

DEL 3: FORMLER (SPELLS)

The number of spells of each level which a Cleric or Magic-User may cast per day is shown on the appropriate table in the Characters section, above. Each day, usually in the morning, spellcasters prepare spells to replace those they have used. Clerics do this through prayer, while Magic-Users must study their spellbooks. Spells prepared but not used persist from day to day; only those used must be replaced. A spellcaster may always choose to dismiss a prepared spell (without casting it) in order to prepare a different spell of that level.

Spellcasters must have at least one hand free, and be able to speak, in order to cast spells; thus, binding and gagging a spellcaster is an effective means of preventing him or her from doing magic. In combat, casting a spell usually takes the same time as performing an attack. If a spellcaster is attacked on the same Initiative number on which he or she is casting a spell, the spell is spoiled and lost.

Some spells are reversible; such spells are shown with an asterisk after the name.

Prästformler (Cleric spells)

Clerics receive their spells through faith and prayer. Each day, generally in the morning, a Cleric must pray for at least three turns in order to prepare spells. Of course, the Cleric may be expected to pray more than this in order to remain in his or her deities' good graces.

Because they gain their spells in this way, a Cleric may prepare any spell of any level he or she is able to cast. However, in some cases the Cleric's deity may limit the availability of certain spells; for instance, a deity devoted to healing may refuse to grant reversed healing spells.

Första gradens prästformler

1	Läka lätta sår* (Cure Light Wounds)
2	Upptäcka ondska (Detect Evil)
3	Upptäcka magi (Detect Magic)
4	Ljus* (Light)
5	Skydd mot ondska (Protection from Evil)
6	Rena mat och dryck (Purify Food and Water)
7	Skingra skräck* (Remove Fear)
8	Motstå köld (Resist Cold)

Andra gradens prästformler

1	Välsigna* (Bless)
2	Finna fällor (Find Traps)
3	Hejda person (Hold Person)
4	Motstå eld (Resist Fire)
5	Tystnad 5 meter (Silence 15' radius)
6	Ormtjusning (Snake Charm)
7	Tala med djur (Speak with Animals)
8	Andens hammare (Spiritual Hammer)

Tredje gradens prästformler

1	Evigt ljus* (Continual Light)
2	Bota blindhet (Cure Blindness)
3	Bota sjukdom* (Cure Disease)
4	Djurväxt (Growth of Animals)
5	Finna föremål (Locate Object)
6	Skingra förbannelse* (Remove Curse)
7	Tala med döda (Speak with Dead)
8	Slag (Striking)

Fjärde gradens prästformler

1	Animera döda (Animate Dead)
2	Skapa vatten (Create Water)
3	Läka svåra sår* (Cure Serious Wounds)
4	Skingra magi (Dispel Magic)
5	Neutralisera gift* (Neutralize Poison)
6	Skydd mot ondska 3 meter (P/E 10' radius)
7	Tala med växter (Speak with Plants)
8	Ormkäpp (Sticks to Snakes)

Femte gradens prästformler

1	Rådslå (Commune)
2	Skapa mat (Create Food)
3	Läka kritiska sår* (Cure Critical Wounds)
4	Skingra ondska (Dispel Evil)
5	Insektsplåga (Insect Plague)
6	Uppdrag* (Quest)
7	Väcka döda (Raise Dead)
8	Sannsyn (True Seeing)

Sjätte gradens prästformler

1	Animera föremål (Animate Objects)
2	Bladbarriär (Blade Barrier)
3	Stigfinnare (Find the Path)
4	Hela (Heal)
5	Regenerera (Regenerate)
6	Återställa (Restoration)
7	Tala med monster (Speak with Monsters)
8	Kalla hem (Word of Recall)

Trollformler (Magic-User Spells)

Magic-Users cast spells through the exercise of knowledge and will. They prepare spells by study of their spellbooks; each Magic-User has his or her own spellbook, containing the magical formulae for each spell the Magic-User has learned, written in a magical script that can only be read by the Magic-User who wrote it, or through the use of a special first-level spell: **read magic**. All Magic-Users begin play with **read magic** as their first spell, and it is so ingrained that a Magic-User can prepare it without a spellbook. **Read magic** has a range of "touch" and is permanent with respect to any given magical work (spellbook or scroll).

Magic-Users may learn spells by being taught by another Magic-User, or by studying another Magic-User's spellbook. If being taught, a spell can be learned in a single day; researching another Magic-User's spellbook takes one day per spell level. Either way, the spell learned must be transcribed into the Magic-User's own spellbook, at a cost of 500 gp per spell level transcribed. A beginning Magic-User starts with a spellbook containing **read magic** and at least one other first-level spell, as determined by the GM, at no cost.

Första gradens trollformler

1	Förhäxa folk (Charm Person)
2	Upptäcka magi (Detect Magic)
3	Flytande skiva (Floating Disc)
4	Fästa dörr (Hold Portal)
5	Ljus* (Light)
6	Trollpil (Magic Missile)
7	Trollmun (Magic Mouth)
8	Skydd mot ondska (Protection from Evil)
9	Läsa språk (Read Languages)
10	Sköld (Shield)
11	Sömn (Sleep)
12	Buktaleri (Ventriloquism)

Andra gradens trollformler

1	Evigt ljus* (Continual Light)
2	Upptäcka ondska (Detect Evil)
3	Upptäcka osynlighet (Detect Invisible)
4	ESP (ESP)
5	Osynlighet (Invisibility)
6	Knacka (Knock)
7	Sväva (Levitate)
8	Finna föremål (Locate Object)
9	Spegelbild (Mirror Image)
10	Inbillningskraft (Phantasmal Force)
11	Nät (Web)
12	Trollkarlslös (Wizard Lock)

Tredje gradens trollformler

1	Klarsyn (Clairvoyance)
2	Mörkersyn (Darkvision)
3	Skingra magi (Dispel Magic)
4	Eldklot (Fire Ball)
5	Flyga (Fly)
6	Skynda (Haste)
7	Hejda person (Hold Person)
8	Osynlighet 3 meter (Invisibility 10' radius)
9	Kulblixt (Lightning Bolt)
10	Skydd mot ondska 3 meter (P/E 10' radius)
11	Skydd mot vanliga missiler (Pf Normal Missiles)
12	Vattenandning (Water Breathing)

Fjärde gradens trollformler

1	Förhäxa monster (Charm Monster)
2	Förvirring (Confusion)
3	Dimensionsdörr (Dimension Door)
4	Plantväxt* (Growth of Plants)
5	Hallucinatorisk terräng (Hallucinatory Terrain)
6	Isstorm (Ice Storm)
7	Massförvandling (Massmorph)
8	Förvandla andra (Polymorph Other)
9	Förvandla sig själv (Polymorph Self)
10	Skingra förbannelse* (Remove Curse)
11	Eldvägg (Wall of Fire)
12	Trollkarlsöga (Wizard Eye)

Femte gradens trollformler

1	Animera döda (Animate Dead)
2	Mördarmoln (Cloudkill)
3	Frammana elementar (Conjure Elemental)
4	Svagsinne (Feeblemind)
5	Hejda monster* (Hold Monster)
6	Magisk behållare (Magic Jar)
7	Passera vägg (Passwall)
8	Telekinesi (Telekinesis)
9	Teleportering (Teleport)
10	Stenvägg (Wall of Stone)

Sjätte gradens trollformler

1	Antimagiskt skal (Anti-Magic Shell)
2	Dödsformel (Death Spell)
3	Förinta (Disintegrate)
4	Förstening* (Flesh to Stone)
5	Tväng* (Geas)
6	Osynlig jägare (Invisible Stalker)
7	Sänka vatten (Lower Water)
8	Skenbild (Projected Image)
9	Reinkarnera (Reincarnate)
10	Järnvägg (Wall of Iron)