



YEW GAMES

Under-monetized games for under-monetized gamers

Yew Games little book of Magic Spells for Old School Gaming

Edited by Zach Edwardson

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Alter Time

Spell Level: M3

Range: 240 ft

Duration: 30 minutes

The caster must announce which of the two options are being cast.

As a Haste spell, an area of radius of 60 ft around the point where the spell is targeted, as many as 24 creatures become able to move and attack at double normal speed. As a Slow spell, an area of radius of 60 ft around the point where the spell is targeted, as many as 24 creatures failing a saving throw can only move and attack at half speed.

Animal Growth

Spell Level: M5

Range: 120 ft

Duration: 2 hours

This spell causes 1d6 normal creatures to grow immediately to giant size. The affected creatures can attack as per a giant version of the normal animal. creatures failing a saving throw can only move and attack at half speed.

Animate Dead

Spell Level: M5

Range: Referee's discretion

Duration: Permanent

This spell animates skeletons or zombies from dead bodies. 1d6 undead are animated (per level of the caster above 8th). The corpses remain animated until slain.

Anti-Magic Shell

Spell Level: M6

Range: Caster

Duration: 2 hours

An invisible bubble of force surrounds the caster, impenetrable to magic. Spells and other magical effects cannot pass into or out of the shell.

Bless (Curse)

Spell Level: C2

Range: PC/NPC (out of combat)

Duration: 1 hour (6 turns)

This spell of Good grants its recipient a +1 to attack rolls (and improves morale, if the recipient is not a player character). The recipient cannot already be in combat when the spell is cast.

The Evil spell is Curse and is similar to Bless except imparts a -1. As with Bless, the recipient cannot already be in combat when the spell is cast.

Charm Monster

Spell Level: M4

Range: 60 ft

Duration: Until dispelled

This spell operates in the same manner as Charm Person, but can affect more powerful monsters. For monsters of fewer than 3 HD, up to 3d6 can be affected.

Charm Person

Spell Level: M1

Range: 120 ft

Duration: Until dispelled

This spell affects living bipeds of human size or smaller, such as goblins or dryads. If the spell succeeds (saving throw allowed), the unfortunate creature falls under the caster's influence.

Cloudkill

Spell Level: M5

Range: Moves 6 ft per minute

Duration: 1 hour

Foul and poisonous vapors boil from the thin air, forming a cloud 15 ft in radius. The cloud moves directly forward at a rate of 6 ft per minute unless its direction or speed is affected by winds. Unusually strong gusts can dissipate and destroy it. Poison-laden, the horrid mist is heavier than air, and thus sinks down any pits or stairs in its path.

This spell affects only creatures 5 HD or fewer.

Commune

Spell Level: M5

Range: Caster

Duration: 3 questions

Higher powers grant an answer to three questions the caster poses to them. Higher powers don't like constantly being interrogated by mere mortals, so the spell should be limited to once per week or so by the Referee.

Once per year, the Referee may rule that a caster may cast a "double strength" Commune spell composed of six questions.

Confusion

Spell Level: M4

Range: 120 ft

Duration: 2 hours

This spell confuses people and monsters, making them act randomly. Roll 2d6 to determine the creature's behavior:

Confusion Reaction

Roll Reaction

2–5 Attack the caster and his allies

6–8 Stand baffled and inactive

9–12 Attack each other

The effects of the confusion may shift every ten minutes or so, and the dice are rolled again to determine any change. The spell affects 2d6 creatures, plus an additional creature for every caster level above 8th.

Creatures of 3 HD or fewer are automatically affected by the spell, and it takes effect immediately. Creatures of 4 HD or more have a saving throw

Conjure Elemental

Spell Level: M5

Range: 240 ft

Duration: Until dispelled

The caster summons a 16 HD elemental (any kind) from the elemental planes of existence, and binds it to his commands. Each type of elemental may only be summoned once per day. The elemental obeys the caster only for as long as the caster concentrates on it; and when the caster ceases to concentrate, even for a moment, the elemental is released and will attack him.

Control Weather

Spell Level: M6

Range: Referee's discretion

Duration: Referee's discretion

The caster can summon or stop rainfall, create unusually high or low temperatures, summon or disperse a tornado, clear the sky of clouds, or summon clouds into being.

Create Food and Drink

Spell Level: C4

Range: Close

Duration: Immediate

This spell creates a one-day supply of simple food and drinking water for 24 men (or horses, which drink the same amount as a man for game purposes).

Crystal Ball

Spell Level: M3

Range: 60 ft

Duration: 2 hours

The caster must announce which of the two options are being cast.

Cast as Clairaudience, the caster can hear through solid obstacles.

Cast as Clairvoyance the caster can see through solid obstacles. A 2 ft thickness of solid stone blocks the spell, as does even the thinnest layer of lead.

Cure (Cause) Disease

Spell Level: C3

Range: Touch

Duration: Immediate

This spell cures a person of any diseases, including magically inflicted ones.

The Evil spell, Cause Disease, infects a person with a disease to be determined by the Referee.

Cure (Cause) Wounds I

Spell Level: C1

Range: Touch

Duration: Immediate

This spell cures 1d6+1 hit points of damage.

The spell of Evil, Cause Wounds 1, inflicts 1d6+1 hit points of damage.

Cure (Cause) Wounds II

Spell Level: C4

Range: Touch

Duration: Immediate

This spell cures 3d6+3 hit points of damage.

The spell of Evil, Cause Wounds II, inflicts 3d6+1 hit points of damage.

Darkvision

Spell Level: M3

Range: Touch

Duration: 1 day

The recipient of the spell can see in total darkness for the length of the spell's duration. The range is 60 feet.

Death Spell

Spell Level: M6

Range: 240 ft

Duration: Permanent

Within a 60 ft radius, up to 2d8 creatures with fewer than 7 hit dice perish.

Detect Evil (Good)

Spell Level: C1, M2

Range: 120 ft (C), 60 ft (M)

Duration: 60 min (C), 20 min (M)

The caster detects any creatures of Evil, or those with evil enchantments, evil intentions, evil thoughts, or evil auras within the spell's range. Poison is not inherently evil, and cannot be detected by means of this spell.

The reverse spell, Detect Good, works the same way except that it detects creatures of Good.

Detect Invisibility

Spell Level: M2

Range: 10 ft per caster level

Duration: 1 hour

Caster can perceive invisible creatures and objects.

Detect Magic

Spell Level: C1, M1

Range: 60 ft

Duration: 20 minutes

The caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. As examples: magical items may be discovered in this fashion, as can the presence of a charm secretly laid upon a person.

Detect Thoughts

Spell Level: M2

Range: 60 ft

Duration: 2 hours

The caster can detect the thoughts of other beings. The spell cannot penetrate more than two feet of stone, and is blocked by even a thin sheet of lead.

Dimensional Portal

Spell Level: M4

Range: 10 ft casting (360 ft teleport)

Duration: Immediate

Dimensional Portal is a weak form of teleportation, a spell that can be managed by lesser magicians who cannot yet manage the Teleportation spell. The caster can teleport himself, an object, or another person with perfect accuracy to the stated location, as long as it is within the spell's range.

Disintegrate

Spell Level: M6

Range: 60 ft

Duration: Permanent

The caster defines one specific target such as a door, a peasant, or a statue, and it disintegrates into dust. Magical materials are not disintegrated, and living creatures (such as the aforementioned peasant) are permitted a saving throw. The Disintegrate spell cannot be dispelled.

Dispel Evil (Good)

Spell Level: C5

Range: 30 ft

Duration: 10 minutes

This spell of Law is similar to the arcane spell Dispel Magic, but affects Evil magic. This spell works against items, spells, or agents of evil. Unlike Dispel Magic, this spell functions against evil "sendings," possibly including spells, dreams or supernatural hunting

The reverse spell, Dispel Good, works the same way except it affects creatures of good instead.

Dispel Magic

Spell Level: M3

Range: 120 ft

Duration: 10 minutes against an item

Dispel magic can be used to completely dispel most spells and enchantments. If the spells or enchantment was cast by a spell caster of a lower level, it always succeeds, if the caster is higher, the chance drops by 10% for every level higher.

Feeblemind

Spell Level: M5

Range: 240 ft

Duration: Permanent until dispelled

Feeblemind is a spell that affects only Magic-users. The saving throw against the spell is made at a -4 penalty, and if the saving throw fails, the targeted Magic-user becomes feebleminded until the magic is dispelled.

Find Traps

Spell Level: C2

Range: 30 ft around caster

Duration: 20 minutes (2 turns)

The caster can perceive both magical and non-magical traps at a distance of 30 ft.

Fireball

Spell Level: M3

Range: 240 ft

Duration: Instantaneous

A missile shoots from the caster's finger, to explode, at the targeted location, in a furnace-like blast of fire. The burst radius is 20 ft, and damage is 1d6 per level of the caster. The blast shapes itself to the available volume. A successful saving throw means that the target only takes half damage.

Fly

Spell Level: M3

Range: Touch

Duration: 1d6 turns plus 1 turn/level

This spell grants the power of flight, with a movement rate of 120 ft per round. The Referee secretly rolls for duration; the player does not know exactly how long the power of flight will last.

Hallucinatory Terrain

Spell Level: M4

Range: 240 ft

Duration: Until touched (other than by an ally) or dispelled

This spell changes the appearance of the terrain into the semblance of what the caster desires. A hill can be made to disappear, or could be replaced with an illusory forest, for example.

Hold Monster

Spell Level: M5

Range: 120 ft

Duration: 1 hour+10 min/level

The caster targets 1d4 creatures (saving throw applies). The caster may instead target a single creature, in which case the saving throw is made with a penalty of -2

Hold Person

Spell Level: C2, M3

Range: 180 ft (C), 120 ft (M)

Duration: 90 minutes (C) 1 hour+10 minutes/level (M)

The caster targets 1d4 persons (the same parameters as the Charm Person spell; saving throw applies). The caster may also target a single person, in which case the saving throw is made at -2.

Hold Portal

Spell Level: M1

Range: Referee's discretion

Duration: 2d6 turns

This spell magically holds a door or gate in position for the spell's duration (or until dispelled). Creatures with magic resistance can shatter the spell without much effort

Insect Plague

Spell Level: C5

Range: 480 ft

Duration: 1 day

This spell only works outdoors. A storm of insects gathers, and goes wherever the caster directs. The cloud is approximately 400 sq ft (20 ft by 20 ft, with roughly corresponding height). Any creature of 2 HD or fewer that is exposed to the cloud of insects flees in terror (no saving throw).

Invisibility I

Spell Level: M2

Range: 240 ft

Duration: Until dispelled or an attack is made

The object of this spell, whether a person or a thing, becomes invisible (to both normal vision and to darkvision). If the Referee is using the invisibility rules unchanged, the result is that an invisible creature cannot be attacked unless its approximate location is known, and all attacks are made at -4 to hit.

If the invisible creature makes an attack, the spell is broken. Otherwise, it lasts until dispelled or removed by the caster.

Invisibility II

Spell Level: M3

Range: 240 ft

Duration: Until dispelled or an attack is made

Like the Invisibility I spell, this makes the target creature or object invisible to normal sight and to darkvision. It also, however, throws a 10 ft radius sphere of invisibility around the recipient, which moves with him/it. If the Referee uses the game's invisibility rules unchanged, the invisible creature cannot be attacked unless its approximate location is known, and all attacks against him/it are made at -4 to hit. If the invisible creature makes an attack, the spell is broken. Otherwise, it lasts until dispelled or removed by the caster.

Invisible Stalker

Spell Level: M6

Range: Near Caster

Duration: Until mission is completed

This spell summons (or perhaps creates) an invisible stalker, an invisible being with 8 HD. The stalker will perform one task as commanded by the caster, regardless of how long the task may take or how far the stalker may have to travel. The stalker cannot be banished by means of dispel magic; it must be killed in order to deter it from its mission.

Knock

Spell Level: M2

Range: 60 ft

Duration: Immediate

This spell unlocks and unbars all doors, gates, and portals within its range, including those held or locked by normal magic.

Levitate

Spell Level: M2

Range: 20 ft/level

Duration: 1 turn/level

This spell allows the magic user to levitate himself, moving vertically up or down, but the spell itself provides no assistance with lateral movement. A wall, cliff side or ceiling could, of course, be used to pull along hand-over-hand.

Levitation allows up or downward movement at a rate of up to 6 ft per minute (60 ft per turn), and the caster cannot levitate more than 20 ft per level from the ground level where the spell was cast (such range being applied both to movement into the air, and to downward movement into a pit or chasm).

Light I

Spell Level: C1, M1

Range: 60 ft

Duration: 2 hours (C) 1 hour+10 min/level (M)

The target person or object (at a range of up to 120 ft) produces light about as bright as a torch, to a radius of 20 ft.

Light II

Spell Level: C3, M2

Range: 120 ft

Duration: Permanent until dispelled

The targeted person or object produces light about as bright as a torch, to a radius of 120 ft.

Lightning Bolt

Spell Level: M3

Range: 240 ft

Duration: Instantaneous

A bolt of lightning extends 60 ft from the targeted point, almost ten feet wide. Anyone in its path suffers 1d6 points of damage per level of the caster (half with a successful saving throw). The bolt always extends 60 ft, even if this means that it ricochets backward from something that blocks its path.

Locate Object

Spell Level: C3, M2

Range: 90 ft (C)

60 ft+10 ft/level (M)

Duration: 1 round/level

This spell gives the caster the correct direction (as the crow flies) toward an object the casters specifies with a description. The object cannot be something the caster has never seen, although the spell can detect an object in a general class of items known to the caster: stairs, gold, etc.

Magic Jar

Spell Level: M5

Range: See Below

Duration: See Below

This spell relocates the caster's life essence, intelligence, and soul into an object (of virtually any kind). The jar must be within 30 ft of the caster's body for the transition to succeed.

Once within the magic jar, the caster can possess the bodies of other creatures and people, provided that they are within 120 ft of the jar and fail a saving throw. The caster can return his soul to the magic jar at any time, and if a body he controls is slain, his life essence returns immediately to the jar. If the caster's body is destroyed while his soul is in the magic jar, the soul no longer has a home other than within the magic jar (although the disembodied wizard can still possess other bodies as before). If the jar itself is destroyed while the Magic-user's soul is within, the soul is lost. The magic user can return from the jar to his own body whenever desired, thus ending the spell.

Massmorph

Spell Level: M4

Range: 240 ft

Duration: Until negated or dispelled

One hundred or fewer man-sized creatures are changed to appear like innocent trees. The illusion is so perfect that creatures moving through the "forest" will not detect the deception.

Move Earth

Spell Level: M6

Range: 240 ft

Duration: Permanent

This spell can only be used above ground. It allows the caster to move hills and other raised land or stone at a rate of 6 ft per minute (60 ft per turn).

Move Water

Spell Level: M6

Range: 240 ft

Duration: See Below

The caster must announce which of the two options are being cast.

This spell lowers the depth and water level of lakes, rivers, wells, and other bodies of water to one-half normal. Used in this way, the spell lasts for 10 turns.

Alternately, this spell creates a gap through water, but only to a depth of 10 ft. Used in this way, the spell lasts for 6 turns.

Neutralize Poison

Spell Level: C4

Range: Referee's discretion

Duration: 10 minutes

This spell counteracts poison, but does not bring the dead back to life.

Passwall

Spell Level: M5

Range: 30 ft

Duration: 30 minutes (3 turns)

This spell creates a hole through solid rock. The hole or tunnel is up to 10 feet deep, and is large enough for the passage of a man.

Phantasmal Force

Spell Level: M2

Range: 240 ft

Duration: Until negated or dispelled

This spell creates a realistic illusion in the sight of all who view it. The illusion disappears when it is touched, but if the viewer believes the illusion is real, he can take damage from it.

Plant Growth

Spell Level: M4

Range: 120 ft

Duration: Permanent until dispelled

Up to 300 sq ft of ground can be affected by this spell; undergrowth in the area suddenly grows into an impassable forest of thorns and vines. The caster can decide the shape of the area to be enchanted. An alternate version (Referee's decision) would allow the spell to affect an area of 300x300 ft, for a total of 90,000 sq ft.

Polymorph

Spell Level: M4

Range: See Below

Duration: See Below

The caster must announce which of the two options are being cast.

The caster assumes the form of any object or creature, gaining the new form's attributes (the use of wings, for example), but not its hit points or combat abilities. The Referee might allow the benefit of the new form's armor class, if it is due to heavily armored skin. A great deal of the spell's effect is left to the Referee to decide. This form of the spell lasts for roughly one hour plus one additional hour for each level of the caster.

Alternately, this spell allows the caster to turn another being into a different type of creature (such as a dragon, a garden slug, and of course, a frog or newt). The polymorphed creature gains all the abilities of the new form, but retains its own mind and hit points. Used in this way, the range on this spell is 60 ft. This form of the spell lasts until dispelled.

Project Image

Spell Level: M6

Range: 240 ft

Duration: 1 hour

The caster projects an image of himself to a max range of 240 ft. Not only does the projected image mimic the caster's sounds and gestures, but any spells he casts will appear to originate from the image.

Protection from Chaos (Law) I

Spell Level: C1, M1

Range: Caster only

Duration: 2 hours (C), 1 hour (M)

Creates a magical field of protection around the caster to block out all evil monsters, who suffer a -1 penalty to-hit the caster, and the caster gains +1 on all saving throws against such attacks.

The opposite spell, Protection from Law, does the same thing except that good creatures suffer the -1 penalty.

Protection from Chaos (Law) II

Spell Level: C4, M3

Range: 10 ft radius around caster

Duration: 2 hours

The spell has the same effect as Protection from Chaos I, except that its effect covers an area rather than an individual.

The opposite spell, Protection from Law II, does the same thing, except that good creatures suffer the -1 penalty.

Protection from Normal Missiles

Spell Level: M3

Range: 30 ft

Duration: 2 hours

The recipient becomes invulnerable small non-magical missiles. Only those missiles projected by normal men and/or weapons are affected.

Purify (Corrupt) Food and Drink

Spell Level: C1

Range: Close/Touch

Duration: Immediate

Enough food and water for up to a dozen people is made pure, removing spoilage and poisons.

The opposite spell, Corrupt food and drink, spoils enough food for a dozen people.

Quest

Spell Level: C5, M6

Range: 30 ft

Duration: Until completed

If the spell succeeds (saving throw), the caster may set a task for the spell's victim. If the victim does not diligently work at performing the task, the effect that he will experience is based on the class of the caster. When a Magic-user casts this spell ignoring the Quest will cause sickness and then death, but if a Cleric casts this spell the result is a curse to be determined by the Referee.

Raise Dead

Spell Level: C5

Range: Line of sight

Duration: See Below

Raise Dead allows the Cleric to raise a corpse from the dead, provided it has not been dead too long. The normal time limit is 4 days, but for every caster Level higher than 8th, the time limit extends another 4 days. Characters with low constitution might not survive the ordeal; and even for those with a strong constitution, a period of two weeks is required before they can function normally. This spell only functions on races that can be used for player characters (i.e., "human-like").

Read Languages

Spell Level: M1

Range: Reading distance

Duration: 1 or two readings

This spell allows the caster to read directions, instructions, and similar notations that are written in unfamiliar or even unknown languages. It is especially useful for treasure maps.

Read Magic

Spell Level: M1

Range: Caster only

Duration: 2 scrolls or other writings

This spell allows the caster to read magical writings on items and scrolls. Magical writing cannot be read without the use of this spell.

Reincarnation

Spell Level: M6

Range: Touch

Duration: Instantaneous

This spell brings a dead character's soul back from the dead, but the soul reappears in a newly formed body of the same alignment as the deceased.

Remove Blindness

Spell Level: C3

Range: Close/Touch

Duration: Immediate

The spell removes magical blindness or physical blindness.

Remove Curse

Spell Level: C3, M4

Range: Close/Touch

Duration: Immediate

This spell removes one curse from a person or object.

Sleep

Spell Level: M1

Range: 240 ft

Duration: Referee's discretion

This spell puts enemies into an enchanted slumber. It affects creatures based on their hit dice. 2d6 hit dice of creatures will be affected, starting with the creatures with the lowest hit dice. Only one creature over 4HD can be impacted.

At the referee option, all creatures over 4HD and any "Human-like" creatures get a saving throw. Some creatures like undead are unaffected.

Speak with Animals

Spell Level: C2

Range: 30 ft

Duration: 6 turns

The caster can speak with animals within range. There is a chance that the animals will assist him, and they will not attack him or his party (unless he's got something particularly offensive to say).

Speak with Plants

Spell Level: C4

Range: 30 ft

Duration: 6 turns

The caster can speak to and understand the replies of plants. Plants will obey his commands as far as they are able (e.g. twisting or bending aside to ease his passage, etc.).

Sticks to Snakes

Spell Level: C4

Range: 120 ft

Duration: 1 hour

The caster may turn as many as 2d8 normal sticks into snakes, each one having a 50% chance of being venomous. The snakes follow his commands, but turn back into sticks at the end of the spell (or when killed).

Telekinesis

Spell Level: M5

Range: 120 ft

Duration: 6 turns (1 hour)

The caster can move objects using mental power alone. The amount of weight he can lift and move is 20 pounds per level

Teleport

Spell Level: M5

Range: Touch

Duration: Instantaneous

This spell transports the caster or another person to a destination that the caster knows (at least knowing what it looks like from a painting or a map). Success depends on how well the caster knows the targeted location:

If the caster has only seen the location in a picture or through a map (i.e., his knowledge is not based on direct experience), there is only a 25% chance of success, and failure means death.

If the caster has seen but not studied the location, there is a 80% chance of success. Failure means spell caster must make a suitable saving throw or die.

If the caster is familiar with the location, or has studied it carefully, there is a 95% chance of success. Failure means the spell caster must make a suitable saving throw (+4) or die.

Transform I

Spell Level: M5

Range: 120 ft

Duration: 3d6 days, or spell reversal

This spell transforms rock (and any other form of earth) into mud, or mud to rock. An area of roughly 300x300 ft becomes a deep mire, reducing movement to 10% of normal.

Transform II

Spell Level: M6

Range: 120 ft

Duration: Permanent until reversed

This spell transforms flesh into stone or stone into flesh, as desired by the caster. A saving throw is permitted to avoid being turned into stone, but if the spell succeeds the victim is transformed into a statue.

Wall of Defense I

Spell Level: M4

Range: 60 ft

Duration: Concentration

The caster must announce which of the two options are being cast:

1. The caster conjures a wall of fire that flares into being and burns for as long as the caster concentrates upon it. Creatures with 3 or fewer hit dice cannot pass through it, and no creature can see through it to the other side. Passing through the fire inflicts 1d6 hit points of damage (no saving throw) and undead creatures sustain twice the normal damage. The caster may choose to create a straight wall 60 ft long and 20 ft high, or a circular wall with a 15 ft radius, also 20 ft high.

2. The other option is that the caster conjures up a wall of ice, six feet thick. The caster may choose to create a straight wall 60 ft long and 20 ft high, or a circular wall with a 15 ft radius, also 20 ft high. Creatures with 3 or fewer hit dice cannot affect the wall, but creatures of 4+ hit dice are able to smash through it, taking 1d6 points of damage in the process. Creatures with fire-based metabolisms take 2d6 instead of the normal 1d6. Fire spells and magical effects are negated in the vicinity of the wall.

Wall of Defense II

Spell Level: M5

Range: 60 ft

Duration: 2 hours (iron) or Permanent (stone)

The caster must announce which of the two options are being cast:

1. The caster conjures an iron wall from thin air. The wall is 3 inches thick, with a surface area of 1,000 sq ft.

2. The other option is for the caster to conjure a wall of stone 2 inches thick, with a surface area of 1,000 sq ft. In both options, the caster might choose to make the wall 50 ft long (in which case it would be 20 ft tall), or 100 ft long (10 ft tall).

Water Breathing

Spell Level: M2

Range: 30 ft

Duration: 2 hours

This spell grants the ability to breathe underwater until the spell's duration expires.

Web

Spell Level: M2

Range: 30 ft

Duration: 8 hours

Fibrous, sticky webs fill an area up to 10x10x20 ft. It is extremely difficult to get through the mass of strands—it takes one turn if a torch and sword (or a flaming sword) are used, and creatures larger than a horse can break through in 2 turns. Humans take longer to break through — perhaps 3–4 turns or longer at the Referee's discretion.

Wizard Eye

Spell Level: M4

Range: 240 ft

Duration: 1 hour

The caster conjures up an invisible, magical "eye," that can move a maximum of 240 ft from its creator. It floats along as directed by the caster, at a rate of 120 ft per turn (12 ft per minute).

Wizard Lock

Spell Level: M2

Range: Close

Duration: Permanent until dispelled

As with a hold portal spell, but it is permanent until dispelled. Creatures with magic resistance can shatter the spell without effort. Any Magic-user three levels or higher than the caster can open the portal, and a Knock spell will open it as well (although the spell is not permanently destroyed in these cases).

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