

AX&X: SPELLBOOK

MAGIC

A caster prepares spells into slots each day after sleeping, as the core slot table sets by Level. Casting is an action, so you cannot cast and move in the same round; a wound taken earlier in the round loses the spell, and casting a new spell ends any you were concentrating on. The spells here run from level 1 to 3, the range of the core game. The entries on the following pages are generated from **spells.csv**, so adding a row adds a spell to the book.

Clerics pray and may prepare any Cleric spell of a level they have slots for. When a Cleric casts a spell's dark reverse, Cure to Cause and the like, that is evil work: a Chaotic Cleric does it freely, a Lawful one needs good cause. Magic-Users prepare only from a spellbook, which starts with two 1st-level spells; a Day of study copies a scroll or a captured book's spell into it. Druids prepare the nature spells on the last page through a sprig of mistletoe; the Druid class is in the Classes supplement.

READING A SPELL

- **Level:** The spell level, 1 to 3. You need a slot of that level to prepare it.
- **Save:** The save a target rolls to resist, if any: Body, Dodge, or Will, at 10 + the caster's Level. No save means it simply takes effect. "For half" means a Dodge save halves the damage.
- **Effect:** What it does, with its range and duration in the shorthand below.

CONVENTIONS

- **Range: Touch** needs a hand on the target. **Near** is 30 ft. A targeted spell needs line of sight.
- **Concentration:** A spell you steer lasts while you can keep hold of it. You may move and act as normal, even be carried, but it ends if you are kept from acting at all: Paralyzed, Asleep, or slain.
- **Foci:** A caster works through a focus: the Magic-User a spellbook, the Cleric a holy symbol. Lose it and you cannot prepare spells until you replace it.
- **Components:** A few spells list a *Component*, a material spent in the casting. The core game ignores them. Use them for color, or let the costly ones drain a purse.

BEYOND LEVEL 3

The core runs spells of levels 1 to 3. Carrying a campaign past that, and converting an old edition's spells into the book, is covered in the conversion supplement, *Out of the Old Books*.

- **Purify Food and Water** Makes a day's spoiled rations or fouled water safe.
- **Remove Fear** Ends Frightened on an ally, or grants +4 to resist it for one fight.
- **Resist Cold** An ally is immune to natural cold and takes half from cold attacks, one fight.
- **Sanctuary** For 1d4 rounds enemies need a Will save to attack you; you may not attack in turn.

LEVEL 2

- **Find Traps** Traps within 30 ft glow to your sight for 6 turns.
- **Hold Person** Up to 3 people, Body save or Paralyzed 1d4 turns.
- **Know Alignment** Read one creature's alignment.
- **Resist Fire** An ally is immune to natural fire and takes half from fire attacks, one fight.
- **Silence** 15 ft radius, no sound or casting, 6 turns.
- **Slow Poison** Halts a Poisoned condition for an hour, buying time for a cure.
- **Speak with Animals** Talk with natural beasts for 6 turns; they may answer or aid.
- **Spiritual Hammer** A floating hammer of force fights for you at your attack bonus, 1d4, one fight. *Component: the caster's holy symbol.*

LEVEL 3

- **Animate Dead** Raise HD of skeletons or zombies up to your Level to serve until destroyed. A Chaotic act. *Component: bone dust and a black pearl worth 100 GP, consumed.*
- **Continual Light** A permanent bright light, or blind a creature's eyes until dispelled (Body save). *Component: a firefly or a pinch of phosphorus.*
- **Cure Disease** Cures one disease, including a mummy's rot. Reverses to Cause Disease.
- **Cure Serious Wounds** Restores 2d8 HP. Reverses to Cause Serious Wounds.
- **Dispel Magic** Ends ongoing spells up to your Level in a 20 ft area, or counters one as it is cast.
- **Locate Object** Point toward a known object within a mile for 6 turns.
- **Prayer** The party gains +1 and enemies take -1 to attacks and saves for one fight.
- **Remove Curse** Ends one curse, Charmed, or a cursed item's grip. Reverses to Bestow Curse.

CLERIC SPELLS

LEVEL 1

- **Bless** +1 to the party's attacks and saves for one fight.
- **Command** One word a target must obey for a round: halt, flee, drop, kneel. Will save resists.
- **Cure Light Wounds** Restores 1d8 HP and ends Poisoned. Reverses to Cause, 1d8 on a touch.
- **Detect Evil** Sense Chaotic creatures and cursed things within 60 ft for 6 turns.
- **Detect Magic** Sense magic within 30 ft for 6 turns.
- **Light** 30 ft of light for 6 turns. Reverses to Darkness.
- **Protection from Evil** +2 AC and saves against Chaotic creatures for one fight. *Component: a line of powdered silver.*

MAGIC-USER SPELLS

LEVEL 1

- **Burning Hands** A fan of flame: 1d3 per Level in a 10 ft cone, Dodge save for half.
- **Charm Person** Will save or Charmed.
- **Comprehend Languages** Read or understand one unknown tongue or script for 6 turns. *Component: a pinch of soot and salt.*
- **Detect Magic** Sense magic within 30 ft for 6 turns.
- **Enlarge** Grow a creature half again, +1 damage and a step of STR, or shrink it (Body save). One fight.
- **Feather Fall** You and those near you drift safely down from any fall for a round.
- **Find Familiar** Call a small animal bound to you: it shares your senses and lends 1 HP per Level, but its death wounds you. *Component: incense and rare herbs worth 25 GP, burned.*
- **Hold Portal** A door stays shut for 6 turns.
- **Light** 30 ft of light for 6 turns.
- **Magic Missile** 1d4+1 damage, never misses. One more dart at Levels 3 and 5.
- **Read Magic** Decipher arcane script and scrolls so you can cast or copy them.
- **Shield** +4 AC for one fight.
- **Shocking Grasp** Your next touch this round delivers 1d8 plus your Level in lightning.
- **Sleep** 2d4 HD of creatures of 4 HD or less fall Asleep, no save. *Component: a pinch of fine sand.*
- **Spider Climb** Climb walls and ceilings like a spider for 6 turns.
- **Unseen Servant** An invisible force fetches, carries, and does simple tasks for an hour.

LEVEL 2

- **Continual Light** A permanent bright light, or blind a creature (Body save). *Component: a firefly or a pinch of phosphorus.*
- **Darkness 15 ft** A 15 ft globe of dark no darkvision pierces, 6 turns.
- **Detect Invisibility** See invisible, hidden, and phased things within 30 ft for 6 turns.
- **ESP** Hear the surface thoughts of creatures within 60 ft (Will save to shield a mind).
- **Forget** Up to four creatures forget the last few minutes (Will save).
- **Invisibility** Unseen until you attack or cast.
- **Knock** Opens one lock or stuck door.
- **Levitate** Rise and sink in the air by will for 6 turns. No sideways push.
- **Mirror Image** 1d4 copies of you, each absorbing one hit meant for you.
- **Ray of Enfeeblement** A ray saps a target: -2 to its attacks and damage (Body save), one fight.
- **Scare** A target of 4 HD or less is Frightened (Will save).
- **Stinking Cloud** A 20 ft cloud: Body save or retch helplessly for 1d4 rounds.
- **Strength** An ally gains a step of STR, +1 to attack and damage, for one fight.
- **Web** 20 ft, Dodge save or stuck 1d4 turns. Burns away in a round.

LEVEL 3

- **Blink** You flicker out and in: attacks against you at -2, and you may step 10 ft each round.
- **Clairvoyance** See a known or nearby place at a distance for 6 turns.
- **Dispel Magic** Ends ongoing spells up to your Level in a 20 ft area.
- **Fireball** 5d6 in a 20 ft burst, Dodge save for half. *Component: a pinch of bat guano and sulfur.*
- **Flame Arrow** Touched arrows or bolts burn for +1d6 fire, one per Level, one fight.

- **Fly** You fly for 6 turns.
- **Gust of Wind** A blast of wind scatters missiles, clouds, and small flyers in a line.
- **Haste** Up to one creature per Level acts twice or moves double, one fight.
- **Hold Person** Up to four people, Will save or Paralyzed 1d4 turns.
- **Invisibility 10 ft** You and all within 10 ft turn invisible until one attacks or casts.
- **Lightning Bolt** 5d6 in a 60 ft line, Dodge save for half. *Component: a scrap of fur and a glass rod.*
- **Phantasmal Force** A silent illusion up to a 20 ft cube. A viewer who disbelieves sees through it (Will save).
- **Protection from Normal Missiles** Nonmagical arrows, bolts, and stones cannot hit you for one fight.
- **Slow** Up to one creature per Level acts at half (Dodge save), one fight. Undoes Haste.
- **Suggestion** A reasonable command the target follows (Will save) until done or the day ends.
- **Water Breathing** You and those near you breathe water for a day. *Component: a short hollow reed.*

DRUID SPELLS

LEVEL 1

- **Animal Friendship** Over a day of feeding and care, win a wild beast as a loyal companion. Keep one such beast per two Levels.
- **Detect Snares and Pits** Sense deadfalls, pits, and crude or natural traps, and unsafe footing, within 40 ft for 6 turns.
- **Entangle** Grass and root seize everyone in a Near patch. A Dodge save or held fast, with a new save each round to tear free. One fight.
- **Faerie Fire** Ring a target in pale light for one fight. Attacks against it gain +1 and it cannot hide.
- **Goodberry** 1d6 berries, each heals 1 HP and feeds a traveler for a day. They spoil at next dawn.
- **Invisibility to Animals** Natural beasts cannot see, hear, or smell the warded creature for 6 turns, unless it attacks.
- **Locate Animals or Plants** Sense the nearest of a named beast or plant within a mile, and its direction, for 6 turns.
- **Pass Without Trace** You and your band leave no track or scent for 6 turns, +4 to shake pursuit in the wild.
- **Predict Weather** Know the coming day's weather for a few miles around, as sure as the season allows.
- **Purify Water** Make a barrel of foul water or a day's spoiled rations clean and safe, or foul them.
- **Shillelagh** A staff or club becomes a magic weapon, +1 to hit and 1d8 damage, for one fight.
- **Speak with Animals** Talk with natural beasts for 6 turns. They answer as their nature allows and may grant a small favor on a good reaction.

LEVEL 2

- **Barkskin** A target's skin turns to bark: +2 AC for 6 turns.
- **Charm Mammal** A warm-blooded beast takes you for a friend. Will save resists; a failed one lasts until you harm it or a day passes.
- **Create Water** Call clean water from the air, enough for a party and its mounts for a day.
- **Feign Death** A willing creature falls into a deathlike trance for 6 turns, stiff and cold, taking half from blows and immune to drain while under.
- **Fire Trap** Ward a box, door, or body. The next to open it unbidden takes 1d4 + Level fire, Dodge for half. Holds until sprung.
- **Heat Metal** Metal a target wears turns scalding for 1d4 rounds: 1d4 a round until dropped. Great mass or cold iron resists.
- **Hold Animal** Freeze up to 1d4 natural beasts. Each rolls a Will save; the held are Helpless for 1d4 rounds.
- **Obscuring Mist** A damp fog fills a Near space for 6 turns. Past 5 ft, sight and missiles fail.
- **Produce Flame** A flame sits in your palm for 6 turns. Hurl it to Near as an attack for 1d6 fire, and it sets tinder alight.
- **Speak with Plants** For 6 turns, question the local growth. It answers simply and may part a path or tangle a foe.
- **Trip** A vine, root, or your staff whips out: a moving target in reach saves Dodge or falls prone.
- **Warp Wood** Bend and split wooden items within Near, one per two Levels: a spear shaft, a bow, a plank, a door.

LEVEL 3

- **Call Lightning** Under a storm sky, call a bolt once a round for 6 turns: Near, 1d6 per two Levels, Dodge for half. Needs a storm overhead.
- **Cure Disease** A touch ends one disease or rot. Reverses to Cause, a wasting sickness on a failed Body save.
- **Hold Plant** Shamblers, vine horrors, and like growth within Near stop still. Each rolls a Will save; the held are Helpless for 1d4 rounds.
- **Neutralize Poison** Draw the venom from one creature or dose: ends Poisoned, or renders a poison inert. Can instead foul good food.

- **Plant Growth** Brush and briar burst across a wide space, near impassable. Lasts until cut back.
- **Protection from Fire** A target ignores ordinary fire and halves magical fire for 6 turns, until it soaks 12 damage.
- **Pyrotechnics** Spend a nearby fire as blinding fireworks (watchers Dodge or blind a round) or a choking smoke cloud.
- **Snare** Weave a cord, vine, or root into a near-invisible trap. The first to tread it is bound or yanked up, Dodge negates. Holds until sprung.
- **Stone Shape** Mold a block of stone no larger than you like clay: a rough door, a niche, a crude span. One shaping.
- **Summon Swarm** A swarm of biting insects fills a Near space for one fight. Those within take 1 a round and act at -2.
- **Tree** Take the seeming of a tree for up to a Day, aware and unharmed by ordinary notice. End it at will.
- **Water Breathing** Up to two creatures breathe water for 6 turns, or you breathe air underwater the same span.