |  | Burning Eyes |
|  |  |  |  |  |  |  | Renew |
|  |  |  |  |  |  |  | Knock |

**Table 1.5: Third Level Spells**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Abjuration** | **Conjuration** | **Divination** | **Enchantment** | **Evocation** | **Illusion** | **Necromancy** | **Transmutation** |
| Electric Barrier | Magic Container\* | Geographic Map | Amnesia | Cone of Cold | Phantasmal Killer | Destroy Undead\* | Elemental Weapon |
| Circle of Prot vs. Evil | *Cursed Container* | Vigilant Guardian | Hold Person | Lightning Bolt | Secret Writing | Unbearable Pain | Climate |
| Concentration | Control Element | Identify Species | Control Animals | Continual Light\* | Illusionary Wall | *Heal Undead* | Incendiary Darts |
| Dispel Magic | Create Air | Tongues | Symbol of Fear | Wall of Wind | Sphere of Invisibility | False Life | Fertility\* |
| Free Person | Fist of Rock | Creeping Shadow | Deep Slumber | Fireball |  | Steal the Breath | Gaseous Form |
| Barkskin | Snake Sigil | Omen | Suggestion | Thunderclap |  |  | Liquid Form |
| Protection from Normal Missiles | Liquid Assassin | Clairaudience / Clairvoyance |  | *Continual Darkness* |  |  | Infravision |
| Secure Shelter | Acidic Spray | Truth of Blood |  | | | | Enlarge\* |
| Fire Trap | Exchange Places | Death Recall |  |  |  |  | *Slow* |
|  |  |  |  |  |  |  | Animal Form |
|  |  |  |  |  |  |  | Breathe Element |
|  |  |  |  |  |  |  | Lightning Reflexes |
|  |  |  |  |  |  |  | Sustenance |
|  |  |  |  |  |  |  | *Shrink* |
|  |  |  |  |  |  |  | *Rocks to Pebbles* |
|  |  |  |  |  |  |  | Pebbles to Rocks\* |
|  |  |  |  |  |  |  | *Sterility* |
|  |  |  |  |  |  |  | Transmute Liquids |
|  |  |  |  |  |  |  | Haste\* |
|  |  |  |  |  |  |  | Fly |

**Table 1.6: Fourth Level Spells**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Abjuration** | **Conjuration** | **Divination** | **Enchantment** | **Evocation** | **Illusion** | **Necromancy** | **Transmutation** |
| Spirit Armour | Phoenix Wings | Locate Creature | Steal Skill | Searing Light | Displacement | Contagion | Exceptional Skill |
| Defensive Aura | Faithful Copy | Focused Map | Charm monsters | Ice Spear | Improved Invisibility | Black Arrow | Airy Water\* |
| Anti-Animal Barrier | Create Atmosphere | Corpse Eyes | Confusion | Interposing Hand | Massmorph | Curse | Water to Ice\* |
| Mystic Circle | Create Projectiles | Wizard Eye | Control Emotions | Wall of Water | Shadow Monster | Body Manipulation | *Liquid Air* |
| Revealing Shell | Clothform | Scryingl | Control Plants | Wall of Fire | False Thoughts | Vampiric Bite | Polymorph Self Others |
| Glyph of Warding | Summon Monstrous Ally | Second Sight | Crushing Despair | Wall of Ice | Hallucinatory Terrain | Corpse Possession | Magic Exchange |
| Remove Curse | Summon Refuge | Sixth Sense | Symbol of Amnesia | Ball Lightning | Night Terrors | Soul Binding | Plant Growth\* |
| Fire Shield | Earthmaw | X-ray Vision | Sleepwalking | Fiery Bolts | Rainbow Pattern |  | Primal Form |
|  | Magic Muzzle |  |  | Ice Storm |  |  | *Ice to Water* |
|  | Solid Fog |  |  |  |  |  | Extended Range |
|  | Seal Passage |  |  |  |  |  | Enchant Item |
|  | Pass Rock |  |  |  |  |  | Magnetism |
|  | Dimension Door |  |  |  |  |  | Polymorph Others |
|  | Whirlwind |  |  |  |  |  | Passwall |
|  |  |  |  |  |  |  | Automatic Pilot |
|  |  |  |  |  |  |  | *Shrink Plants* |
|  |  |  |  |  |  |  | Stone Shape |
|  |  |  |  |  |  |  | Enchanted Vehicle |

**Table 1.7: Fifth Level Spells**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Abjuration** | **Conjuration** | **Divination** | **Enchantment** | **Evocation** | **Illusion** | **Necromancy** | **Transmutation** |
| Spellbinding Barrier | Woodform | Contact Outer Planes | Hold Monster | Purifying Flame | Persistent Image | Animate Dead | Cat’s Grace\* |
| Freedom | Fabricate | Déjà-vu | Unconscious Command | Windwhip | Shadow Evocation | Health Drain | Consume Cinnabryl |
| Stoneskin | Summon Elementals | Universal Tongue | Control Giants | Blackbolt | *Nightmare* | Hold Undead | Deadly Bolt |
| Elemental Protection | Wall of Stone | Telepathy | Feeblemind | Memory | Dream\* | Magic Jar | *Weakness* |
| Magic Sanctum | Cloudkill | Tracks of Fire | Dominate Person | Icy Blast | Disguise | Necromorph | Dissolve\* |
|  | Rain of Terror | Trueseeing | Geas | Fiery Blast | False Vision | Oblivion | Spatial Distortion |
|  | Teleport |  | Mind Fog | Lightning Strike |  | Empathic Torture | *Weariness* |
|  | Dimensional Tunnel |  | Symbol of Discord |  |  | Bind Golem | Elemental Form |
|  |  |  |  |  |  |  | Bull’s Strength\* |
|  |  |  |  |  |  |  | Fragment |
|  |  |  |  |  |  |  | Siege Fire |
|  |  |  |  |  |  |  | *Clumsiness* |
|  |  |  |  |  |  |  | *Harden* |
|  |  |  |  |  |  |  | Penetrate Defences |
|  |  |  |  |  |  |  | Rock Door |
|  |  |  |  |  |  |  | Telekinesis |
|  |  |  |  |  |  |  | Iron Constitution\* |
|  |  |  |  |  |  |  | Force Transformation |
|  |  |  |  |  |  |  | Transparency |

**Table 1.8: Sixth Level Spells**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Abjuration** | **Conjuration** | **Divination** | **Enchantment** | **Evocation** | **Illusion** | **Necromancy** | **Transmutation** |
| Dimensional Anchor | Phantasmal Lover | Flames of Justice | Alter Memories | Blinding Light | Mislead | Control Undead | Animate Weapons |
| Anti-magic Barrier | Summoning\* | Telepathic Recall | Control Dragons | Forceful Hand | Programmed Illusion | Create Undead | Deadly Weapon |
| Forcecage | Stoneform | Arcane Sight | Mental Decay | Freezing Sphere | Delusion | Death | Flesh to Stone\* |
| Globe of Invulnerability | *Disperse* |  | Mass Suggestion | Burning Touch | Projected Image | Reincarnation | Control Liquids |
| Magic Lock | Summon Planar Ally |  |  | Transfer Enchantment |  | Deadly Oath | Control Winds |
| Sphere of Elemental Protection | Wall of Iron |  |  |  |  | Eyebite | Control Currents |
| Break Enchantment | Acidic Fog |  |  |  |  | Symbol of Pain | Control Inertia |
|  | Poisonous Cloud |  |  |  |  |  | Disintegration |
|  | Blink |  |  |  |  | Extension |
|  | Fiery Tentacle |  |  |  |  |  | Evanescence |
|  | Elemental Travel |  |  |  |  |  | Ethereal Form |
|  |  |  |  |  |  |  | Ironwood |
|  |  |  |  |  |  |  | *Stone to Flesh* |
|  |  |  |  |  |  |  | Magic Door |
|  |  |  |  |  |  |  | Rock to Lava |
|  |  |  |  |  |  |  | Boneshatter |
|  |  |  |  |  |  |  | Communicating Mirror |
|  |  |  |  |  |  |  | Move Earth |
|  |  |  |  |  |  |  | Transmute Solids |
|  |  |  |  |  |  |  | Rod of the Wyrm |

**Table 1.9: Seventh Level Spells**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Abjuration** | **Conjuration** | **Divination** | **Enchantment** | **Evocation** | **Illusion** | **Necromancy** | **Transmutation** |
| Mage Armour | Ironform | Lore | Charm Plants | Chain Lightning | Shadow Twin | Control Constructs | *Agitate Water* |
| Bastion | Create Normal Monsters | Hivemind | Collar of Enslavement | Duplicate Spell | Hallucinatory Nightmare | Necromantic Frenzy | Calm Water\* |
| Banish | Magical Double | Mirror of the Past | Dance | Soaring Fire | Mass Invisibility | Necromantic Fusion | Control Gravity |
| Barrier of Spell Turning | Summon Object |  | Demand | Delayed Fireball | Veil | Wail of the Banshee | Control Weather |
| Purifying Energy | Explosive Cloud |  | Power Word Stun | Burning Web |  | Energy Drain | Astral Body |
| Invisibility Purge | Acid Rain |  | Magic Drain | Sword |  |  | Heroism |
| Steelskin | *Dimensional Prison* |  | Symbol of Sleep |  |  |  | Greater Polymorph |
| Dimensional Shield | Dimensional Refuge\* |  |  |  |  |  | Preservation |
|  | Succour |  |  |  |  |  | Rock |
|  | Planeshift |  |  |  |  |  | Enchanted Vessel |
|  | Teleport Any Object |  |  |  |  |  |  |
|  | Transport Via Rock |  |  |  |  |  |  |
|  | Bind Elementals |  |  |  |  |  |  |

**Table 1.10: Eighth Level Spells**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Abjuration** | **Conjuration** | **Divination** | **Enchantment** | **Evocation** | **Illusion** | **Necromancy** | **Transmutation** |
| Mindblank | Binding Chains | Absorb Knowledge | Open Mind | Perpetual Ice | Impersonate | Clone | Elemental Aura |
| Force Field | Steelform | Ultimate Divination | Mass Charm | Crushing Hand | Greater Shadow Evocation | Sandform | Devastating Attack |
| Remove Charm | Create Magical Monsters | Moment of Prescience | Control Living Beings | Explosive Death | Mirage Arcana | Create Greater Undead | Giants’ Strength |
| Invulnerability | Create Any Object | Reveal Location | Power Word Blind | Prismatic Spray | Scintillating Pattern | *Destroy Phylactery* | Polymorph Any Object |
| Duelling Shield | Cloud Ship |  | Empathic Resonance |  |  | Create Phylactery\* | Permanency |
| Sphere of Prot. from Magic | Corrosive Cloud |  | Symbol of Insanity |  |  | Horrid Withering | Burning Stones |
| Zone of Interdiction |  |  |  |  |  | Arcane Trap | *Reanimate* |
|  |  |  |  |  |  |  | Delay |
|  |  |  |  |  |  |  | Temporal Stasis\* |
|  |  |  |  |  |  |  | Glassteel |

**Table 1.11: Ninth Level Spells**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Abjuration** | **Enchantment** | **Divination** | **Conjuration** | **Illusion** | **Evocation** | **Necromancy** | **Transmutation** |
| Greater Barrier of Spell Turning | Dominate Monsters | Orb of Knowledge | Gate | Deadly Illusion | Contingency | Alter Ego | Dispel Immunity |
| Disjunction | Mass Paralysis | Revealing Map | Teleport. Circle | Warped Reality | Burning Fury | Create Hybrids | Shapechange |
| Immunity | Power Word Sleep | Foresight | Create Any Monster | Ubiquity | Greater Memory | *Ageing* | Crystalbrittle |
| Prismatic Wall |  |  | River of Sand |  | Meteor Swarm | *Free the Soul* | Timestop |
| Anti-Magic Ray |  |  | Maze |  | Polar Ray | Longevity\* | Elemental Power |
| Entropic Shield |  |  | Tsunami |  | Greater Shout | Power Word Kill | Magic Preparation |
|  |  |  | Hurricane |  | Light Sword | Symbol of Death |  |
|  |  |  |  |  | Lightning Storm | Sleep Curse |  |
|  |  |  |  |  |  | Bind the Soul\* |  |

***Arcane Traditions***

The arcane traditions are the most numerous of the schools, as they are a product of the cultural and historic environment from which the spells derive. In practice the traditions gather all the spells considered common or commonly known to the spellcasters in a certain region or ethnic group, or those that are usually taught in the academies of magic in a specific nation. For each tradition there thus exists a specific list of spells from first to ninth level considered “common” by its members.

The oldest tradition dates back to an epoch many millennia before the rise of the human race, or to the Age of the Carnifex, large intelligent carnosaurs that evolved from the last dinosaurs who trod the Mystaran soil over 20,000 years before Blackmoor. This tradition has completely disappeared following the destruction of the carnifex civilisation by the Immortals, who imprisoned the few survivors in the Pits of Banishment, a closely watched prison plane where dangerous races or creatures have been confined over the ages (see the adventure *M3: Twilight Calling*). Next was the tradition of the giants, the second race to gain predominance on Mystara, but with the rise of the humans and demihumans around 6,000 BC, the magic traditions began to multiply, starting with the elven and Thonian (the first arcane tradition founded by a human ethnic group) up to the most recent traditions of the last millennium, like the Glantrian (the most famous). To these are also added traditions that reached Mystara when alien populations settled on the planet: the Alphatian (found within the most magical land, the Alphatian Empire), the Herathian (typical of the aranea), and the Laterran (practiced by the exiles that escaped the planet Laterre, in the Dimension of Myth, and settled in the Glantrian valleys to give life to the most famous magocracy of the Known World).

Below is an approximate list of the arcane traditions still present on Mystara with the approximate date of the tradition’s foundation between brackets and the areas in which each is predominant. It is always possible to find exponents of a tradition in other areas, but in these cases the Master should have a valid explanation linked to the spellcaster’s history. The *traditions in italics* are considered oflow magical level, ***those in bold italics*** of high level, while the rest are of medium level.

***Alphatian*** (4,500 BC): Alphatian Empire

*Denagothian* (500 BC): Denagoth

***Elven*** (5,000 BC): Alfheim, Alphatia, Five Shires, Savage Coast, Glantri, Sylvan Realm, Shadow Kingdom, Wendar, elves of the Hollow World

***Glantrian*** (800 AC): Glantri

***Herathian*** (3,500 BC): Herath, aranea regions

Hulean (500 BC): Hule, Midlands, Savage Baronies

Hutaakan (1,200 BC): Valley of the Hutaaka (Hollow World)

***Marine*** (2,000 BC): Minrothad, undersea kingdoms and islands

***Milenian*** (800 BC): Cathos and Vacros, Davanian city states, Minaea, Milenia (Hollow World)

***Nithian*** (1,500 BC): Nithia (Hollow World), Thothia

*Northman* (1,800 BC): Northern Reaches, Norwold

Ochalese (500 BC): Ochalea

Oltec (4,000 BC): Azcans and Hill Oltecs (Hollow World)

Sindhi (500 AC): Sind, Shahjapur (Hollow World)

*Tanagoro* (2,000 BC): Pearl Islands, Thanegioth, Tangor, Tanagoro Lands (Hollow World), Yavdlom, Zyxl

Thonian (4,500 BC): Thonia

***Thyatian*** (50 AC): Darokin, Ierendi, Karameikos, Savage Baronies, Thyatian Empire

*Traladaran* (100 AC): Karameikos, Hulean city stats

*Traldar* (1,000 BC): Traldar kingdoms (Hollow World)

Varellyan (200 BC): central south Davania

*Ylari* (900 AC): Ylaruam, Savage Baronies

Every arcane spellcaster must therefore choose his own tradition based on his historical and cultural roots, and this choice not only determines which spells will be common for him, but also affects his ability to create magic items. Indeed, the common spells have a better chance of being created with normal processes of magical research, while those uncommon (or those that don’t belong to his tradition) are more difficult to create (see Volume 3). Naturally the spellcaster can also accept to exchange spells of his own list with spells of another school, allowing other mages access to his spellbook in exchange for a similar favour, or buying (where possible) or finding scrolls and spellbooks that contain spells of the other schools. The DM should remember to vary the spells of the enemies of the characters taking these tables into account, and this will certainly be to the advantage of a greater variety of game play.

The list of different spells per tradition also affects the ability to recognise the magical effects present in items with an *Arcane Magic* check (see the *Manual of General Skills*), as with this ability the spellcaster can only choose to recognise the common effects of the tradition to which he belongs or the school in which he specialises. Belonging to a tradition also grants the mage access to a special ability of that arcane tradition. The list of special abilities associated with each Mystaran tradition (with the description of each power) is given next. For other traditions, the Master is encouraged to create new abilities, taking into account that the ancient traditions would have correspondingly more important powers and vice versa.

**Alphatian: *Elemental power.***

The mage imposes a cumulative –1 penalty to all his victims’ ST to avoid the effects of the spells of his tradition based on the element Air.

**Denagothian: *Chosen enemy.***

The mage imposes a cumulative –1 penalty to all the ST of elves to avoid the effects of every spell of his tradition.

**Elven: *Magic resistance.***

The mage selects one traditional spell of his choice per spell level and receives a +2 bonus to all ST versus that spell or against magic effects of magic items enchanted with tat specific power.

**Glantrian: *Signature spell.***

The mage selects a single traditional spell of the highest spell level that he can cast, and that will be called his “signature spell”. When, gaining experience, he gains access to spells of a higher level he can select a new spell from the level he has just achieved, or keep the last one he chose. The mage imposes a cumulative –3 penalty to all the ST versus his signature spell.

**Herathian: *Skilled Enchanter.***

The mage imposes a cumulative –1 penalty to all his victims’ ST to avoid the effects of the Enchantment spells of his tradition.

**Hulean: *Skilled Illusionist.***

The mage imposes a cumulative –1 penalty to all his victims’ ST to avoid the effects of the Illusion spells of his tradition.

**Hutaakan: *Arcane knowledge.***

When the mage tries to research a traditional spell he gains a +20% bonus to the roll to check the procedure’s success. If instead he is researching an unknown spell, he benefits from a +10% bonus.

**Marine: *Elemental power.***

The mage imposes a cumulative –1 penalty to all his victims’ ST to avoid the effects of the spells of his tradition based on the element Water.

**Milenian: *Superior spell.***

The mage selects one traditional spell of his choice per spell level contained in his spellbook: when he casts it, that spell is considered as one level higher (a 9th level spell however remains 9th level). None of the statistics linked to the spell (like range, damage, duration, etc.) are modified, but the spell could penetrate the defences of a creature immune to spell of up to a certain level.

**Nithian: *Elemental power.***

The mage imposes a cumulative –1 penalty to all his victims’ ST to avoid the effects of the spells of his tradition based on the element Fire.

**Northman: *Combat casting.***

A mage who is injured or is disturbed while casting a spell benefits from a +4 bonus to his Concentration check to avoid losing the spell.

**Ochalese: *Increased range.***

The mage selects one traditional spell of his choice per spell level contained in his spellbook: when casting that spell its range is doubled. If the effect is on Contact, the range becomes 3 feet per 3 levels (it requires an Attack Roll modified by his Dexterity modifier, as if using a missile weapon). It has no effect on spells with range 0 (personal spells must remain personal).

**Oltec: *Arcane artificer*.**

When the mage enchants a magic item with a power linked to any one of his traditional spells, he gains a +20% bonus to the roll to check the enchantment’s success. If the item has more than one power, the bonus is only applied to the rolls to verify those powers linked to traditional spells.

**Sindhi: *Empowered effectiveness.***

The mage selects one traditional spell of his choice per spell level contained in his spellbook: when he casts the spell, he imposes a –1 penalty to the victim’s ST to avoid the effect.

**Tanagoro: *Increased Duration.***

The mage selects one traditional spell of his choice per spell level contained in his spellbook whose duration isn’t instantaneous, permanent, a round, or random (those expressed by a dice roll): when casting that spell its duration is doubled.

**Thonian: *Skilled Transmuter.***

The mage imposes a cumulative –1 penalty to all his victims’ ST to avoid the effects of the Transmutation spells of his tradition.

**Thyatian: *Focused experience.***

The mage selects one traditional spell of his choice per level and casts it as if to all effect he was a spellcaster of two levels higher.

**Traladaran: *Skilled Necromancer.***

The mage imposes a cumulative –1 penalty to all his victims’ ST to avoid the effects of the Necromancy spells of his tradition.

**Traldar: *Arcane power.***

When the mage casts a traditional spell, effects of partial anti-magic of the target or area are reduced by 30% (up to a minimum of 0%); it has no effect in the presence of complete anti-magic (100%, like the ray of a beholder’s central eye or an *Anti-magic Barrier*).

**Varellyan: *Elemental power.***

The mage imposes a cumulative –1 penalty to all his victims’ ST to avoid the effects of the spells of his tradition based on the element Earth.

**Ylari: *Innate spell.***

The mage selects one traditional spell contained in his spellbook: he is able to cast it freely once per day. The chosen spell can only be changed once he acquires a new level.

It is possible to create new arcane traditions by mixing the already existing spells in different ways, or by creating new ones, but each level should always be limited to a maximum of 15 spells. Moreover, for a new tradition to be effectively established, requires that at least a dozen mages follow the same spell list and progress up to 9th level (name level), to officially sanction its existence. Whenever the last exponent of a particular tradition dies, his tradition also dies with him.

On the whole, if this system is also used to determine the number and type of spells of new traditions, it should take into account the level of magic availability in a specific campaign. It is advisable to make a list with few spells (8-10 per spell level) for campaigns with little magic (e.g. Ravenloft) or for those cultures where magic is fairly rare (e.g. Traladarans or Tanagoro on Mystara), while the environments or cultures in which the level of magic is quite common (e.g. Greyhawk or the Sindhi culture on Mystara) with about 11-14 spells known per level. In campaigns where magic is much more widespread (e.g. Forgotten Realms or the best magical cultures, i.e. Alphatia, Thyatis, and the elven race), the number varies between 14 and 16 known spells per level.

Next are thirteen different tables, each of which lists the common spells of that arcane tradition. These are an attempt to give examples of Mystaran cultures for each of the three levels of magical lore listed above (3 low, 3 medium, and 8 high), to better explain the differences that can be found between the magical knowledge of the different Mystaran ethnic groups.

***Note 1*:**The spells marked with an asterisk (\*) are reversible, those with a reverse effect.

***Note 2*:**The spell *Read Magic* (1st) is considered common to all traditions, while *wish* (9th) isn’t common to any; as such they have been omitted from the following lists.

***Note 3*:**In the Hollow World the *Spell of Preservation* annuls this type of effect for each school:

Enchantment: all the types of charm and mental domination; hold effects.

Divination: effects that penetrate Invisibility; effects that read a subject’s mind; effects that contact the outer planes, the outer world, or with the spirits of the dead; any form of magical scrying; effects that can see the future or past; *Lore* (7th).

Conjuration: effects of instantaneous or planar travel; effects that summon creatures from another plane or place; effects that create living creatures.

Illusion: all the types of Invisibility.

Necromancy: effects that possess a body or life spirit; any type of Reincarnation or resurrection (excluding *Animate Dead*).

For further details on the list of spells that cannot be used in Hollow World refer to the appropriate section of the Appendix of this volume.

**Table 1.12: Alphatian Tradition**

**Spell Level**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **1st level** | **2nd level** | **3rd level** | **4th level** | **5th level** |
| Analyze | Affect Normal Fires | Amnesia | Automatic Pilot | Cloudkill |
| Charm Person | Alarm | Clairaudience/Clairvoyance | Clothform | Dimensional Tunnel |
| Colour\* | ESP | Climate | Confusion | Disguise |
| Detect Magic | Gust of Wind | Continual Light\* | Create Atmosphere | Elemental Form |
| Endure Elements | Invisibility | Create Air | Defensive Aura | Feeblemind |
| Feather Fall | Knock | Dispel Magic | Dimension Door | Health Drain |
| Float in Air | Levitate | Fireball | Enchant Item | Hold Monster |
| Ghost Sound | Mirror Image | Fly | Enchanted Vehicle | Lightning Strike |
| Heat Air | Phantasmal Force | Gaseous Form | Glyph of Warding | Spatial Distortion |
| Home Help | See Invisibility | Haste\* | Passwall | Spellbinding Barrier |
| Light\* | Simulation Circle | Hold Person | Polymorph Others | Summon Elementals |
| Magic Missile | Sound Barrier | Lightning Bolt | Polymorph Self Others | Telekinesis |
| Read Languages | Stinking Cloud | Prot. from Normal Missiles | Scryingl | Teleport |
| Shield | Summon Animal Ally | Steal the Breath | Solid Fog | Universal Tongue |
| Sleep | Web | Thunderclap | Whirlwind | Windwhip |
| Sonic Blast | Wizard Lock | Wall of Wind | Wizard Eye | Woodform |

**Spell Level**

|  |  |  |  |
| --- | --- | --- | --- |
| **6th level** | **7th level** | **8th level** | **9th level** |
| Acidic Fog | Banish | Arcane Trap | Contingency |
| Anti-Magic Barrier | Barrier of Spell Turning | Clone | Create Any Monster |
| Control Winds | Bastion | Cloud Ship | Disjunction |
| Death | Bind Elementals | Corrosive Cloud | Elemental Power |
| Disintegration | Control Gravity | Crushing Hand | Gate |
| Elemental Travel | Control Weather | Duelling Shield | Greater Memory |
| Evanescence | Dimensional Refuge\* | Elemental Aura | Greater Shout |
| Extension | Duplicate Spell | Force Field | Greater Spellbinding Barrier |
| Forcecage | Explosive Cloud | Impersonate | Hurricane |
| Globe of Invulnerability | Ironform | Mindblank | Immunity |
| Magic Lock | Lore | Permanency | Lightning Storm |
| Poisonous Cloud | Magic Drain | Prismatic Spray | Magic Preparation |
| Projected Image | Planeshift | Sphere of Prot. from Magic | Prismatic Wall |
| Sphere of Elemental Protection | Power Word Stun | Steelform | Shapechange |
| Stoneform | Summon Object | Symbol of Insanity | Sleep Curse |
| Summon Planar Ally | Teleport Any Object | Zone of Interdiction | Timestop |

**Regions found:** Alphatia, Bellissaria, Esterhold, Norwold, Isle of Dawn, Alatian Isles.

**Note:** The Ochalese Tradition partly derives from the Alphatian, but is of a lower level and only has 11 spells per spell level (mostly Abjuration, Divination, and Transmutation).

**Table 1.13: Elven Tradition**

**Spell Level**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **1st level** | **2nd level** | **3rd level** | **4th level** | **5th level** |
| Analyze | Detect Evil | Animal Form | Anti-Animal Barrier | Cat’s Grace\* |
| *Charm Person* | *ESP* | Breathe Element | *Charm monsters* | *Contact Outer Planes*  [**Blackbolt**] |
| *Command Word* | Fear | Circle of Prot. from Evil | *Control Plants* [***Pass Rock***] | Dissolve\* |
| Detect Magic | Faerie Fire**D** | Clairaudience/Clairvoyance | *Dimension Door* | Feeblemind |
| Entangle | *Invisibility* | Create Fire**\*D** | Hallucinatory Terrain | *Geas* |
| Faerie Lights | Levitate | Deep Slumber | *Hold Animals***D** | *Hold Monster* |
| *Friendship* | Locate Object | Dispel Magic | Ice Storm | *Magic Jar* |
| *Intuition* | Magic Weapon | Enlarge\* | Elemental immunity**D** | Magic Sanctum [**Stoneskin**] |
| Locate Species | Mirror Image | Fly | Massmorph | Plant Door**D** [**Rock Door**] |
| Longstride | Phantasmal Force | Haste\* | Plant Growth\*  [**Seal Passage**] | Spellbinding Barrier |
| Magic Missile | Elemental resistance**D** | *Hold Person* | Polymorph Others | *Summon Elementals* |
| Precipitation\* | *See Invisibility* | Lightning Bolt [**Fist of Rock**] | Polymorph Self Others | Telekinesis |
| Protection from Evil | Silence | Obscure**\*D** | Remove Curse | *Teleport* |
| Read Languages | Speak with Animals | Prot. from Normal Missiles | *Second Sight* | *Trueseeing* |
| Detect Danger**D** | *Summon Animal Ally*  [**Stone Grip**] | Protection from Poison**D** | Wall of Fire | Wall of Stone |
| Watcher | Web | *Sphere of Invisibility* | *Wizard Eye* | Woodform |

**Spell Level**

|  |  |  |  |
| --- | --- | --- | --- |
| **6th level** | **7th level** | **8th level** | **9th level** |
| Anti-Magic Barrier | Banish | *Clone* | *Bind the Soul\** |
| Arcane Sight | *Charm Plants* | *Create Magical Monsters* | Contingency |
| Blinding Light | Control Weather | *Empathic Resonance* | *Create Any Monster* |
| Break Enchantment | *Create Normal Monsters* | Force Field | Disjunction |
| Control Liquids | Dance | Glassteel | *Dominate Monsters* |
| Control Winds [**Rock to Lava**] | Greater Polymorph | Invulnerability | *Gate* |
| Disintegration | *Lore* | *Mass Charm* | Immunity |
| Flesh to Stone\* | *Mass Invisibility* | Mindblank | Light Sword |
| Ironwood | *Mirror of the Past* | Moment of Prescience | Lightning Storm [**Meteor Swarm**] |
| Magic Door | *Planeshift* [***Transport Via Rock***] | Open Mind | *Maze* |
| Move Earth | Power Word Stun | Permanency | Orb of Knowledge |
| Projected Image | Rock | Polymorph Any Object | Power Word Sleep |
| *Reincarnation* | Repel wood**D** | Power Word Blind | Prismatic Wall |
| Rod of the Wyrm [***Repel stone*D**] | *Summon Object* | Reveal Location | Shapechange |
| Stoneform | Sword | Sphere of Prot. from Magic | *Teleportation Circle* |
| *Summon Planar Ally* | *Teleport Any Object* | *Ultimate Divination* | Timestop |

**D**: druidic spell (refer to the Druid spell list in Volume 2). The elven tradition, given its affinity with the natural forces, can take advantage of some druidic spells in its list (those of Abjuration and Divination at the same level as the druidic spells).

[**Spell in bold**]: spell of the Shadowelf tradition, replaces the associated elven spell. The Shadowelf tradition is only known among the subterranean elves and the Schattenalfen of the Hollow World.

[*Spell in italics*]: the elves that live in the Hollow World (Schattenalfen, Gentle Folk, Ice Vale) don’t have access to these spells, as they are ineffective due to the *Spell of Preservation*.

**Regions found:** Known World, Isle of Dawn, Norwold, Alphatia, Savage Coast, Immortal’s Arm, Sylvan Realm, N’Djatwaland (Davania); Schattenalfen, Icevale and Gentle Folk elves in Hollow World.

**Note:** The surface tradition refutes all fire-based offensive spell as they are against the Way of the Forest.

**Table 1.14: Glantrian Tradition**

**Spell Level**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **1st level** | **2nd level** | **3rd level** | **4th level** | **5th level** |
| Analyze | Arcane Breath | Circle of Prot. from Evil | Black Arrow | Animate Dead |
| Burning Hands | Blinding Bolt | Clairaudience/Clairvoyance | Body Manipulation | Déjà-vu |
| Charm Person | Explosive Runes | Control Element | Corpse Possession | Dream\* |
| Cough | Hideous Laughter | Death Recall | Dimension Door | Elemental Form |
| Detect Magic | Hypnotic Pattern | Dispel Magic | Enchanted Vehicle | Fiery Blast |
| Home Help | Invisibility | Fire Trap | Fiery Bolts | Geas |
| Invisible Servant | Mirror Image | Fireball | Magic Muzzle | Hold Monster |
| Memory Visions | Phantasmal Force | Fly | Mystic Circle | Hold Undead |
| Protection from Evil | Pyrokinesis | Gaseous Form | Night Terrors | Magic Jar |
| Push | See Invisibility | Hold Person | Polymorph Others | Penetrate Defences |
| Read Languages | Simulation Circle | Lightning Bolt | Polymorph Self | Purifying Flame |
| Shield | Spectral Hand | Phantasmal Killer | Scryingl | Rain of Terror |
| Sleep | Summon Animal Ally | Prot. from Normal Missiles | Sleepwalking | Shadow Evocation |
| Stone Bolts | Walking Dead | Secret Writing | Soul Binding | Summon Elementals |
| Suffocate | Whispering Wind | Suggestion | Summon Monstr. Ally | Teleport |
| Warding Sigil | Wizard Lock | Symbol of Fear | Wizard Eye | Unconscious Command |

**Spell Level**

|  |  |  |  |
| --- | --- | --- | --- |
| **6th level** | **7th level** | **8th level** | **9th level** |
| Anti-Magic Barrier | Banish | Arcane Trap | Burning Fury |
| Burning Touch | Barrier of Spell Turning | Control Living Beings | Contingency |
| Deadly Oath | Bind Elementals | Create Magical Monsters | Create Any Monster |
| Death | Chain Lightning | Create Greater Undead | Disjunction |
| Disintegration | Delayed Fireball | Elemental Aura | Dispel Immunity |
| Elemental Travel | Energy Drain | Explosive Death | Elemental Power |
| Fiery Tentacle | Explosive Cloud | Force Field | Gate |
| Flesh to Stone\* | Hallucinatory Nightmare | Greater Shadow Evocation | Immunity |
| Forcecage | Lore | Horrid Withering | Magic Preparation |
| Globe of Invulnerability | Magic Drain | Mindblank | Meteor Swarm |
| Programmed Illusion | Mass Invisibility | Permanency | Power Word Kill |
| Projected Image | Necromantic Fusion | Polymorph Any Object | Prismatic Wall |
| Rod of the Wyrm | Power Word Stun | Remove Charm | Shapechange |
| Sphere of Elemental Protection | Soaring Fire | Scintillating Pattern | Symbol of Death |
| Summon Planar Ally | Summon Object | Sphere of Prot. from Magic | Teleportation Circle |
| Transfer Enchantment | Teleport Any Object | Ultimate Divination | Timestop |

**Regions found:** Known World, Sind.

**Note:** This tradition has incorporated many spells belonging to the traditions that have helped to found the Great School of Magic of Glantri, or those of Laterran, Alphatian, Thyatian, Elven, and Traladaran.

**Table 1.15: Herathian Tradition**

**Spell Level**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **1st level** | **2nd level** | **3rd level** | **4th level** | **5th level** |
| Analyze | Acid Arrow | Acidic Spray | Ball Lightning | Contact Outer Planes |
| Charm Person | Control Humanoids | Animal Form | Charm Monsters | Disguise |
| Detect magic | Elasticity | Barkskin | Curse | Dominate Person |
| Grease | ESP | Cone of Cold | Defensive Aura | False Vision |
| Lie | Feign Death | Creeping Shadow | Dimension Door | Feeblemind |
| Light\* | Invisibility | Dispel Magic | False Thoughts | Force Transformation |
| Magic Missile | Lightning Reflexes | Electric Barrier | Hallucinatory Terrain | Hold Monster |
| Protection from Evil | Camouflage | Exchange Places | Interposing Hand | Magic Sanctum |
| Psychokinesis | Mind Shield | Haste\* | Massmorph | Memory |
| Sleep | Mirror Image | Hold Person | Plant Growth\* | Telekinesis |
| Spider Climb | Phantasmal Force | Identify Species | Polymorph Others | Telepathy |
| Stun | Ray of Enfeeblement | Lightning Bolt | Scryingl | Teleport |
| Trip | See Invisibility | Prot. from Normal Missiles | Sixth Sense | Transparency |
| Ventriloquism | Symbol of Stun | Secret Writing | Symbol of Amnesia | Universal Tongue |
| Warding Sigil | Web | Suggestion | Wizard Eye | Woodform |

**Spell Level**

|  |  |  |  |
| --- | --- | --- | --- |
| **6th level** | **7th level** | **8th level** | **9th level** |
| Alter Memories | Astral Body | Absorb Knowledge | Contingency |
| Anti-Magic Barrier | Chain Lightning | Binding Chains | Create Hybrids |
| Arcane Sight | Charm Plants | Control Living Beings | Crystalbrittle |
| Blink | Collar of Enslavement | Crushing Hand | Dominate Monsters |
| Break Enchantment | Control Gravity | Empathic Resonance | Immunity |
| Dimensional Anchor | Demand | Glassteel | Lightning Storm |
| Forceful Hand | Dimensional Shield | Invulnerability | Magic Preparation |
| Globe of Invulnerability | Greater Polymorph | Mass Charm | Mass Paralysis |
| Magic Lock | Hivemind | Mindblank | Maze |
| Mass Suggestion | Lore | Open Mind | Power Word Sleep |
| Programmed Illusion | Magic Drain | Permanency | Prismatic Wall |
| Projected Image | Planeshift | Prismatic Spray | Shapechange |
| Stoneform | Power Word Stun | Reveal Location | Symbol of Death |
| Summon Planar Ally | Steelskin | Ultimate Divination | Teleportation Circle |
| Summoning\* | Teleport Any Object | Zone of Interdiction | Timestop |

**Regions found:** Herath, Isle of Dawn, Regions of aranea expansion.

**Note 1:** The Herathian Tradition derived from the magical experience of the aranea that founded the Empire of Aran on their arrival on Mystara. Afterwards the empire collapsed as a result of external pressure and internal revolts by the phanaton slaves who were freed, and only the Herathian aranea kept the ancient power tricking the neighbouring populations and founded the magocracy of Herath, while most of the aranea scattered over Mystara weakening themselves and in some cases became barbaric (like those that live on the Isle of Dread, forgetting their shapechanging ability after centuries of isolated life). The Herathian Tradition is based on the leaning of many spells of enchantment and refutes fire-based spells as they deem them too dangerous and unstable

**Note 2:** The Herathian tradition also adds to the 5th level spells the *Consume Cinnabryl* spell.

**Table 1.16: Hulean Tradition**

**Spell Level**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **1st level** | **2nd level** | **3rd level** | **4th level** | **5th level** |
| Charm Person | Arcane Senses | Circle of Prot. from Evil | Charm Monsters | Animate Dead |
| Detect Magic | Control Humanoids | Clairaudience/Clairvoyance | Confusion | Control Giants |
| Detect Secret Passages | Deathmask | Control Animals | Displacement | Disguise |
| Disguise Self | ESP | Dispel Magic | False Thoughts | Dissolve\* |
| Evaluate | Invisibility | Enlarge\* | Hallucinatory Terrain | False Vision |
| Lie | Levitate | Fireball | Improved Invisibility | Hold Monster |
| Light\* | Locate Object | Fly | Massmorph | Magic Jar |
| Magic Missile | Magic Mouth | Gaseous Form | Polymorph Others | Magic Sanctum |
| Protection from Evil | Mind Shield | Haste\* | Polymorph Self | Mind Fog |
| Read Languages | Mirror Image | Hold Person | Revealing Shell | Shadow Evocation |
| Shield | Phantasmal Force | Illusionary Wall | Scryingl | Spellbinding Barrier |
| Silver Tongue | See Invisibility | Infravision | Shadow Monster | Summon Elementals |
| Sleep | Web | Lightning Bolt | Steal Skill | Teleport |
| Ventriloquism | Zone of Truth\* | Suggestion | X-Ray Vision | Unconscious Command |

**Spell Level**

|  |  |  |  |
| --- | --- | --- | --- |
| **6th level** | **7th level** | **8th level** | **9th level** |
| Alter Memories | Banish | Absorb Knowledge | Contingency |
| Arcane Sight | Barrier of Spell Turning | Control Living Beings | Deadly Illusion |
| Communicating Mirror | Chain Lightning | Empathic Resonance | Disjunction |
| Control Dragons | Dimensional Refuge\* | Greater Shadow Evocation | Dominate Monsters |
| Delusion | Hallucinatory Nightmare | Horrid Withering | Foresight |
| Disintegration | Invisibility Purge | Impersonate | Gate |
| Flesh to Stone\* | Lore | Invulnerability | Immunity |
| Globe of Invulnerability | Magic Drain | Mass Charm | Mass Paralysis |
| Mass Suggestion | Mass Invisibility | Mindblank | Power Word Kill |
| Mental Decay | Planeshift | Mirage Arcana | Power Word Sleep |
| Mislead | Power Word Stun | Open Mind | Prismatic Wall |
| Programmed Illusion | Shadow Twin | Scintillating Pattern | Shapechange |
| Projected Image | Veil | Sphere of Prot. from Magic | Ubiquity |
| Summon Planar Ally | Wail of the Banshee | Ultimate Divination | Warped Reality |

**Regions found:** Hule, Midlands, Savage Baronies

**Note 1:** The Hulean Tradition partly derives from the vanished Dravi Tradition, an extremely evolved civilisation of great magical knowledge with various scattered settlements in the Midlands, which was however swept away by the barbarian and humanoid invasions between 1,700 and 1,300 BC. The Dravi tradition is also based on the Myoshiman magical tradition (rakasta empire situated on the invisible moon derived from the escapees of the Plaktur rakasta civilisation, which had strong links with the Dravi), which however is of lower level. The Hulean tradition (of medium level) is based on Illusion and Enchantment spells and was founded in the XII century BC by the mage Iliric, who later became an Immortal. Afterwards, despite the traumatic situation of the region, it was handed down over the centuries, until it was rediscovered and supported by the Master in the VI century AC, who transformed it into the current Hulean Tradition.

**Note 2:** The Hulean tradition also adds to the 5th level spells the *Consume Cinnabryl* spell.

**Table 1.17: Marine Tradition**

**Spell Level**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **1st level** | **2nd level** | **3rd level** | **4th level** | **5th level** |
| *Sea Legs\** [Prot. from Evil] | Animate Rope | Breathe Element | Ball Lightning | Airy Water\* |
| Compass | *Careen* [Temporary Skill] | *Control Element* [Unbearable Pain] | Confusion | Deadly Bolt |
| Entangle | Communication | Create Fire**\*D** | Extended Range | Dimensional Tunnel |
| *Float* [Stun] | Faerie Fire**D** | Dispel Magic | Focused Map | Elemental Form |
| Light\* | Invisibility | *Call lightning* [Thunderclap] | Hallucinatory Terrain | Elemental Protection |
| Locate Species | Magic Weapon | *Fireball* [Phantasmal Killer] | *Ice Storm* [Ice Spear] | Hold Monster |
| Longsight | *Nocturnal Guard* [Arcane Senses] | Geographic Map | Elemental Immunity**D** | Icy Blast |
| Magic Missile | Purify Wood & Water**D** | Lightning Bolt | Locate Creature | *Siege Fire* [Spatial Distortion] |
| *Oilskin* [Shield] | Elemental resistance**D** | *Liquid Assassin* [Enlarge\*] | Magic Exchange | Summon Elementals |
| *Precipitation\** [Chill] | Rot | Liquid Form | Polymorph Self Others | Telepathy |
| *Weather prediction***D**[Detect magic] | See Invisibility | Magic Container\* | Scrying | Teleport |
| Silver Tongue | Speak with Animals | Obscure**\*D** | Summon Monstr. Ally | Trueseeing |
| Sleep | Swim\* | Tongues | Wall of Fire | Universal Tongue |
| *Tar* [Analyze] | Web | Barkskin**D** | *Wall of Ice* [Wall of Water] | Woodform |

**Spell Level**

|  |  |  |  |
| --- | --- | --- | --- |
| **6th level** | **7th level** | **8th level** | **9th level** |
| *Acidic Fog* [Mental Decay] | *Acid Rain* [Power Word Stun] | Corrosive Cloud | Contingency |
| Alter Memories | Astral Body | Create Any Object | Create Any Monster |
| Anti-Magic Barrier | Bind Elementals | Devastating Attack | Dominate Monsters |
| Blinding Light | Calm Water\* | Elemental Aura | Elemental Power |
| Control Liquids | *Control Weather* [Preservation] | Horrid Withering | Greater Spellbinding Barrier |
| *Control Winds* [Control Currents] | *Delayed Fireball* [Soaring Fire] | Invulnerability | *Hurricane* [Symbol of Death] |
| Disintegration | *Enchanted Vessel* [Teleport Any Object] | Moment of Prescience | Immunity |
| Forceful Hand | Greater Polymorph | Permanency | *Lightning Storm* [Shapechange] |
| *Freezing Sphere* [Boneshatter] | Heroism | Perpetual Ice | Mass Paralysis |
| Globe of Invulnerability | Ironform | Prismatic Spray | Maze |
| Ironwood | Mage Armour | Reveal Location | *Polar Ray* [Prismatic Wall] |
| *Poisonous Cloud* [Break Enchantment] | Magical Double | Sphere of Protection from Magic | Revealing Map |
| Reincarnation | Mass Invisibility | Steelform | Timestop |
| Summon Planar Ally | Summon Object | Ultimate Divination | Tsunami |

**D**: druidic spell (refer to the list of Druidic spells in Volume 2). The marine tradition is derived from the elven tradition, and given their affinity with the natural forces, can take advantage of some druidic spells in its list (those of Abjuration and Divination at the same level as the druidic spell).

**Regions found:** Minrothad, Ierendi, Isle of Dawn, Seafaring Baronies of the Savage Coast, Undersea kingdoms.

**Note:** All the *spells shown in italics* don’t function correctly underwater, and have been replaced for the subaquatic spellcasters by the spells shown between square brackets (while the other spells are valid for the spellcasters of the surface of the marine tradition).

**Table 1.18: Milenian Tradition**

**Spell Level**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **1st level** | **2nd level** | **3rd level** | **4th level** | **5th level** |
| Analyze | Deflecting Shield | Amnesia | Clothform | Bull’s Strength\* |
| Burning Ray | Detect Evil | Continual Light\* | Create Projectiles | Cat’s Grace\* |
| *Charm Person* [Hesitation] | Ecstasy | Create Air | Crushing Despair | Cloudkill |
| Detect Magic | *ESP* [Fear] | Dispel Magic | Curse | Dissolve\* |
| Disguise Self | Flaming Sphere | Elemental Weapon | Enchant Item | Empathic Torture |
| Dying Breath | Knock | Fertility\* | Exceptional Skill | Fabricate |
| Find Information | Levitate | Fist of Rock | Hallucinatory Terrain | Fiery Blast |
| Home Help | Locate Object | Gaseous Form | Magic Muzzle | *Geas* |
| Jump | Phantasmal Force | Haste\* | Passwall | Health Drain |
| Light\* | Reflection | Incendiary Darts | Plant Growth\* | Iron Constitution\* |
| Mystic Aura | Sure Strike | Infravision | Rainbow Pattern | Persistent Image |
| Protection from Evil | Swim\* | Lightning Reflexes | Remove Curse | *Summon Elementals* [Elemental Form] |
| Read Languages | Temporary Skill | Prot. from Normal Missiles | Searing Light | Symbol of Discord |
| Returning Weapon | Web | Steal the Breath | Summon Refuge | Wall of Stone |
| Silver Tongue | Wizard Lock | Tongues | Wall of Fire | Woodform |

**Spell Level**

|  |  |  |  |
| --- | --- | --- | --- |
| **6th level** | **7th level** | **8th level** | **9th level** |
| Acidic Fog | Acid Rain | *Absorb Knowledge* [Delay] | Anti-Magic Ray |
| Animate Weapons | Barrier of Spell Turning | Binding Chains | Contingency |
| Anti-Magic Barrier | Bastion | Burning Stones | Crystalbrittle |
| Flesh to Stone\* | Chain Lightning | Create Any Object | Deadly Illusion |
| Globe of Invulnerability | *Control Constructs* [Control Weather] | *Create Magical Monsters* [Sphere of Prot. from Magic] | Entropic Shield |
| Magic Door | Dance | Devastating Attack | Foresight |
| Magic Lock | *Dimensional Refuge\** [Rock] | Elemental Aura | Greater Shout |
| *Mass Suggestion* [Break Enchantment] | Duplicate Spell | *Empathic Resonance* [Mirage Arcana] | Greater Spellbinding Barrier |
| Mental Decay | Heroism | Giants’ Strength | Immunity |
| Move Earth | Ironform | Moment of Prescience | Orb of Knowledge |
| *Phantasmal Lover* [Control Inertia] | Mage Armour | Permanency | Power Word Sleep |
| Projected Image | Magic Drain | Polymorph Any Object | Prismatic Wall |
| Stoneform | Shadow Twin | Power Word Blind | Shapechange |
| *Summoning\** [Forcecage] | Veil | Scintillating Pattern | Symbol of Death |
| Transmute Solids | Wail of the Banshee | Symbol of Insanity | Warped Reality |

**Regions found:** Milenia (Hollow World), Davania (descendents of the Milenian Empire), Vacros and Cathos, Minaea

**Note 1:** All the *spells shown in italics* don’t function within the Hollow World (where the Milenian Empire is found) because of the Spell of Preservation. They are considered lost to the Milenian mages, and have been replaced by the spells shown between square brackets, while continuing to be valid for the Milenian Tradition in the outer world (the isles of Vacros and Cathos, Davania, Minaea, where it mixed with other traditions). Some of the spells unknown in Hollow World according to the rules given on page 4 of the “Hollow World Player’s Guide” (like *Read Languages*) are instead known to the Milenians.

**Note 2:** The Traldar Tradition is the ancestor of the Milenian and derived from the Hutaakan tradition, but it is considered of lower level and is more similar to the Milenian. It is only composed of 10 spells per spell level (in particular linked to Divination and Transmutation, as well as to the improvement of an individual’s physical and psychic abilities).

**Table 1.19: Nithian Tradition**

**Spell Level**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **1st level** | **2nd level** | **3rd level** | **4th level** | **5th level** |
| Analyze | Acid Arrow | Control Element | Black Arrow | Animate Dead |
| Burning Hands | Affect Normal Fires | Destroy Undead\* | *Charm Monster* [Magic Muzzle] | *Bind Golem* [Persistent Image] |
| Burning Ray | Burning Eyes | Dispel Magic | Curse | *Contact Outer Planes* [Telepathy] |
| *Charm Person* [Silver Tongue] | Detect Evil | Enlarge\* | *Dimension Door* [Hallucinatory Terrain] | Deadly Bolt |
| Detect Magic | Disrupt Undead\* | False Life | Earthmaw | Dissolve\* |
| Dig | *ESP* [Locate Object] | Fireball | Enchant Item | Elemental Form |
| Elemental Explosion | Flaming Sphere | Haste\* | Enchanted Vehicle | Fabricate |
| Endure Elements | Gust of Wind | *Hold Person* [Unbearable Pain] | Faithful Copy | Fiery Blast |
| Aestheticism | Levitate | Incendiary Darts | Fiery Bolts | Fragment |
| Home Help | Magic Flame | Infravision | Fire Shield | *Hold Monster* [Health Drain] |
| Light\* | Mirror Image | Phantasmal Killer | Mystic Circle | *Magic Jar* [Oblivion] |
| Necromantic Healing | Phantasmal Force | Prot. from Normal Missiles | Passwall | Purifying Flame |
| Read Languages | Pyrokinesis | Snake Sigil | Phoenix Wings | *Summon Elementals* [Symbol of Discord] |
| Symbol of Fainting | Renew | Sustenance | Stone Shape | *Teleport* [Memory] |
| Warding Sigil | *See Invisibility* [Hypnotic Pattern] | Truth of Blood | Wall of Fire | Tracks of Fire |

**Spell Level**

|  |  |  |  |
| --- | --- | --- | --- |
| **6th level** | **7th level** | **8th level** | **9th level** |
| Anti-Magic Barrier | Barrier of Spell Turning | *Arcane Trap* [Invulnerability] | Alter Ego |
| Burning Touch | Burning Web | Binding Chains | *Bind the Soul\** [Power Word Sleep] |
| *Control Undead* [Death] | *Collar of Enslavement* [Duplicate Spell] | Burning Stones | Burning Fury |
| Create Undead | *Control Constructs* [Explosive Cloud] | Corrosive Cloud | *Create Any Monster* [Deadly Illusion] |
| *Elemental Travel* [Globe of Invulnerability] | Energy Drain | Create Any Object | *Create Hybrids* [Foresight] |
| *Ethereal Form* [Evanescence] | Greater Polymorph | Create Greater Undead | Crystalbrittle |
| Flames of Justice | *Hivemind* [Hallucinatory Nightmare] | *Create Magical Monsters* [Symbol of Insanity] | Disjunction |
| Flesh to Stone\* | *Lore* [Magical Double] | *Create Phylactery\** [Temporal Stasis\*] | Elemental Power |
| Magic Door | Mage Armour | Elemental Aura | *Gate* [Contingency] |
| Magic Lock | *Necromantic Fusion* [Soaring Fire] | Explosive Death | Immunity |
| Move Earth | Preservation | Force Field | Longevity\* |
| Projected Image | Rock | Horrid Withering | River of Sand |
| Sphere of Elemental Protection | Symbol of Sleep | Mirage Arcana | Shapechange |
| Stoneform | *Teleport Any Object* [Veil] | Permanency | Symbol of Death |
| *Summon Planar Ally* [Fiery Tentacle] | Wail of the Banshee | Sandform | Warped Reality |

**Regions found:** Thothia, Ylaruam, Nithia (Hollow World).

**Note 1:** All the *spells shown in italics* don’t function within the Hollow World (where the Kingdom of Nithia is) because of the Spell of Preservation. They are considered lost for the Nithian mages, and have been replaced by the spells shown between square brackets (while continuing to be valid for the Nithian Tradition in Thothia and Ylaruam). Some of the spells unknown in Hollow World according to the rules given on page 4 of the “Hollow World Player’s Guide” (like *Read Languages*) are instead known to the Nithians.

**Note 2:** The Hutaaka Tradition derives from the Nithian, but it is of medium level (12 spells per spell level), without the necromantic spells and with greater attention paid to Divination spells.

**Table 1.20: Oltec Tradition**

**Spell Level**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **1st level** | **2nd level** | **3rd level** | **4th level** | **5th level** |
| Analyze | Communication | Animal Form | Anti-Animal Barrier | *Bind Golem* |
| Burning Hands | Deflecting Shield | Circle of Prot. from Evil | Curse | Cat’s Grace\* |
| Detect Magic | Detect Evil | Dispel Magic | *Dimension Door* | *Contact Outer Planes* |
| Endure Elements | *ESP* | Enlarge\* | Displacement | *Dimensional Tunnel* |
| Evaluate | *Invisibility* | Fertility\* | Exceptional Skill | Dissolve\* |
| Hesitation | Levitate | Fire Trap | Fiery Bolts | Elemental Form |
| Light\* | Magic Flame | Fireball | Fire Shield | Elemental Protection |
| Locate Metals | Pyrokinesis | Incendiary Darts | Glyph of Warding | Fiery Blast |
| Magic Missile | Ray of Enfeeblement | *Omen* | Locate Creature | Oblivion |
| Protection from Evil | Renew | Pebbles to Rocks\* | Magnetism | Purifying Flame |
| Resistance | *See Invisibility* | Phantasmal Killer | Passwall | Spellbinding Barrier |
| Shield | Speak with Animals | Snake Sigil | Remove Curse | *Summon Elementals* |
| Stun | Stone Grip | *Suggestion* | *Scryingl* | *Teleport* |
| Warding Sigil | *Summon Animal Ally* | Truth of Blood | Wall of Fire | Tracks of Fire |

**Spell Level**

|  |  |  |  |
| --- | --- | --- | --- |
| **6th level** | **7th level** | **8th level** | **9th level** |
| Anti-Magic Barrier | *Banish* | *Absorb Knowledge* | Burning Fury |
| Arcane Sight | *Bind Elementals* | *Arcane Trap* | Contingency |
| Blinding Light | Chain Lightning | Burning Stones | *Create Any Monster* |
| Dimensional Anchor | *Charm Plants* | *Create Magical Monsters* | Elemental Power |
| Fiery Tentacle | *Dimensional Refuge\** | Elemental Aura | *Gate* |
| Flames of Justice | Greater Polymorph | *Empathic Resonance* | Greater Memory |
| Flesh to Stone\* | *Lore* | Explosive Death | Immunity |
| Forcecage | *Planeshift* | Mindblank | Longevity\* |
| Globe of Invulnerability | Power Word Stun | Permanency | Magic Preparation |
| Mental Decay | Purifying Energy | Polymorph Any Object | *Maze* |
| Projected Image | Rock | Power Word Blind | Power Word Kill |
| *Summon Planar Ally* | Soaring Fire | Temporal Stasis\* | Shapechange |
| *Summoning\** | *Succour* | *Ultimate Divination* | *Teleportation Circle* |
| Transfer Enchantment | *Teleport Any Object* | Zone of Interdiction | Ubiquity |

**Regions found:** Azca and Oltec Hills (Hollow World), Bellissaria, Cestia, Minaea.

**Note:** All the *spells shown in italics* don’t function within the Hollow World (where the Azcans and Oltecs live) because of the Spell of Preservation. They are considered lost to the Oltec and Azcan mages, while continuing to be valid for the surviving Oltec tradition in the outer world in the regions of Minaea, Bellissaria and the island of Cestia (where the Oltec tradition has mixed respectively with that of the Milenian, Alphatian, and Varellyan). They haven’t been replaced by other spells as the Oltec tradition don’t belong to other magic traditions (like those of the Nithian, Elven, or Milenian traditions), considered instead able to research and create new spells even in Hollow World.

**Table 1.21: Sindhi Tradition**

**Spell Level**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **1st level** | **2nd level** | **3rd level** | **4th level** | **5th level** |
| Burning Ray | Animate Rope | Concentration | Displacement | Bull’s Strength\* |
| *Charm Person* | Deflecting Shield | Continual Light\* | Enchant Item | Cat’s Grace\* |
| Detect Magic | Elasticity | Dispel Magic | Exceptional Skill | *Contact Outer Planes* |
| Detect Shapechangers | Feign Death | Enlarge\* | Fire Shield | Elemental Protection |
| Elemental Explosion | Flaming Sphere | Fist of Rock | Hallucinatory Terrain | Feeblemind |
| Endure Elements | Gust of Wind | Fly | Locate Creature | *Hold Monster* |
| Feather Fall | Levitate | *Hold Person* | Magnetism | Iron Constitution\* |
| Jump | Melding | Lightning Bolt | Phoenix Wings | *Magic Jar* |
| Light\* | Reflection | *Omen* | Polymorph Others | Mind Fog |
| Protection from Evil | Stone Hands | Phantasmal Killer | Wall of Fire | Purifying Flame |
| Resistance | Sunbeam\* | Secure Shelter | Whirlwind | *Trueseeing* |
| Shield | Web | Thunderclap | *Wizard Eye* | *Unconscious Command* |

**Spell Level**

|  |  |  |  |
| --- | --- | --- | --- |
| **6th level** | **7th level** | **8th level** | **9th level** |
| *Alter Memories* | *Astral Body* | *Absorb Knowledge* | Contingency |
| Animate Weapons | Dance | *Arcane Trap* | Disjunction |
| Blinding Light | *Delayed Fireball* | Binding Chains | Entropic Shield |
| Break Enchantment | Dimensional Shield | *Empathic Resonance* | Foresight |
| Burning Touch | *Hivemind* | Horrid Withering | Greater Memory |
| Control Inertia | *Lore* | Mirage Arcana | Greater Shout |
| *Ethereal Form* | Mage Armour | Moment of Prescience | Lightning Storm |
| Evanescence | Magic Drain | Permanency | *Mass Paralysis* |
| Flesh to Stone\* | *Planeshift* | Polymorph Any Object | Power Word Sleep |
| Globe of Invulnerability | Power Word Stun | Sandform | Prismatic Wall |
| *Reincarnation* | Steelskin | Sphere of Prot. from Magic | Symbol of Death |
| *Summon Planar Ally* | Symbol of Sleep | Symbol of Insanity | Timestop |

**Regions found:** Sind, Great Waste, Jaibul, Shahjapur (Hollow World).

**Note 1:** All the *spells shown in italics* don’t function within the Hollow World (where Shahjapur is found) because of the Spell of Preservation. They are considered lost by the Shahjapur mages, while continuing to be valid for the Sindhi tradition in the outer world. They haven’t been replaced by other spells as the Sindhi tradition doesn’t belong to the other magic traditions (like the Nithian, Elven, or Milenian), considered instead able to research and create new spells even in Hollow World.

**Table 1.22: Tanagoro Tradition**

**Spell Level**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **1st level** | **2nd level** | **3rd level** | **4th level** | **5th level** |
| *Charm Person* | Apnea | Animal Form | Contagion | Animate Dead |
| *Command Word* | *Charm Animals* | Barkskin | *Control Emotions* | *Contact Outer Planes* |
| Endure Elements | *Control Humanoids* | Breathe Element | *Corpse Possession* | *Dominate Person\** |
| Ghoul Touch | Devastating Touch | *Control Animals* | Curse | *Dream\** |
| Grease | Fear | *Creeping Shadow* | Defensive Aura | Empathic Torture |
| Light\* | Camouflage | Dispel Magic | Earthmaw | Fiery Blast |
| Longsight | Speak with Animals | *Hold Person* | Polymorph Others | *Geas* |
| Pass Without Trace | Stinking Cloud | Infravision | Primal Form | *Hold Monster* |
| Sleep | *Summon Animal Ally* | Truth of Blood | Remove Curse | Rain of Terror |
| Suffocate | Swim\* | Unbearable Pain | Whirlwind | *Trueseeing* |

**Spell Level**

|  |  |  |  |
| --- | --- | --- | --- |
| **6th level** | **7th level** | **8th level** | **9th level** |
| *Blink* | Acid Rain | *Absorb Knowledge* | Contingency |
| Control Winds | *Banish* | *Arcane Trap* | *Create Any Monster* |
| Create Undead | Chain Lightning | Corrosive Cloud | *Dominate Monsters* |
| *Deadly Oath* | *Charm Plants* | Horrid Withering | Immunity |
| Death | Control Weather | Invulnerability | Lightning Storm |
| Eyebite | Dance | *Mass Charm* | *Mass Paralysis* |
| Globe of Invulnerability | Greater Polymorph | Polymorph Any Object | Power Word Kill |
| *Mass Suggestion* | Hallucinatory Nightmare | Reveal Location | Shapechange |
| Mental Decay | Power Word Stun | Temporal Stasis\* | Timestop |
| *Summon Planar Ally* | Rock | *Ultimate Divination* | Tsunami |

**Regions found:** Pearl Isles, Izonda, Tangor, Tanagoro Lands (Hollow World), Yavdlom, Zyxl

**Note 1:** All the *spells shown in italics* don’t function within the Hollow World (where the Tanagoro Lands are) because of the Spell of Preservation. They are considered lost to the Tanagoro mages, while continuing to be valid for the Sindhi Tradition in the outer world. They haven’t been replaced by other spells as the Sindhi Tradition doesn’t belong to the other magic traditions (like the Nithian, Elven, or Milenian), considered instead able to research and create new spells even in Hollow World.

**Note 2:** In Tangor, the Tanagoro tradition is now mainly the prerogative of the dominant tanagogres.

**Note 3:** In Yavdlom, all the mages are closely kept under control by the Yavi prophets who hold the power, and the majority of the wizards collaborate with them. It is due to this total control of the seers of divination, the Yavi mages know few spells of this school well, preferring to leave this field to the prophets.

**Note 4:** The Tanagoro tradition is also found amongst the natives of the Thanegioth Archipelago and the scattered islands in the seas of the Izondian Deep, although they also practice a more primitive type of magic (all Wild Mages known as Bokor) and don’t know any spell higher then 6th-level.

**Table 1.23: Thyatian Tradition**

**Spell Level**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **1st level** | **2nd level** | **3rd level** | **4th level** | **5th level** |
| Analyze | Detect Evil | Breathe Element | Charm Monsters | Animate Dead |
| Charm Person | ESP | Circle of Prot. from Evil | Confusion | Bull’s Strength\* |
| Detect Magic | Invisibility | Clairaudience/Clairvoyance | Curse | Cloudkill |
| Fairy Mount | Knock | Continual Light\* | Dimension Door | Contact Outer Planes |
| Floating Disc | Levitate | Dispel Magic | Hallucinatory Terrain | Dissolve\* |
| Light\* | Locate Object | Fireball | Ice Storm | Feeblemind |
| Locate Metals | Magic Flame | Fly | Massmorph | Freedom |
| Magic Missile | Magic Weapon | Free Person | Passwall | Geas |
| Protection from Evil | Melding | Haste\* | Plant Growth\* | Hold Monster |
| Push | Mind Shield | Hold Person | Polymorph Others | Magic Jar |
| Read Languages | Mirror Image | Infravision | Polymorph Self Others | Penetrate Defences |
| Shield | Phantasmal Force | Lightning Bolt | Remove Curse | Siege Fire |
| Shocking Grasp | See Invisibility | Pebbles to Rocks\* | Spirit Armour | Summon Elementals |
| Sleep | Sure Strike | Prot. from Normal Missiles | Wall of Fire | Telekinesis |
| Unmissable Shot | Web | Sphere of Invisibility | Wall of Ice | Teleport |
| Ventriloquism | Wizard Lock | Vigilant Guardian | Wizard Eye | Wall of Stone |

**Spell Level**

|  |  |  |  |
| --- | --- | --- | --- |
| **6th level** | **7th level** | **8th level** | **9th level** |
| Anti-Magic Barrier | Charm Plants | Clone | Anti-Magic Ray |
| Break Enchantment | Control Gravity | Corrosive Cloud | Contingency |
| Control Liquids | Control Weather | Create Magical Monsters | Create Any Monster |
| Deadly Weapon | Create Normal Monsters | Delay | Crystalbrittle |
| Death | Dance | Devastating Attack | Dispel Immunity |
| Disintegration | Delayed Fireball | Force Field | Gate |
| Flesh to Stone\* | Explosive Cloud | Giants’ Strength | Greater Shout |
| Magic Door | Heroism | Mass Charm | Immunity |
| Magic Lock | Invisibility Purge | Mindblank | Lightning Storm |
| Move Earth | Lore | Open Mind | Maze |
| Projected Image | Mass Invisibility | Permanency | Meteor Swarm |
| Reincarnation | Power Word Stun | Polymorph Any Object | Power Word Kill |
| Summon Planar Ally | Rock | Power Word Blind | Prismatic Wall |
| Summoning\* | Summon Object | Prismatic Spray | Shapechange |
| Telepathic Recall | Sword | Symbol of Insanity | Symbol of Death |
| Wall of Iron | Teleport Any Object | Zone of Interdiction | Timestop |

**Regions found:** Known World (especially Thyatis, Darokin, Ierendi, and Minrothad), Isle of Dawn, Savage Baronies.

**Table 1.24: Traladaran Tradition**

**Spell Level**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **1st level** | **2nd level** | **3rd level** | **4th level** | **5th level** |
| Charm Person | Detect Evil | Circle of Prot. from Evil | Charm Monsters | Animate Dead |
| Detect Shapechangers | Devastating Touch | Death Recall | Corpse Eyes | Empathic Torture |
| Detect Undead | Disrupt Undead\* | Destroy Undead\* | Corpse Possession | Force Transformation |
| Ghoul Touch | Invisibility | False Life | Curse | Health Drain |
| Invisibility to Undead | Magic Weapon | Gaseous Form | Polymorph Self Others | Hold Undead |
| Light\* | Reflection | Hold Person | Remove Curse | Magic Jar |
| Magic Missile | Spectral Hand | Secure Shelter | Searing Light | Necromorph |
| Protection from Evil | Sunbeam\* | Unbearable Pain | Soul Binding | Trueseeing |

**Spell Level**

|  |  |  |  |
| --- | --- | --- | --- |
| **6th level** | **7th level** | **8th level** | **9th level** |
| Blinding Light | Heroism | Arcane Trap | Dispel Immunity |
| Break Enchantment | Mage Armour | Burning Stones | Dominate Monsters |
| Control Undead | Necromantic Fusion | Create Greater Undead | Entropic Shield |
| Create Undead | Power Word Stun | Horrid Withering | Gate |
| Death | Purifying Energy | Mass Charm | Immunity |
| Ethereal Form | Soaring Fire | Remove Charm | Power Word Kill |
| Eyebite | Succour | Reveal Location | Shapechange |
| Summon Planar Ally | Wail of the Banshee | Temporal Stasis\* | Symbol of Death |

**Regions found:** Karameikos, City-states of the Hulean Gulf, Boldavia (Glantri), eastern Darokin

**Table 1.25: Ylari Tradition**

**Spell Level**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **1st level** | **2nd level** | **3rd level** | **4th level** | **5th level** |
| Detect Magic | Burning Eyes | Dispel Magic | Dimension Door | Deadly Bolt |
| Elemental Explosion | Detect Evil | Fly | Earthmaw | Dissolve\* |
| Endure Elements | Gust of Wind | Haste\* | Fire Shield | Elemental Protection |
| Light\* | Invisibility | Hold Person | Locate Creature | Hold Monster |
| Protection from Evil | Mirror Image | Lightning Bolt | Mystic Circle | Summon Elementals |
| Read Languages | Phantasmal Force | Omen | Phoenix Wings | Teleport |
| Shield | Renew | Prot. from Normal Missiles | Scryingl | Tracks of Fire |
| Warding Sigil | See Invisibility | Snake Sigil | Wizard Eye | Trueseeing |

**Spell Level**

|  |  |  |  |
| --- | --- | --- | --- |
| **6th level** | **7th level** | **8th level** | **9th level** |
| Anti-Magic Barrier | Acid Rain | Arcane Trap | Crystalbrittle |
| Elemental Travel | Greater Polymorph | Burning Stones | Disjunction |
| Evanescence | Lore | Elemental Aura | Elemental Power |
| Flames of Justice | Mage Armour | Mirage Arcana | Gate |
| Flesh to Stone\* | Magic Drain | Moment of Prescience | Immunity |
| Move Earth | Rock | Permanency | Longevity\* |
| Projected Image | Symbol of Sleep | Sandform | River of Sand |
| Summon Planar Ally | Teleport Any Object | Temporal Stasis\* | Shapechange |

**Regions found:** Ylaruam, Savage Baronies (Saragón)

1. 12th level priests can also summon and bind a homunculus. The procedure is the same, but they use the *planar ally* spell. [↑](#footnote-ref-1)