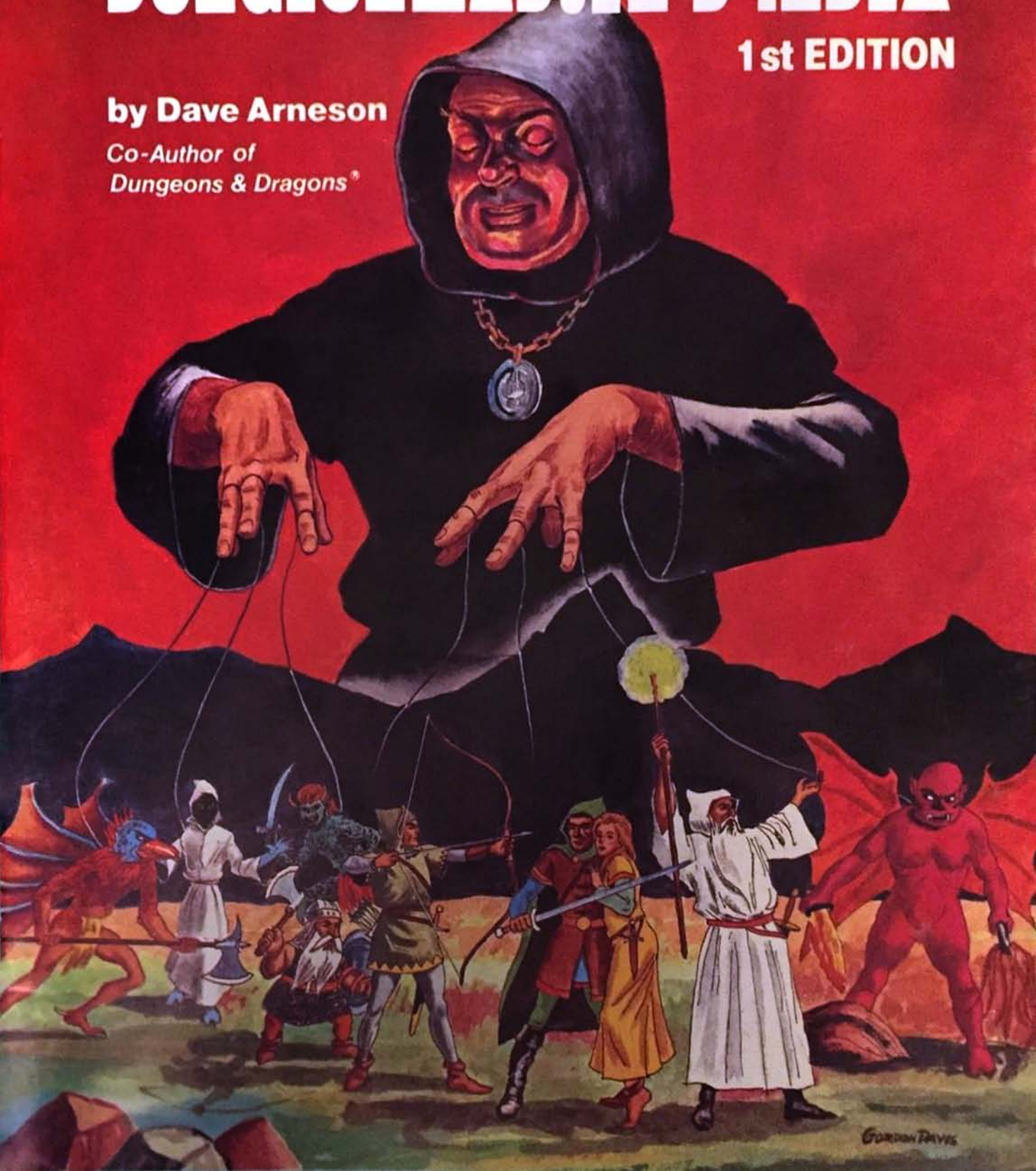


DUNGEONMASTER'S INDEX

1st EDITION

by **Dave Arneson**

Co-Author of
Dungeons & Dragons®



DUNGEONMASTER'S INDEX

1st EDITION

An Index to the D & D Family of Books for role playing games

by Dave Arneson

Dedicated to the Four Musketeers, may they soon ride again!

Editing by David Megarry

Artwork by "S" and Craig Smith

Graphics and Layout by Heritage Models Inc.

With Special Thanks to Mike Mornard and Debbie

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FOREWORD

In spite of the many years that there have been rules out for playing FANTASY games, there has been no comprehensive index to guide the players in making the best use of the rules. It has always proved to be a most difficult job for Dungeonmaster and player alike to find all the facts needed to judge their expedition or campaign.

Herein compiled is a guide to the Monsters and Magic that make up the world of *DUNGEONS & DRAGONS*® * and it's many supplements. References have been set up for all the MONSTERS, SPELLS and MAGICAL ARTIFACTS that play such an important part in the games. Also listed are the locations of the many Reference Tables that are contained within this family of works. Although there are nearly 1,000 entries within this index covering the aforementioned subjects, it cannot be considered the last word on the subject.

Today, the field of Fantasy gaming is increasing at a tremendous rate with new publications appearing all the time. This work must therefore be only the first edition on the subject but one which, it is hoped, will pave the way for greatly expanded subsequent efforts.

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March, 1977 St. Paul, Minnesota

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DESCRIPTION OF ABBREVIATIONS

Within this work, each subject is treated in a like manner using the same system of abbreviations from one section to the next. In the Monster section, each creature is listed alphabetically under the most common name applied to it. In a few cases where the creatures receive little or no description within the rules, these creatures are grouped under a general heading like PREHISTORIC ANIMALS. In most cases, however, each monster is listed within his group, as well as individually.

The Magic Spells, which include Clerical, Druidic and other spells of like ilk, are listed by their most commonly used titles and headings. With each spell, there is given the type of character that can use that particular spell, and what experience level is required before the spell can be used. Where different levels of experience are required for different character types using the same spell, this information is given, and left blank where none is listed.

The Magical Artifacts are listed under their proper titles and the pertinent information about which types of character can use the item is given.

The last section is given over to a list of the various charts and matrices that abound within these rules. Since most of these charts and matrices are not labeled uniformly, I have taken the liberty of grouping them in a logical fashion based on what aspect of the game they are used for. The charts given on the various pullout sheets are not listed since these charts all appear within the main body of the works covered and none of the pullout sheets bear any page numbers or similar identification.

The system used within this work is as follows:

Section I: The Creature's name; (Any pages where creature's picture might appear); the abbreviation of the book title in which mention of the creature is made - by specific page number.

Example:

HELL HOUND; (Picture *BM-15*), *GH-6*, 19, 33, 38, 54, 64, *EW-57*.

This indicates that a picture of the Hell Hound can be found on page 15 of *BLACKMOOR*® * while actual mention of the Hell Hound is made in *GREYHAWK*® * on pages 6, 19, 29, 33, 54, and 64, and in *ELDRITCH WIZARDRY*® * on page 57.

The following abbreviations are used for the works indicated:

<i>CHAINMAIL</i> ® *		<i>CM</i>
<i>DUNGEONS AND DRAGONS</i> ®	<i>VOL. I MEN & MAGIC</i> *	<i>Vol. I</i>
	<i>VOL. II MONSTERS & TREASURE</i> *	<i>Vol. II</i>
	<i>VOL. III THE UNDERWORLD & WILDERNESS ENCOUNTERS</i> *	<i>Vol. III</i>
<i>GREYHAWK</i> ® *		<i>GH</i>
<i>BLACKMOOR</i> ® *		<i>BM</i>
<i>ELDRITCH WIZARDRY</i> ® *		<i>EW</i>
<i>GODS, DEMI-GODS & HEROS</i> ® *		<i>GDGH</i>

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Pegasi; (Picture Vol. II-17), Vol. I-9, Vol. II-4, 17, Vol. III-16, 18, 19, 26, *GH*-17, *EW*-56, *SS*-2, 18.

Peterodactyles; (Picture *SS*-39), Vol. III-11, 19, *EW*-58.

Phase Spiders; *GH*-6, 19, 33, 39, 65, *EW*-54, 57.

Piercer; *SR* no. 3-2.

Pirates; Vol. II-7, 23, Vol. III-18, (See also Men).

Pixies; *CM*-39, 43, Vol. I-9, Vol. II-4, 16, 19, *EW*-58.

Plesiosaurus; *BM*-13, 14, 19, 49.

Poles; *CM*-20, (See also Men).

Portugese Man of War; *BM*-13, 14, 19, 49.

Prehistoric Animals; Vol. III-19, *EW*-57, 58, *GH*-18.

Pungi Ray; *BM*-13, 14, 20, 49.

Purple or Mottled Dragon; *CM*-35 (See also Dragon).

Purple Worms; (Pictures Vol. II-6, *SR* no. 2-4), Vol. I-9, Vol. II-3, 15, Vol. III-11, *GH*-17, 65, *BM*-24, (as Mottled Worm).

Q-

R-

Rakshasa; *EW*-56, *SR* no. 5-14.

Ranger; *EW*-14, *SR* no. 2-4, 5.

Rats; Vol. III-10, *GH*-18, 64, (aka Sumatran Rat)

Red Dragon; Vol. III-19, *EW*-56, (See also Dragon).

Reptile; Vol. II-26, 32.

Rock Giant; *GH*-63.

Robot; Vol. III-11.

Rocs; *CM*-28, 35, 38, 39, 43, 44, Vol. I-9, Vol. II-4, 11, Vol. III-11, 15, 16.

Ropes; (Picture *BM*-26), *EW*-57, *SR* no. 2-4.

Russians; *CM*-20, (See also Men).

Rust Monster; *GH*-19, 33, 59, 65, *EW*-57.

S-

Sages; *BM*-50, 51, Vol. III-22.

Sahuagin; *BM*-13, 14, 21, 22, 23, 49.

Salamanders; Vol. II-21, *GH*-19, 33, 37, 65, *EW*-57.

Saracens (Moslems); *CM*-20, (See also Men).

Scorpions; Vol. III-10, 19, *GH*-18, 64, *EW*-57.

Scots Infantry; *CM*-20, (See also Men).

Seamen; Vol. III-22, 23, (See also Men, Pirates, and Buchaneers).

Shambling Mound; *EW*-57, *SR* no. 3-2.

Ship Captain; Vol. III-23, (See also Men, Pirates, and Buchaneers).

Sea Hag; *BM*-24, (See also Dryad).

Sea Horse; *BM*-13, 14, 19, 49.

Sea Monsters; Vol. I-9, Vol. II-3, 15, Vol. III-11, 19, *GH*-17, *EW*-56.

Seer; *CM*-32, Vol. I-16, 17, (See also Magic User).

Shadows; Vol. III-11, *GH*-6, 18, 33, 34, 35, 64, *EW*-56.

Shark; *BM*-13, 14, 19, 49.

Shedu; *EW*-2, 12, 27, 38, 54, 56.

Shrieker; *SR* no. 3-2

Silver Dragon; *EW*-56, (See also Dragon).

Skeletons; Correction sheet, Vol. I-22, Vol. II-3, 9, Vol. III-10, 18, *GH*-16, 63, 64, *EW*-56.

Sleipner (aka Horse); *GDDH*-22

Slithering Tracker; *SR* no. 5-14

Small Animals; Vol. I-9, Vol. II-4, 20, (See also Animals)

Small Insects; Vol. II-4, 20, (See also Insects)

Smith; Vol. III-23

Snakes; Vol. III-10, 19, 35, *GH*-18, 64, *EW*-56, 57, 58

Sorcerer; *CM*-32, Vol. I-16, 17, (See also Magic User)

Spanish; *CM*-20, (See also Men)

Spectres; Vol. I-9, Vol. II-3, 9, 22, Vol. III-11, 15, 18, *GH*-16, *EW*-35, 56

Spiders; Vol. III-10, 19, *GH*-16, 64, *EW*-57, 58

Sprites; (Picture Vol. I-6), *CM*-28, 29, 38, 39, 43, Vol. III-26

Spy; Vol. III-23, (See also Men)

Squid; Vol. III-11, 19, 35, *BM*-13, 14, 16, 49, *EW*-56

Stirges; (Picture *SR* no. 5-6), *GH*-19, 33, 39, 64, *EW*-56

Stone Giant; *EW*-56, (See also Giant)

Stone Golem; *GH*-19, 29, 33, 40, 65, 68, *EW*-57, (See also Golem)

Storm Giants; *EW*-56, (See also Giant)

Strangle Weed; *BM*-23

Succubi; (Picture *EW*-33), *EW*-2, 12, 27, 29, 30, 33, 38, 56, (See also Demon)

Su-Monster; *EW*-2, 12, 27, 39, 54, 57

Super Hero; (Picture Vol. I-Cover), *CM*-29, 30, 31, 39, 43, 44, Vol. I-16, 17, Vol. III-15, 18, (See also Fighting Men and Men)

Surtur (King of the Norse Fire Giants); *GDBGH*-30, (See also Giants)

Swashbuckler; Vol. I-16, 17, Vol. III-15

Swiss/Lansknechte; *CM*-18, 27, (See also Men)

T-

Tannjost & Tanngrisner (aka Goats); *GDBGH*-22

Tartars; *CM*-20, (See also Men)

Thieves; *GH*-4, 5, 9, 10, 11, 29, *EW*-2, 14, *SR* no. 7-19

Thought Eaters; *EW*-2, 27, 39, 40, 54.

Titans; Vol. II-21, *GH*-18, 33, 34, 65, *EW*-27, 28, 54, 56

Toads; Vol. III-10, 19, *BM*-13, 14, 16, *GH*-18, 64, *EW*-57

Trapper; *SR* no. 5-14

Tritons; *GH*-18, 33, 34, *EW*-27, 56

Trolls; *CM*-28, 34, 38, 39, 43, 44, Vol. I-9, Vol. II-3, 8, Vol. III-11, 15, 18, *GH*-16, 64, *EW*-56, *SS*-2, 4, 5, 6

U-

Umber Hulks; (Picture *BM-17*), *GH-6*, 19, 29, 33, 38, 65, *EW-57*

Unicorns; (Picture *BM-33*), Vol. I-9, Vol. II-4, 15, 19, *GH-17*, *EW-58*, *SS-2*, 18, 34

V-

Vampires; Vol. I-9, 22, Vol. II-3, 9, 10, Vol. III-11, 15, 18, *GH-16*, 34, 65, *EW-35*, 56

W-

Wargs (aka Wolves); (Picture *SS-35*), *CM-36*, 37, 39, 43, Vol. II-9, *GH-18*, *EW-57*, *SS-2*, 3, 18, 19, 35

Warhorse; Vol. II-14, 20, (See also Knights and Heavy Horse)

Warlock; *CM-32*, Vol. I-16, 17, (See also Magic User)

Wasp; *BM-13*, 14, 18

Water Elemental; *CM-31*, *EW-57*, (See also Elemental)

Water Spider; *BM-13*, 14, 21, 49

Weasales; Vol. III-10, *GH-18*, 64, *EW-57*

Weed Eel; *BM-13*, 14, 21, 49

Were Bear (aka Freke. Gere); (Picture *GH-60*), Vol. III-19, *EW-56*, *GDGH-23*, (See also Lycanthrope)

Were Rats; (Picture *GH-12*), *GH-6*, 19, 33, 37, *EW-56*, (See also Lycanthrope)

Were Tiger; Vol. III-19, *EW-56*, (See also Lycanthrope)

Were Wolf; Vol. III-19, *EW-56*, (See also Lycanthrope)

Whale; *BM-13*, 14, 19, 49

White Ape; Vol. III-10, 15, 19

White Dragon; *CM-35*, Vol. III-19, *EW-56*, (See also Dragon)

Wights; *CM-28*, 29, 37, 38, 39, 43, 44, Vol. I-9, 22, Vol. II-3, 9, Vol. III-10, 18, *GH-16*, 64, *EW-35*, 56

Will O'Wisps; *GH-9*, 18, 33, 35, 65, *EW-56*, 58

Wind Walker; *EW-56*, *SR* no. 3-2

Witch; Vol. I-17, 27, (See also Magic User)

Wizard; (Pictures Vol. I-Backpiece, 4, Vol. II-Backpiece), *CM-28*, 29, 30, 31, 32, 33, 34, 38, 43, 44, Vol. I-16, 17, Vol. III-11, 15, 18

Wraiths; (Picture Vol. II-1, 39, Vol. III-14), *CM-28*, 29, 31, 39, 43, 44, Vol. I-22, Vol. II-3, 9, Vol. III-10, 18, *GH-16*, 64, *BM-24*, *EW-35*, 56, (aka Nazgul)

Wyverns; (Picture *SS-25*), *CM-35* (as Roc), 36 (as Chimera), 43, 44, Vol. II-3, 9, 11, Vol. III-11, 15, 18, 19, 26, *GH-17*, 64, *EW-56*

X-

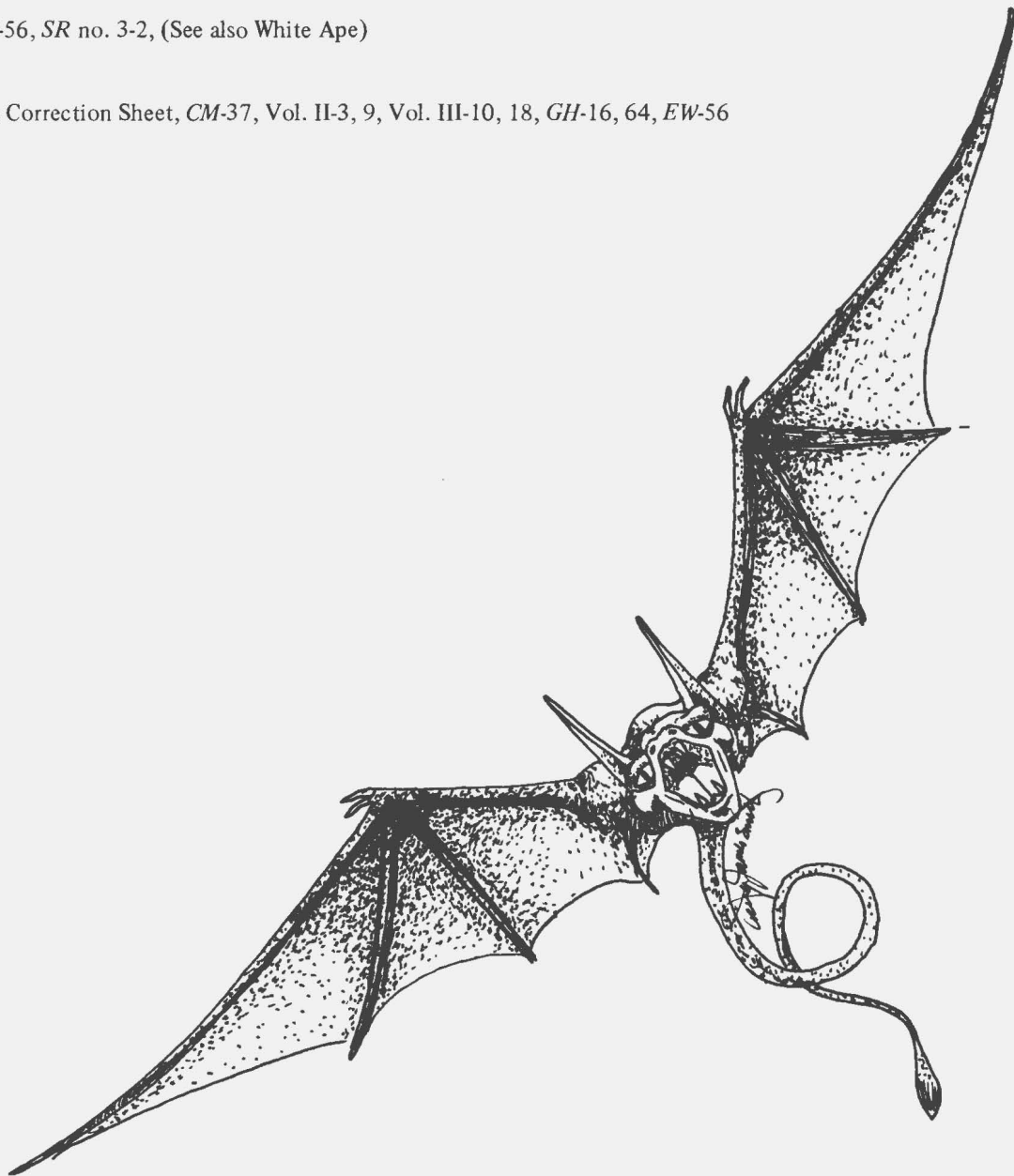
Y-

Yellow Mold; Vol. II-3, 20, *GH-18*, *EW-29*

Yeti; *EW-56*, *SR* no. 3-2, (See also White Ape)

Z-

Zombies; Correction Sheet, *CM-37*, Vol. II-3, 9, Vol. III-10, 18, *GH-16*, 64, *EW-56*



PART II—SPELLS

After the name of each spell there appears a letter which designates which type of character can use that particular spell. The abbreviations are as follows: C-Clerical, D-Druid, I-Illusionist, M-Magic User, P-Pisonic. After the letter there appears the level of the spell for the type of character which can use that spell.

A-

Aerial Servant (C-7th level); *GH-21, 31, 32, EW-57, SS-15*

Animal Growth (D-5th level); *EW-13, 24*

Animal Summoning I (D-4th level); *EW-13, 24*

Animal Summoning II (D-5th level), *EW-13, 25, SS-15*

Animal Summoning III (D-6th level); *EW-13, 25, SS-15*

Animal Telepathy; (See Commune with Nature)

Animate Dead (M-5th level); Vol. I-21, 29, *GH-20, SS-13*

Animate Objects (C-6th level); *GH-21, 30, 31, SS-14*

Animate Rock (D-7th level); *EW-13, 26, SS-14*

Anti-Animal Shell (D-6th level); *EW-13, 25, SS-15*

Anti-Magic Shell (M-6th level); *CM-32, Vol. I-21, 31, GH-20, SS-13*

Anti-Plant Shell (D-5th level); *EW-13, 24, SS-15*

Astral Projection (M, P-9th level); *GH-20, 28, EW-14, 17, 20, 21, SS-14*

Astral Spell (C, P-7th level); *GH-21, 32, (See also Astral Projection)*

Aura Alteration (C, P.....); *EW-14, 21*

B-

Blade Barrier (C-6th level); *GH-21, 31, SS-14*

Bless (C-2nd level); Vol. I-22, 33, *GH-21, SS-14*

Blindness (I-2nd level); *SR no. 4-5,6*

Body Control (P.....); *EW-14, 18*

Body Equilibrium (P.....); *EW-14, 16, 21*

Body Weaponry (P.....); *EW-14, 16*

C-

Call Lightning (D-3rd level); *EW-13, 23, SS-15*

Cell Adjustment; (See Shape Change Spell)

Change Self (I-1st level); *SR* no. 4-5, 6, (See also Polymorph Self)

Chaos (I-5th level); *SR* no. 4-5, 6

Charm, Mass (M-8th level); *GH-20*, 26, *EW-14*, 21, *SS-14*, (See also Domination)

Charm Monster (M-4th level); Vol. 1-21, 27, *GH-20*, 23, *SS-13*

Charm Person (I-4th level, M-1st level, P, C-.....); Vol. 1-21, 23, *GH-20*, 21, *SS-12*, *SR* no. 4-5, 6

Charm Plants (M-7th level); *GH-20*, 25, *SS-14*

Clairaudience (P, M-3rd level); Vol. 1-21, 25, *GH-19*, *EW-14*, 16, 19, *SS-12*

Clairvoyance (P, M-3rd level); Vol. 1-21, 25, *GH-19*, *EW-14*, 16, 19, *SS-12*

Clerical Spells, General Information; Vol. 1-32, 33, 34, 35, *GH-21*, 30, 31, 32, *EW-13*, 14, 22, 23, 24, 25, 26, (See also Druid Spells)

Clone (M-8th level); *GH-20*, 26

Cloudkill (M-5th level); *CM-32*, Vol. 1-21, 30, *GH-20*, *SS-13*

Commune (C-5th level); Vol. 1-22, 34, *GH-21*, *EW-14*, *SS-14*, (See also Animal Telepathy and Commune with Nature)

Commune with Nature (D-5th level); *EW-13*, 14, 21, 24, *SS-15*

Concealment (M-.....); *CM-31*

Confusion (M, I-4th level); *CM-32*, Vol. 1-21, 27, *GH-20*, *EW-13*, 26, *SS-12*, *SR* no. 4-5, 6

Conjure Animals (C-6th level) ; *GH-21*, 31, *SS-14*

Conjure Earth Elementals (D-7th level); *EW-26*, (See also Elementals)

Conjure Fire Elementals (D-6th level); *EW-13*, 24, *SS-15*, (See also Elementals)

Contact Higher Plane (M-5th level); Vol. 1-21, 30, *GH-20*, *SS-13*

Continual Darkness (I-3rd level), *SR* no. 4-5, 6

Continual Light (M-2nd level, I-3rd level); Vol. 1-21, 25, *GH-20*, *SS-12*, *SR* no. 4-5, 6

Continual Light (C-3rd level); Vol. 1-22, 23, *GH-21*, (See also previous entry)

Control Temperature, 10' Radius (D-4th level); *EW-13*, 24, *SS-15*

Control Weather (M-6th level); Vol. 1-21, 32, *GH-20*, *EW-13*, 26, *SS-13*

Control Weather (C, D-7th level); *GH-21*, 32, (See also previous entry)

Control Winds (D-5th level); *EW-13*, 24, *SS-15*, (See also Control Weather)

Create Food (C-5th level); Vol. I-22, 34, *GH-21*, *SS-14*

Create Spectres (I-5th level); *SR* no. 4-6 (See also Spectres)

Create Water (D-2nd level, C-4th level); Vol. I-22, 34, *GH-21*, *EW-13*, 22, *SS-14*

Creeping Doom (D-7th level); *EW-13*, 26, *SS-15*

Cure Disease (C, D-3rd level); Vol. I-22, 33, *GH-21*, *EW-13*, 23, *SS-14*

Cure Light Wounds (C-1st level, D-2nd level); Vol. I-22, 32, *GH-21*, *EW-13*, 22, *SS-14*

Cure Serious Wounds (C, D-4th level); Vol. I-22, 33, *GH-21*, *EW-13*, 24, *SS-14*

D-

Darkness (I-1st level); *CM-31*, *GH-22*, *SS-12*, *SR* no. 4-5, 6

Darkness, 5' Radius (M-2nd level, I-5th level); *GH-20*, *SS-12*, *SR* no. 4-6

Deafness (I-2nd level); *SR* no. 4-5, 6

Death Spell (M-6th level); Vol. I-21, 31, *GH-20*, *SS-13*

Demi-Shadow Monsters (I-5th level); *SR* no. 4-6

Demi-Shadow Magic (I-5th level); *SR* no. 4-6

Detection (M-.....); *CM-31*, *EW-14*, 18, *SS-12*, (See also Detect Evil and Detect Magic)

Detect Evil (P, C-1st level); Vol. I-22, 32, *EW-14*, 20, *SS-14*

Detect Evil (P, M-2nd level, I-5th level); Vol. I-21, 25, *GH-20*, *EW-14*, 18, *SS-12*, *SR* no. 4-6

Detect Invisible Objects (I-1st level, M-2nd level); Vol. I-21, 23, 24, *GH-19*, *SS-12*, *SR* no. 4-5, 6

Detect Magic (M, 10-1st level, I-2nd level); Vol. I-21, 23, *GH-19*, 22, *EW-13*, 14, 18, 22, *SS-12*, *SR* no. 4-5, 6

Detect Magic (C-1st level); Vol. I-22, 32, *GH-21*, (See previous entry)

Detect Pits and Snares (D-1st level); *EW-13*, 22, *SS-15*

Dimension Door (M-4th level); Vol. I-21, 28, *GH-20*, *EW-14*, 19, *SS-13*

Dimension Walking (C, M, P-.....); *EW-14*, 17

Disintegrate (M-6th level); Vol. I-21, 31, *GH-20*, *SS-13*

Dispell Evil (C-5th level); Vol. I-22, 34, *GH-21*, *SS-14*

Dispell Magic (M-3rd level, D-4th level); Vol. I-21, 25, *GH-19*, *EW-13*, 24, *SS-12*

Domination (C, P-.....); *EW-14*, 15, 20, (See also Charm and Charm, Mass)

Druid Spells, General Entries; *EW-1*, 2, 4, 5, 13, 22, 23, 24, 25, 26, *SS-15*

E-

Earthquake (C-7th level); *GH-21*, 31, *SS-14*

Elementals, Conjuring of (M-5th level); *CM-32*, 36, Vol. I-21, 28, *GH-20*, *SS-13*, (See also Elementals)

Emotions (I-4th level); *SR* no. 4-5, 6

Empathy, (C, P-.....); *EW-14*, 20

Energy Control (P-.....); *EW-14*, 16

E. S. P. (M, C-2nd level, I-5th level, P-.....); Vol. I-21, 25, *GH-20*, *EW-14*, 18, 20, *SS-12*,
SR no. 4-6

Etherealness (M, P-.....); *EW-14*, 20

Expansion (M, P-.....); *EW-14*, 19

Explosive Rune (M-3rd level); *GH-20*, 22, 23, *SS* 13

Extension I (M-4th level); *GH-20*, 23, *SS-13*

Extension II (M-5th level); *GH-20*, 25, *SS-13*

Extension III (M-6th level); *GH-20*, 26, 68, *SS-13*

F-

Faerie Fire (D-1st level); *EW-13*, 22, *SS-15*

Fear (I-3rd level, M-4th level); *GH-20*, 23, *SS-13*, *SR* no. 4-5, 6

Feeblemind (M-5th level, D-6th level); Vol. I-21, 30, *GH-20*, *EW-13*, 25, *SS-13*

Find the Path (C-6th level); *GH-21*, 31, *SS-14*

Find Traps (C-2nd level); Vol. I-22, 33, *GH-21*, *SS-14*

Finger of Death (D-6th level, C-5th level); Vol. I-34, *EW-13*, 25, (See also Raise Dead Spell, of
which this is the reverse)

Fire Ball (M-3rd level); *CM-31*, Vol. I-21, 25, *GH-20*, *SS-12*, 22

Fire Ball, Delayed Blast (M-7th level); *GH-20*, 25, *SS-14*, (See also Fire Ball)

Fire Storm (D-7th level); *EW-13*, 26, *SS-15*

Fog (I-2nd level); *SR* no. 4-5, 6

Fly (M-3rd level); *CM*-(See Wizard Powers & Abilities), Vol. I-21, 25, *GH-19*, *SS-12*

G-

Gate (M-9th level); *GH-20*, 28, *SS-14*

Gate (C-7th level); *GH-21*, 26, 68

Gaze Reflection (I-1st level); *SR* no. 4-5, 6

Geas (M-6th level); Vol. I-21, 31, *GH-20*, *SS-13*

Growth/Animal (M-5th level); Vol. I-21, 31, *GH-20*, *SS-13*

Growth/Plant (M-4th level); Vol. I-21, 28, *GH-20*, *SS-13*

H-

Hallucinatory Forest (D-4th level); *EW-13*, 24, *SS-15*

Hallucinatory Terrain (I-3rd level, M-4th level); *CM-32*, Vol. I-21, 28, *GH-20*, *SS-13*, *SR* no. 4-5, 6

Haste (M-3rd level); *CM-32*, Vol. I-21, 26, *GH-20*, *SS-13*

Heat Metal (D-2nd level); *EW-13*, 22, 23, *SS-15*

Hold Animal (D-3rd level); *EW-13*, 23, *SS-15*

Hold Monster (M-5th level); Vol. I-21, 28, *GH-20*, *SS-13*

Hold Person (M-3rd level); Vol. I-21, 25, *GH-19*, *SS-12*

Hold Person (C-2nd level); Vol. I-22, 33, *GH-21*, *SS-14*

Hold Plant (D-5th level); *EW-13*, 24, *SS-15*

Hold Portal (M-1st level, I-4th level); Vol. I-21, 23, *GH-19*, *SS-12*, *SR* no. 4-5, 6

Holy Word (C-7th level); *GH-21*, 32, 68, *SS-15*

Hypnosis (I-1st level, C, M, P-.....); *EW-14*. 18, 19, 20, *SR* no. 4-5, 6

Hypnotic Pattern (I-2nd level); *SR* no. 4-5, 6

I-

Ice Storm (M-4th level); *GH-20*, 23, *SS-13*

Illusionists, General Entries; *EW-14*, *SR* no. 4-5, 6

Infravision (M-3rd level); Vol. I-21, 26, *GH-20*, *SS-13*

Insect Plague (D-4th level, C-5th level); Vol. I-22, 34, *GH-21*, *EW-13*, 24, *SS-14*

Invisible Stalker Spell (M-6th level); Vol. I-21, 31, *GH-20*, (See also Invisible Stalker in Monster section)

Invisibility (M, I-2nd level, P-.....); Vol. I-21, 24, *GH-19*, *EW-14*, 15, *SS-12*, *SR* no. 4-5, 6

Invisibility Mass (M-7th level); *GH-20*, 26, *SS-14*

Invisibility, 10' Radius (M, I-3rd level); Vol. I-21, 26, *GH-20*, *SS-13*, *SR* no. 4-5, 6

Invisibility, 10' Radius, Improved (I-4th level); *SR* no. 4-5, 6

K-

Knock (M-2nd level, I-5th level); Vol. I-21, 25, *GH*-20, *SS*-12, *SR* no. 4-6

L-

Legend Lore (M-6th level); *GII*-20, 25, *BM*-50

Levitate (I-5th level, M-2nd level, P, C-.....); Vol. I-21, 24, *CM*-32, *GH*-19, *EW*-14, 15, 19, 20, *SS*-12, *SR* no. 4-6

Light (C-1st level); Vol. I-22, 33, *GH*-21, *SS*-14

Light (M, I-1st level); Vol. I-21, 23, *GH*-20, *SS*-12, *SR* no. 4-5, 6

Lightning Bolt (M-3rd level); *CM*-31, Vol. I-21, 25, 26, *GH*-20, *SS*-12, 15, 22

Locate Animals (D-1st level); *EW*-13, 22, *SS*-15

Locate Object (M-2nd level, I-5th level); Vol. I-21, 24, *GH*-19, *SS*-12, *SR* no. 4-5, 6

Locate Object (C-3rd level); Vol. I-22, 33, *GH*-21

Locate Plants (D-2nd level); *EW*-13, 22, *SS*-15

Lower Water (M-6th level); Vol. I-21, 31, *GH*-20, *SS*-13

M-

Magic Jar (M-5th level); Vol. I-21, 29, 30, *GH*-20, *SS*-13

Magic Missile (M-1st level, I-4th level); *GH*-20, 22, *SS*-12, *SR* no. 4-5, 6

Magic Mouth (M-2nd level, I-5th level, I-5th level); *GH*-20, 22, *SS*-12, *SR* no. 4-6

Magic Spell, General Entries; *CM*-30, 31, 32, 33, Vol. I-23, 24, 25, 26, 27, 28, 29, 31, 32, *GH*-19, 20, 21, 22, 23, 25, 26, 27, 28, *EW*-11, 12, 13, 14, *SR* no. 4-5, 6

Major Creation (I-5th level); *SR* no. 4-6

Massmorph (M, I-4th level); Vol. I-21, 28, *GH*-20, *SS*-13; *SR* no. 4-5, 6

Maze (M-9th level); *GII*-20, 28, 29, *SS*-14

Meteor Swarm (M-9th level); *GII*-20, 28, *SS*-14

Mind Bar (P-.....); *EW*-14, 18

Mind Blank (M-8th level); *GH*-20, 27, *SS*-14

Mind over Body (C, P-.....); *EW*-14, 15, 21

Minor Creation (I-4th level); *SR* no. 4-5, 6

Mirror Image (M-2nd level, I-5th level); *GH-20, 22, SS-12, SR no. 4-6*

Misdetection (I-2nd level) *SR no. 4-5, 6*

Molecular Agitation (M, P-.....); *EW-14, 19*

Molecular Manipulation (P-.....); *EW-14, 18*

Molecular Rearrangement (P-.....); *EW-14, 17, (See also Shape Changing and Polymorph Spells)*

Monster Summoning I (M-3rd level); *GH-20, 23, SS-13*

Monster Summoning II (M-4th level); *GH-20, 23, SS-13*

Monster Summoning III (M-5th level); *GH-20, 25, SS-13*

Monster Summoning IV (M-6th level); *GH-20, 25, SS-13*

Monster Summoning V (M-7th level); *GH-20, 26, SS-14*

Monster Summoning VI (M-8th level); *GH-20, 27, SS-14*

Monster Summoning VII (M-9th level); *GH-20, 29, SS-14*

Move Earth (M-6th level); Vol. I-21, 32, *GH-20, SS-13*

Moving Terrain (M-.....); *CM-32, SS-12, (See also Move Earth)*

N-

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O-

Obscurment (D-2nd level); *EW-13, 22, SS-15*

P-

Paralyzation (I-3rd level); *SR no. 4-5, 6*

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Part Water (M-6th level); Vol. I-21, 31, *GH-20, SS-13*

Pass Plant (D-5th level); *EW-13, 24, SS-15*

Pass Wall (M-5th level); Vol. I-21, 30, *GH-20, SS-13*

Predict Weather (D-1st level); *EW-13, 22, SS-15*

Permanent Spells (M-8th level); *GH-20, 27, SS-14*

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Power Word—KILL (M-9th level); *GH-20*, 28, *SS-11*, 14

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Protection From Evil, 10' Radius (M-3rd level); Vol. I-21, 26, *GH-20*, *SS-12*

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Protection From Lightning (D-4th level); *EW-13*, 23, *SS-15*

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Q-

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R-

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Read Magic (M-1st level, I-4th level); Vol. I-21, 23, *GH-19*, *SR* no. 4-5

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Shield (M-1st level, I-4th level); *GH-20*, 21, *SS-12*, *SR* no. 4-5

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Snake Charm (C-2nd level); *GH-21*, 30, *SS-14*

Spectral Forces (I-3rd level); *SR* no. 4-5, 6

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 Transmute Metal to Wood (D-7th level); *EW-13*, 26, *SS-15*
 Transport via Plants (D-6th level); *EW-13*, 25, *SS-15*
 Turn Sticks to Snakes (D-6th level); Vol. I-22, 33, *GH-21*, *EW-13*, 25, *SS-14*
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 V-
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 W-
 Wall of Fire (M-4th level, D-5th level); Vol. I-21, 26, 27, *GH-20*, *EW-13*, 24, *SS-13*
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 Wall of Ice (M-4th level); Vol. I-21, 27, *GH-20*, *SS-13*
 Wall of Iron (M-5th level); Vol. I-21, 29, *GH-20*, *SS-13*

Wall of Stone (M-5th level); Vol. I-21, 29, *GH-20*, *SS-13*

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Water Breathing (D, M-3rd level); Vol. I-21, 26, *GH-20*, *EW-13*, 23, *SS-13*

Web (M-2nd level, I-5th level); Vol. II-35, *GH-20*, 22, *SS-12*, *SR* no. 4-6

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Wind Walk (C-7th level); *GH-21*, 32, *SS-15*

Wish (M-9th level); Vol. II-33, *GH-20*, 28, *SS-14*

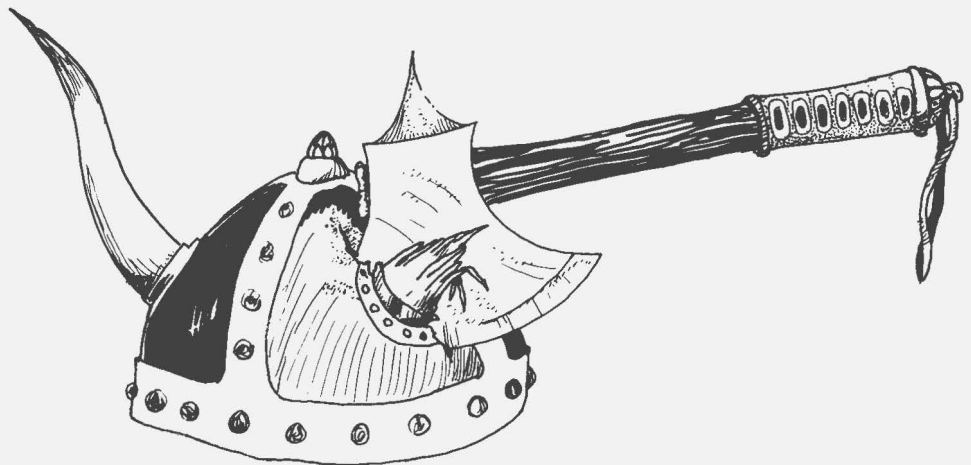
Wish, Limited (M-7th level); *GH-20*, 25, *SS-14*

Wizard Eye (M-4th level); Vol. I-21, 28, *GH-20*, *SS-13*

Wizard Light (M-.....); *CM-31*, *SS-12*, (See also Light Spell)

Wizard Lock (M-2nd level, I-5th level); Vol. I-21, 24, *GH-20*, *SR* no. 4-6

Word of Recall (C-6th level); *GH-21*, 31, *SS-11*, 14



PART III—MAGIC ITEMS

As with the abbreviations used for Magical Spells each Magic Item has listed with it those character classes that can use it. Where no character types are listed there are no restrictions on the item's use.

A-

Amulet vs Crystal Ball & E.S.P.; Vol. II-25, 36, *GH-43*

Amulet of Inescapable Location; *GH-43*, 49

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Arquibusers; *CM-31*

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Armor of Vulnerability; *GH-42*, 47

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Book of Infinite Spells (M, C, Thieves); *GH-46*, 58

Book of Vile Darkness (C); *GH-46*, 58

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Bracers of Defenselessness; *GH-45*, 54

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Brazier Commanding Fire Elementals; Vol. II - 26, 36, *GH-43*

Brazier of Sleep Smoke; *GH-43*, 51, 52

Broom of Flying; Vol. II - 26, 37, Vol. III - 26, *GH-44*

C –

Cannon; *CM-13*, 14, 22

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Censor of Summoning Hostile Air Elementals; *GH-43*, 51

Chime of Opening; *GH-45*, 56

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Cli Mandolin (Bards); *SR no. 6* - 12

Cloak of Protection +1, +2, +3, (M, C, Thieves); *GH-44*

Codex of the Infinite Planes; *EW-43*

Crossbow of Accuracy; *GH-41*

Crossbow Bolts, Magic; *GH-41*

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Crossbow of Speed; *GH-41*, 47

Crowns, Orbs and Sceptres of Law, Neutrality and Chaos; *EW-49*

Crystal Ball; Vol. II - 25, 36, *GH-43*

Crystal Ball with Clairaudience; Vol. II - 25, 36, *GH-43*

Crystal Ball with E.S.P.; Vol. II - 25, 36, *GH-43*

Crystal Hypnosis Ball; *GH-43, 49*

Crystal of the Ebon Flame; *EW-47*

Cube of Force; *GH-45, 55*

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Drums of Deafness; *GH-44, 53*

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G —

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Gauntlets of Dexterity; *GH*-44, 53, *SR no.* 6 - 14

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Gauntlets of Ogre Power (Fighting Man, C, Thieves); Vol. II - 26, 38, *GH*-44

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J –

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Jewels (aka Pink Pearls); Vol. II - 40, *BM-24*

Jewels of Attacks (Upon the Owner); *GH-45*, 54

Jug of Alchemy; *GH-44*, 52

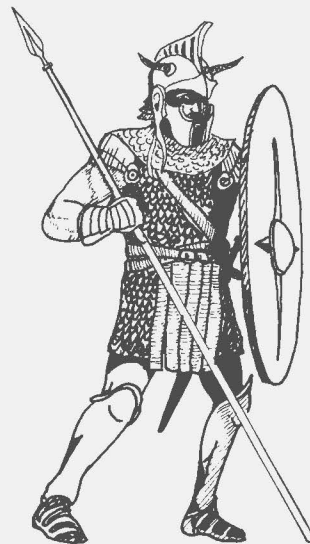
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Net of Snaring; *BM-24*

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Potion of Clairaudience; Vol. II-24, *GH-42*

Potion of Clairvoyance; Vol. II-24, *GH-42*

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Potion of Diminuation; Vol. II-24, 31, *GH-42*

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Potion of Giant Control (Variable Giant-Type); Vol. II-24, 32, *GH-42*

Potion of Giant Strength (Fighting Men); Vol. I-7, Vol. II-24, 31, *GH-42*

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Potion of Giant Control (Variable Giant-Type); Vol. II-24, 32, *GH-42*

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Potion of Healing; Vol. II-24, 31, 32, *GH-42*

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Potion of Human Control; Vol. II-24, 32, *GH-42*

Potion of Invisibility; Vol. II-24, *GH-42*

Potion of Invulnerability (Fighting Men); Vol. II-24, 32, *GH-42*

Potion of Levitation; Vol. II-24, *GH-42*

Potion of Longevity; Vol. II-24, 32, *GH-42*

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Potion of the Oil of Slipperiness; *GH-42*, 48

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Potion of Polymorph (Self); Vol. II-24, *GH-42*

Potion of Speed (Fighting Men); Vol. II-24, 31, *GH-42*

Potion of Super Heroism (Fighting Men); *GH-42*, 48

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Potion of Undead Control; Vol. II - 24, 32, *GH-42*

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Queen Ehlissa's Marvelous Nightingale; *EW-45*

R –

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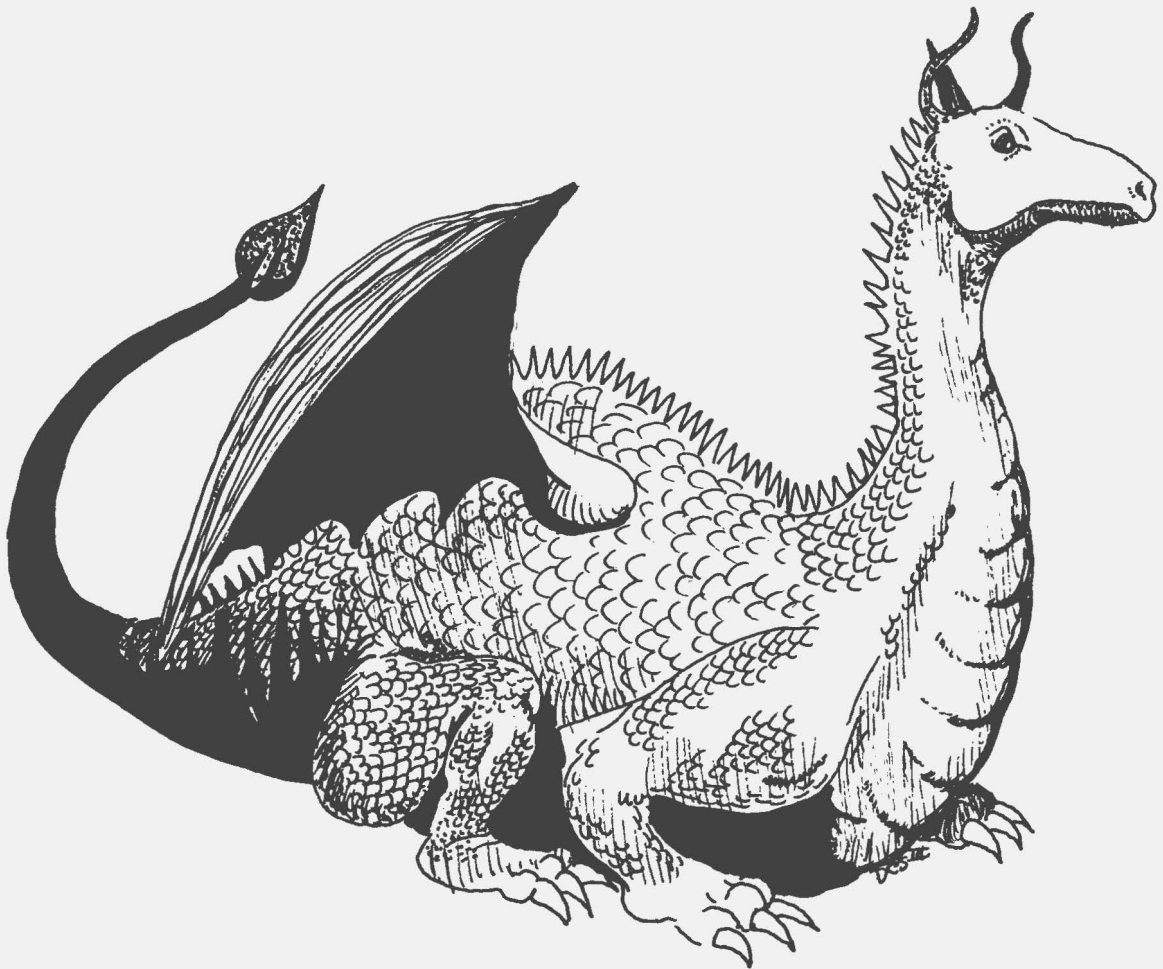
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