

Mage Spells Contents

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Level 1

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Level 2

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Mage Spells Contents

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Level 3

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Level 4

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Alpha's Hunting Pack
Alpha's Rainbow Blast
Alpha's Ray of Paralysis
Alpha's Shadowfire
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Vander's Librarian
Vandergast's Forcetraps
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Vanquill's Cellular Regeneration
Vanquill's Iceball
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Level 5

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Alpha's Balefire
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Alpha's Incantation of Elemental Domination
Alpha's Lightningarmour
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Alpha's Saint Elmos' Fire
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Alpha's Star-Powered Magery
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Auralon's Deflective Plates
Azura's Death Shadow
Azura's Soul Whip
Bigby's Strangulation
Blizzard
Bone Splinter
Cantrip Permanency
Chaos Magic
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Continual Fly
Continual Invisibilty
Continual Secret Light
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Dheryth's Stone Integrity
Doubled Magic Missile
Dragonstrength
Dreamoore's Greater Eldritch Sphere
Dreamoore's Spellblade
Dwarf Golem
Elemental Square
Eyeray
Fellstar's Flame Cone
Fire Charm
Force Shield

Forcewhip
Freamoore's Spellblade
Greenfire
High-Energy Lightning Bolt
Improved Fireball
Jamyne's Armour Reversal
Kalessin's Long Arm
Kestrel's Skill Eraser
Kiri's Excellent Skill
Kiri's Mystical Coat of Armour
Kiri's Mystical Screen
Lightning Curtain
Lycanthropy
Magic Mist
Master of Arms
Matthias' Rainbow Doom
Meillikhom's Room of Seclusion
Mental Ledger
Missile Multiplication II
Mordenkainen's Involuntary Wizardry
Negate Magic Resistance
Nightmare
Noska Trade's Bizarre Insemination
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Phantasmal Force I
Pilpin's Enhanced Alarm
Pilpin's Insanity
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Sarius' Golden Stars of Protection
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Sonoric's Superior Minions
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Tryton's Death Grip
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Level 6

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Alpha's Rainbow Warrior
Alpha's Starlight Citadel
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Celestarion's Barrier of Blackwhite
Contingent Polymorph Other
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Dheryth's Energy Cloak
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Dragon's Breath
Dreamoore's Blade Summoning
Dreamoore's Eldritch Decagon
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Dreamoore's Viper Lance
Eldarr's Improved Spell Conversion
Energy Field
Feeblebody
Fellstar's Flame Arc
Fellstar's Flame Dome
Flashburn
Giant Strength
Glamden's Acid Fire
Glamden's Gas Jet
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Jadwin's Free Thoughts
Jadwin's Illusion Enhancer
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Pilpin's Liquid Fire
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Priest Spells Contents

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Energy Shield
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Feather Fall Field
Fellstar's Flame Fog
Jadwin's Deceiving Forgery
Jamyne's Flesh to Toast
Jamyne's Improved Armour Reversal
Lestat's Legion
Lestat's Lieutenant
Llewlynn's Wall of Force
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Meral's Minor Bang
Mind Find
Nearthia's Combat Spell
Nearthia's Spell Vortex
Noska Trade's Feign Dust
Orko's Laser
Phantasmal Force II
Pilpin's Acidball
Pilpin's Alignment Charm
Pilpin's Massmorph
Pilpin's Ravaging Spheres of Fire
Pobithakor's Placer
Prevention of Transmutation From Rock to Mud
Read Mind
Retrieve
Sarius' Fire Giant Manifestation
Sarius' Temporal Demi-Plane
Sever Shadow
Sharpness
Sillvatar's Dragon Bite
Stash
Summon Wizard
Tharo's Temporal Study
Uldark's Radiant Bolt
Valcon's Spectral Army
Wind Tunnel
Wolldin's Fearstalker
Zandare's Twist

Level 8

Annihilate Matter
Celestarion's Warding
Caligula's Vitality Drain
Channeling
Deathshroud
Demonstar
Dheryth's Sanctum Sanctorum
Ditan's Everdeep Pocket
Elemental Gate
Fellstar's Flame Jet
Improved Mirror Image
Jamyne's Spell Reversal
Life Leech
Lightning Storm
Long-Range Carrier
Lorth's Sending
Major Globe of Invulnerability
Masol's Spell of Item Transferal
Mystyk's Halflife
Mystyk's Major Backlash
Mystyk's Plane Survival
Noska Trade's Mass Contagion
Osco's Elemental Triads
Orko's Petrifying Gaze
Orko's Spell Extension
Phantasmal Force III
Phase Conjugation
Pilpin's Black Death
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Repair
Rune III
Sarius' Ethereal Gateway
Seizure
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Smoke Cage
Sonic Blast
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Teleport Warp
Tonal Attack
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Bone Shatter
Cantor's Closed Cottage
Celestarion's Total Blast
Coradon's Conflagration
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Ding Shu's Marvelous Chopsticks
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Orko's Absorption
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Pilpin's Soul Exchange
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Sarius' Endosmotic Zone of Magic
Sillvatar's Dragon Breath
Sillvatar's Superior Summoning
Sphere of Annihilation
Staff of Smiting
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Symmetry
Telnorne's Force Layer
Tempestcone
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Level 10

Conduit
Learn Language

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Noska Trade's Selective Death Spell
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Youth

Priest Spells Contents

Level 1

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Animal Tracks
Coalstone
Comprehend Languages
Conjured Weapon
Create Earth
Detect Enemy
Detect Life
Dieme's Forcing Hand
Dispel Fatigue
Faithfulness
Flame Tongue
Gnat Swarm
Git
Gnat Swarm
Grow
Guardian Watch
Itch
Quick Step
Request Animal
Rock-Jump
Seedling
Sense Direction
Sharpleaf
Striking
Tracker
Trance
Trip
Water to Wine

Level 2

Bat Sense
Battle Cry
Command II
Cure Moderate Wounds
Detect Invisibility 15' Radius
Detect Phase
Detect Style
Dieme's Forceful Hand
Dispel
Efembe's Spitting Image
Empathy
Flame/Frost Blade
Heliot's Healing Sleep
Improved Detect Good
Inaudibility
Mystic Bolt
Nausea
Planar Vision
Protection from Charm, 10' Radius
Resist Eye Contact
Resist Paralysis
Sethron's Fearful Braying
Specialisation
Spread Healing
Stone Message
Stop
Strength of the Avenger
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Priest Spells Contents

Tracking
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Weakness
Wild Deer Speed

Level 3

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Air Lance
Animate Wood
Aura of Nature
Berserker
Chameleon
Chime of Opening
Cure Medium Wounds
Curse I
Dhalkuir's Diametric Abjuration
Etherealness
Heat
Improved Charm Person
Light Step
Lion's Claw
Miscount
Oxen Strength
Preserve
Protection from Constriction
Protection from Lycanthropes
Protection from Petrification
Protection from Undead, 3 m Radius
Oath
Remove Scar
Root
Selective Entangle
Status
Stone Seeds
True Speak

Level 4

Adaptation
Awake
Beppie's Happy Hour
Cure Serious Wounds
Detect Curse
Double Specialisation
Fearlessness
Fish Command
Etherealness
Hallucinatory Plain
Lathander's Mourning Glow
Lightning Strike
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Offensive Summoning
Pacify
Possess Animal
Protection
Protection from Elementals, 3 m Radius
Remove Scars
Reptile Command
Revive Plant
Sanctum Sigil
Song of Courage
Spirit Tracker
Spiritual Triangle
Varmoose
Wings of God

Level 5

Animal Merge

Avian Command
Cure Critical Wounds
Cure Insanity
Dariod's Vestigial Vine
Divinae Attributes of the Avenger
Entreaty
Godrage
Hidden Champion
Improved Forget
Improved Lion's Claw
Karma
Kiss of Death
Lightning Strike
Mammal Command
Ostracise
Quench Flame
Raise Energy
Revisitation
Scram
Stonewood
Vindicator's Quest
Viper's Bite
Warp Metal

Level 6

Adaption, 3 m Radius
Conjure Air Elemental
Dedi's Invisible Poison Swamp
Hold
Improved Animate Dead
Mass Cure
Mental Grunt
Monster Merge
Pass via Water
Polymorph into Tree
Protection from Undead
Sacrifice
Spontaneous Combustion
Word of Passage

Level 7

Avatar
Awaken Forest
Black Storm of Vengeance
Conjure Water Elemental
Death Wail
Death Warrior
Divine Visage of the Avenger
Hammer of Retribution
Henley's Digit of Disruption
Lifeforce
Oathbreaker
Raise Energy
Razorwind
Stop the Sun
Treegrowth

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Cantrips

Boil Water (Evocation)

Range: 0.3 m
Components: V, S
Duration: Permanent
Casting Time: 1 round
Area of Effect: One container
Saving Throw: None

With this cantrip, the wizard can heat the water (or water-based liquid) in a container of up to a quart to boiling. The wizard must concentrate on the container during the entire casting. The cantrip is used mainly by herbalists, who use it to create poultices and draughts quickly.*

Buggery (Conjuration/Summoning, Illusion/Phantasm)

Range: 9 m
Components: V, S
Duration: Instantaneous
Casting Time: 1
Area of Effect: Special
Saving Throw: Negates

The wizard creates a number of small bugs equal to his level. In the illusionist's case, these bugs are only illusory, but with the conjurer, they are real. If they are made to appear within the pockets (or open orifice) of an individual, a save vs. magic may apply to negate the cantrip's effects.*

Compass (Divination)

Range: Special
Components: V
Duration: 2 rounds/level
Casting Time: 1
Area of Effect: One glowing arrow, 0.3 m long
Saving Throw: None

This cantrip causes a glowing arrow to appear where indicated by the caster. It is a light green colour, and points directly north. Will work underground, as well as on sea, and is not affected by lodestones (magnets).*

Count (Divination)

Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1 round
Area of Effect: One 1 m³/level
Saving Throw: None

Count verbally announces the number of objects in the specified area (with a minimum of one cubic metre), like grains of sand or pieces of silver. Count can count 10^{level} +

1) things, i.e. a first-level wizard can Count 100 things, a second-level one 1000 things, a third-level one 10,000 things, and so on.*

Fart (Enchantment/Charm)

Range: 3 m
Components: V, S
Duration: 2d6 seconds
Casting Time: 1
Area of Effect: One person
Saving Throw: Negates

This spell causes the recipient to emit a loud, raunchy, obnoxiously odoriferous fart for 2d6 seconds. The victim must make a Dexterity check to avoid distraction.*

Firefinger (Evocation)

Range: 0
Components: V, M
Duration: Instantaneous
Casting Time: 1
Area of Effect: The wizard's finger
Saving Throw: None

When cast, the Firefinger cantrip causes flame to spurt several inches from the wizard's outstretched finger. Combustibles will be ignited by the flame if they are dry.

The material component is pitch, which must be rubbed on the finger prior to casting.*

Impersonation (Illusion)

Range: 0
Components: V, S, M
Duration: 1 round
Casting Time: 1
Area of Effect: The wizard
Saving Throw: None

This cantrip allows the wizard to impersonate any speaker with nearly perfect ability. The wizard can only speak in languages he knows, and must possess a small item recently in close proximity to the original speaker (for example, an article of clothing). The wizard's audience will probably be greatly amused if they can see who is speaking, or completely fooled if not.*

Invisible Scribe (Conjuration/Summoning)

Range: 1 m
Components: V, S, M
Duration: Concentration
Casting Time: 4
Area of Effect: Special
Saving Throw: None

By casting this cantrip, the wizard brings into existence a field of force able to write on normal materials with a quill pen. The wizard must sit quietly for the duration of the writing, and simply speaks what is to be written. The Scribe

writes in a handwriting vaguely like the wizard's in any language the wizard knows how to read. It is fairly slow.

The material component for the spell is ink, which is consumed in the casting.*

Jamye's Appearing Ink (Alteration) Reversible

Range: Touch
Components: V, M
Duration: Special
Casting Time: 1
Area of Effect: Special
Saving Throw: None

This cantrip turns a small amount of ink (up to one pint) into water. The ink remains clear and colourless until it dries, at which time it reverts to its normal state. The material component is the ink itself.

The reverse, *Jamye's Disappearing Ink*, turns up to a pint of water into an inky liquid that evaporates like water, leaving no trace when it dries.*

Mini Missile (Evocation)

Range: 1 m + 1 m/3 levels
Components: S
Duration: Instantaneous
Casting Time: 1
Area of Effect: Special
Saving Throw: Special

This cantrip is a weaker version of the *Magic Missile*. Casting generates one missile plus one per level. Each is sufficient to kill creatures typically affected by an *Exterminate* cantrip; i.e., those that normally have zero hit points. 10 Mini Missiles will inflict 1 point of damage if a save vs. spells is failed.*

Narek's Shears (Alteration) Reversible

Range: 0
Components: V, S
Duration: Concentration
Casting Time: 2
Area of Effect: One target
Saving Throw: Negates

Narek's Shears causes hair, fur, or fur-like growth on the target to shorten by up to an inch, possibly causing it to disappear. Its effect on nearly bare skin is to completely prevent growth for 2 days.

The reverse of this spell, *Augmented Hairiness*, causes hair or fur to thicken and lengthen by up to two inches. This increase is permanent until the hair is trimmed or cut. Neither form affects rugs, furs, or any other hair or fur not on a living body. Unwilling targets get a save vs. spell.*

Narin's Mask (Illusion)

Range: 0

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Components: V, S
Duration: 1 turn
Casting Time: 3
Area of Effect: The wizard
Saving Throw: Special

This spell causes others to not see the details of the wizard's face. Anyone paying attention to the wizard is entitled to a saving throw vs. Spell. If the save succeeds, they realize that they cannot discern some detail in the wizard's face; careful attention will then negate the spell. A *Dispel Illusion* will cancel the spell entirely.*

Notice (Enchantment/Charm)

Range: 0
Components: V
Duration: Concentration
Casting Time: 1 round
Area of Effect: The wizard
Saving Throw: None

With this cantrip, the wizard can put himself into a trancelike state in which he is highly aware of the details of his surroundings. For the duration of the trance, the wizard is at +2 perception (or +4 if there is something particular he is looking for), but cannot take any actions. Also, he loses any Dexterity bonus to armour class and takes a further -2 penalty, and is likely to ignore most attempts at communicating with him. The wizard can break the trance at any time, and can do so in response to a remark he "didn't hear", an impending attack, or whatever - it is assumed that his subconscious will snap him out if really necessary.*

Pitch (Evocation)

Range: 0
Components: V
Duration: 2 rounds
Casting Time: 1
Area of Effect: Caster
Saving Throw: None

This cantrip sounds a perfectly-tuned note from out of nowhere. The note is centred on the caster, and can be heard from a distance of 6 m. Things that block normal noise (walls, curtains, Silence 4.5 m Radius, etc.) block this as well.

This spell is useful for tuning instruments „by ear“, or with the help of a *Tune* cantrip. It is also slightly disturbing to those around the caster, as any single note would be if held out for two rounds.

To cast this cantrip, the bard must speak out loud the name of the note he wishes to hear, such as „Middle C“, „B Flat“, or „Quarter-step above the first F Sharp above High C“.*

Protection From Sun (Abjuration) Reversible

Range: Touch
Components: V, M
Duration: 3 hours + 1 hour/level

Casting Time: 2
Area of Effect: One person
Saving Throw: None

This cantrip protects the target from suffering sunburn even under very adverse conditions. It does not protect against sun stroke, sunblindness, or heat exhaustion. The reverse of the spell allows the target to get a nice tan by staying in the sun for only an hour or so in any clime and on all but the cloudiest days.

The material component is a small amount of coconut milk, which the wizard must rub on a patch of bare skin.*

Remove (Alteration)

Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1 minute
Area of Effect: 1 m³/level
Saving Throw: None

Like *Sort*, *Remove* can remove a number of things from a pile of things. The objects removed are not gone, but placed on a pile adjacent to the original pile. This cantrip has the same restrictions and capacities as *Sort* (q.v.)*

Sanh's Harmless Ray of Light (Evocation)

Range: 6 m + 1 m/level
Components: V, S
Duration: One second
Casting Time: 1
Area of Effect: One creature
Saving Throw: Special

When cast, a ray of light is emitted from the wizard's index finger, lasting about a second. The colour is up to the wizard (sunlight cannot be duplicated, as the ray is monochromatic, like a laser). If aimed at a creature, a save vs. spells is required. If the save succeeds, the ray missed. If it fails, the ray hits, inflicting no damage.

Only a critical failure (1) can result in any ill effect. In that case, the victim was struck in the eyes, and is dazzled for 1d6 tenths of a round (-2 on all rolls). Of course, if the creature in question is blind, or immune to such attacks, there is no effect. At the DM's option, creatures particularly sensitive to light may be dazzled for a longer period of time.

Note: While the spell is magical, the light generated is not, and therefore is not subject to magic resistance.*

Scratch (Illusion/Phantasm)

Range: 3 m
Components: V, S
Duration: Instantaneous
Casting Time: 1
Area of Effect: One creature
Saving Throw: Negates

The victim of this cantrip will experience an annoying itch on some portion of his body and must save vs. magic or involuntarily attempt to scratch the itch.*

Shoo (Abjuration)

Range: 0
Components: V, S
Duration: 1 hour/level
Casting Time: 1
Area of Effect: 9 m radius
Saving Throw: None

This spell allows the wizard to "shoo" away annoying bugs and small pests.*

Silvadel's Magic Feather (Enchantment)

Range: 10 m
Components: V, S, M
Duration: Concentration
Casting Time: 1
Area of Effect: One feather
Saving Throw: None

This spell simply allows the caster to control a feather. This is very useful for writing things secretly, or for tickling someone. It is related to the *Unseen servant* spell. It lasts until concentration is broken.

The material component for this spell is a feather.*

Slap (Illusion/Phantasm)

Range: 3 m
Components: V, S
Duration: Instantaneous
Casting Time: 1
Area of Effect: One creature
Saving Throw: Negates

The victim of this spell feels a forceful slap across the cheek. Creatures must save vs. magic or lose concentration of spells and be distracted for one round, dazed by the blow.*

Sobriety (Alteration) Reversible

Range: Touch
Components: V, S, M
Duration: See below
Casting Time: 2
Area of Effect: One person
Saving Throw: Negates

Casting this cantrip removes all effects of alcohol from the wizard or any one other person he touches. It also instantly cures hangovers.

The material component is a fresh lemon, juice from which must be squeezed on the wizard's fingers before the casting. Unwilling targets are granted a save vs. Spells. The duration of this cantrip is permanent, until the

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subject gets drunk again. If the spell is cast on the wizard himself, a saving throw at -5 is required, since concentration is very difficult.

The reverse cantrip, *Drunkennes*, makes the wizard or his chosen target drunk for about an hour with no hangover. The wizard must wave his hand before the chosen targets eyes for the spell to take effect.

The material component is a sip of alcoholic drink.*

Sort (Alteration)

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 1 minute

Area of Effect: 1 m³/level

Saving Throw: None

This cantrip separates the specified amount, with a minimum of 1 cube metre, of any mixture of dry materials: salt and pepper, for example, or gold, platinum, and bronze. This cantrip does not affect living things, and cannot be used to separate materials bound together, i.e. mortar, plaster or stone.*

Sparks (Evocation)

Range: 1d4 feet

Components: S

Duration: Instantaneous

Casting Time: 1

Area of Effect: A few square feet

Saving Throw: Special

When this cantrip is cast, a shower of sparks sprays forth from the wizard's hand. These sparks are harmless unless cast in the presence of highly flammable or explosive substances.

Creatures particularly susceptible to fire damage, such as trolls, may, at the DM's option, suffer a point or two of damage from the sparks. Such injury can be avoided with a successful save vs. breath weapon at +4.*

Stepping Stones (Evocation)

Range: 0

Components: V, S

Duration: 1/10 round/level

Casting Time: 1

Area of Effect: 4 spheres, 0.3 m diameter each

Saving Throw: None

This cantrip creates 4 spheres of force approximately 0.3 m in diameter. They can be placed anywhere within 6 m of each other, and last approximately 1/10 round per level of the caster. Magical combat of just about any sort will destroy these very useful discs so try not to use them in combat.*

Stone (Conjuration/Summoning)

Range: 6 m

Components: V, S

Duration: Instantaneous

Casting Time: 3

Area of Effect: One pebble

Saving Throw: Special

This cantrip conjures up a small pebble in any desired location within 20 feet of the wizard. The verbal component is a short phrase describing the desired location (e.g.: "in John's shoe"). If the pebble will in any way affect another creature, as in the above example, a saving throw is permitted to resist the spell.*

Taster's Choice (Illusion/Phantasm)

Range: 9 m

Components: V, S

Duration: 1 round/level

Casting Time: 1

Area of Effect: One creature

Saving Throw: Negates

Under the influence of this cantrip, an individual at meal will taste whatever taste he inwardly desires.*

Tune (Alteration)

Reversible

Range: 0

Components: V or M

Duration: Instantaneous

Casting Time: 1

Area of Effect: 1.5 m radius sphere

Saving Throw: None

With this cantrip, the bard can bring one note of an instrument in tune with either a hummed note, the equivalent note played by a second instrument (in which case the component of the spell is that other instrument, which is obviously not consumed in the casting; what good would that do?), or the result of a preceding *Pitch* cantrip (q.v.). The one note will end up perfectly in tune with the reference note. As many instruments as are in the area of effect can be brought into tune at once.

A well-Tuned instrument (with two or more Tuned notes) has the effect of making the bard's songs more melodious and enjoyable; this has the game effects of reducing the saving throws of hostile creatures vs. the bard's mood-altering story telling by 1, as well as making the bard's morale-boosting song affect the listeners for half again as long (i.e. one and a half rounds per level) as it usually does.

Too many notes perfectly Tuned on an instrument, however, will have a negative effect on other bards in the area, who will realize that the Tuned instrument has been magically altered to sound so perfect. For each note above one that the instrument has been Tuned, the hostile bard personally gets a +1 to his saving throw vs. the playing bard's friendly effects.

Although the Tuning is instantaneous, the effects of the cantrip last for a while. In perfect conditions (humidity on the low side, comfortable temperature, no rough handling), the instrument will stay Tuned for a week. In less than

perfect conditions (typical adventuring abuse, for example), the instrument will have to be re-Tuned every day. If the instrument is taken apart for storage, such as flutes or other woodwinds are, the instrument will have to be re-Tuned every time it is reassembled.

The reverse of this cantrip, *Untune*, causes one note of the specified instrument to become horribly out of tune. It also has the side effect of turning the caster's hands a brilliant red for one turn after the cantrip is cast, unfortunately.*

Tweak (Illusion/Phantasm)

Range: 3 m

Components: V, S

Duration: Instantaneous

Casting Time: 1

Area of Effect: One creature

Saving Throw: Special

This cantrip causes the victim to feel the sensation of being "tweaked" as if by an unseen forefinger and thumb. The portion of the body being tweaked must be seen by the wizard and be uncovered by armour. The wizard must either save vs. spell or make an Intelligence check to avoid losing concentration. Other intelligent, small, and medium sized creatures must make the same save or check or be distracted for one round. The wizard must make a tweaking motion with his hand in order to affect the spell.*

Umbrella (Abjuration)

Range: 0

Components: V, S

Duration: 1 hour/level

Casting Time: 1

Area of Effect: Caster

Saving Throw: None

As with all cantrips this one can be very useful though not very powerful. It manifests itself as a field of force that resembles an umbrella. It lasts for up to one hour per level of caster as a maximum though if the concentration of the caster is broken for more than 1 minute it will fade away. It actually does have some form and is „worth“ 6 hit points though only magical weapons will affect it.*

Vision (Alteration)

Range: 0

Components: V, S

Duration: 1 turn

Casting Time: 1

Area of Effect: Caster

Saving Throw: None

Allows the caster to see things in the distance up to three times better for the duration of this spell. It will also allow him to see things more clearly as they appear to be only one third of the distance from them. It does cause some

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problems though with trying to see things close up. The spell duration may be ended at any time.*

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Ahrvar's Forgery (Alteration)

Range: Touch
 Components: V, S, M
 Duration: 1 round/level
 Casting Time: 1
 Area of Effect: Caster
 Saving Throw: None

With this spell, the caster is able to perfectly duplicate the any style of handwriting of which he has a sizable sample. The forgery is good enough to fool even the closest scrutinisation, although it does radiate faint magic.

The caster merely casts the spell, and begins writing. His handwriting will perfectly match that of the sample, for the length of the spell's duration. Those watching the caster write will believe that the handwriting on the page is actually that of the caster, unless of course they witness the casting of the spell, which may make them rather suspicious. The caster need not be writing the entire duration of the spell; he is free to stop and resume writing any number of times within the duration. Also, the caster only needs the handwriting sample to be copied during the initial casting of the spell.

The material component of this spell is a sample of the handwriting to be copied (containing an example of every letter in the alphabet to be used), and a writing instrument.*

Alpha's Acid Stream (Conjuration)

Range: 30 m
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Special

The spell causes a thin stream of purplish, hissing acid to shoot forth from the caster's outstretched hand, out to the maximum range of the spell. This acid causes 1d4 damage per level of the caster, up to a maximum of 8d4. The intended target may attempt a save vs. petrification to dodge the jet of acid,

Size of target:	Modification to saving throw:
Tiny	+3
Small	+1
Medium	-
Large	-1
Huge	-2
Gargantuan	-4

and if successful the jet of acid will have been avoided, and will continue on in a straight line out to the extent of its range. Any creature

in the path of the acid must save as above or be struck by the spell. The Acid Stream can affect only one target in any event.

The material component is a drop of any acid.*

Alpha's Electric Arc (Evocation)

Range: 10 m + 10 m/level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Special

This spell causes an arc of electricity to leap from the caster's extended fingertip. This electricity unerringly strikes one target of the caster's choice, inflicting 1d4 damage, plus one point per level of the caster (up to a maximum of +12), with no saving throw. A target in metal armour or wielding a large, mostly metallic weapon (e.g. any sword, battle axe) must save vs. spells and, if the save is failed, the bonus (i.e. per level) damage inflicted by the spell is doubled.*

Alpha's Hunting Hound (Conjuration/Summoning)

Range: 10 m
 Components: V, S, M
 Duration: 12 turns + 6 turns/level
 Casting Time: 1 round
 Area of Effect: One creature
 Saving Throw: None

This spell calls a canine creature to be a helper and boon companion to the spell caster for the duration of the spell. The type of hound summoned depends upon the caster's level, but the hound will always understand verbal commands given it, so long as they are 12 words or less and relatively simple. The hound will further also be capable of tracking as if a ranger of half the level of the summoner, and can hunt sufficiently well to feed the spell-caster for one day, provided there is game extant in the caster's area.

The type of hound summoned is as follows:

Level:	Type of hound:
1-3	Jackal
4-7	Wild dog
8-12	Wolf
13+	Dire wolf

If the caster takes a lower-level hound (or a dire wolf when 18th level), it will have maximum hit points, be +1 to hit and on damage, track at +1 level, and can understand even relatively complex commands of up to 50 words in length.

The material component is a piece of fresh meat.*

Alpha's Sparkle Beam (Evocation)

Range: 0
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: 0.3 × 6 × 1.5 m cone
 Saving Throw: Special

This spell draws upon the power of the Positive Material Plane and calls forth a ray of golden light. Anyone in the area of effect of the spell must save vs. petrification or be blinded for 1 round. The true function of this spell, however, is its use against undead, creatures of the Lower Planes, and those drawing power from the Negative Material Plane or the Plane of Shadow. Such creatures suffer 1d4 damage, plus an additional 1d4 at every even level of the caster (e.g. 4d4 at 8th), up to a maximum of 8d4. These creatures may save vs. spells to halve this damage.

The material component is a bit of crushed sunstone.*

Alpha's Starlight (Evocation, Illusion)

Range: 5 m/level
 Components: V, S, M
 Duration: 1 turn/level
 Casting Time: 1 round
 Area of Effect: 1 m²/level
 Saving Throw: None

This spell illuminates an area as a cloudless outdoor night sky filled with stars. This light is pale and wan, and dilutes vision mostly to black and white. Full visual acuity is possible only out to a range of 10 m, but general identification can be made out to 20 m.

Stationary figures can be made out at 40 m, and movement detected out to 80 m. Intervening cover will, of course, reduce sighting distances accordingly. This light does not interfere with infravision, and there are ample shadows within the area of effect to hide in. The illusionary component of the spell creates the appearance of an actual starry night sky. The area of effect is stationary.

The material component is a piece of black velvet and a few bits of glass.*

Alpha's Wall of Darkness (Alteration)

Range: 60 m
 Components: V, S, M
 Duration: 1 round/level
 Casting Time: 2
 Area of Effect: 3 × 3 m/level
 Saving Throw: None

This spell brings into being a wall of blackness which cannot be seen through, even with infravision or ultravision. It is dispelled instantly by a *Light* or *Continual Light* (q.v.) spell. It has no physical existence, and does not hinder nor harm those passing through it. It does, however, block the passage of sound from one side to the other, assuming that the spell is not cast

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in such a way (such as in a field of grass) which would otherwise allow sound to move around the edges of the wall.

The material component is some pitch and soot, or a lump of coal.*

Animal (Illusion/Phantasm)

Range: 9 m + 3 m/level

Components: V, S

Duration: See below

Casting Time: 1

Area of Effect: One animal formed/level

Saving Throw: Special

An illusion of one or more small animals can be brought into being by means of this spell. The animals must be of a sort very familiar to the magic user, and each can be no larger than a fox, a rabbit, or a medium hawk. Animals created can be of more than one type. The illusion is visual and auditory, being much like a specialized form of the second level magic user spell *Improved Phantasmal Force*.*

Animate Mist (Alteration)

Range: 30 m

Components: V, S, M

Duration: 2d4 rounds + 1 round/level

Casting Time: 1

Area of Effect: 6 m + 3 m/level

cube of mist or fog

Saving Throw: Special

This spell allows a wizard to shape a dense mist or fog into any shape within the confines of the area of effect. The shape can then be animated. The details of the shape and the complexity of the animation are poor at lower wizard levels, but increase with experience. A first-level wizard may be able to make a "humanoid-shape" of a given size, but couldn't make it look like a dwarf. Similarly, he couldn't animate it, but could displace it within the spell's range. By third level, the wizard can animate the shape to the point where it could look like a dwarf (but not a particular dwarf) and talk.

The material component is a bit of dense mist, fog or smoke. The spell can "add" mist, but it can't create mist out of nothing. For example, the smoke from a fire or a fog spell works sufficiently.

Mist mages: When cast by a mist mage, the mist-shape spell has the meta-magic ability of increasing the effect or potency of other spells. If Animate Mist is cast prior to a spook spell, the spook can affect more creatures - usually 1 die more -, or a -2 penalty on the victim's saving throws can be added.*

Association (Divination)

Range: 0

Components: V, S

Duration: Instantaneous

Casting Time: 5

Area of Effect: 2 surfaces

Saving Throw: None

When casting this spell, the forensic wizard must bring two surfaces into contact with one another. Possibilities include the surface of a jewel and that of a safe, or the surface of an arrow and that of a bow. If the two surfaces were ever before adjacent, the spell so indicates, and if the surfaces were ever directly connected as a single item, an even stronger reading results.*

Awaken (Evocation)

Author: August Neverman

Range: 0

Components: V, S, M

Duration: Instantaneous

Casting Time: 1 round

Area of Effect: 3 m radius

Saving Throw: Negates

This spell will wake a character (or characters) to full alertness instantaneously. It can be set to trigger on a specific action such as a word or action.

The material component is a horn (which can be reused). Each being that may be woken up must be named in the spell when cast.*

Azaldam's Fabricated Bridge (Conjuration/Summoning)

Range: 0

Components: V, S, M

Duration: 2 round/level

Casting Time: 1

Area of Effect: 10 m/level × 5 m/level

bridge

Saving Throw: None

Using this spell, the caster conjures material from the plane of shadows and uses it to shape a semi-real bridge. This bridge is 5 m wide and is 10 m long per level of the caster; both ends of the bridge must rest on solid ground. The bridge will support 100 pounds per level of the caster; any additional weight will cause it to collapse. The bridge will normally last for 2 rounds per level of the caster, but the caster may end the spell with a single word.

The bridge is not an illusion per se, and so cannot be disbelieved; it may however, be dispelled normally.

The material component for this spell is a small wooden carving of a bridge; this carving is not consumed when the spell is cast.*

Baazblade (Enchantment)

Author: Axel & Marc Gerstmair

Range: Touch

Components: V, S, M

Duration: 3d6 rounds

Casting Time: 1

Area of Effect: Special

Saving Throw: None

This spell allows the caster to enchant piercing and slashing weapons, so that they are not affected by the imprisoning effect of a dying Baaz. When a Baaz is killed by such a weapon, no saving throw has to be made. The wizard may enchant up to one weapon per three levels, if it belongs to one of the following categories: small, medium. Any larger arm counts as two weapons. For example, a 10th-level wizard may enchant four long swords, two long swords and one two-handed sword or two two-handed swords.

The material component for this spell is a pinch of dust from a killed baaz, which must be trickled over the weapon.*

Buoyancy (Alteration)

Range: 0

Components: V, S

Duration: 1 hour/level

Casting Time: 1

Area of Effect: Creature touched

Saving Throw: Negates

This spell causes the person whom it is cast upon to immediately float towards the surface of any body of water. The person immediately "falls" towards the surface of the water and remain there. While the spell is in effect, the person cannot be drowned by waves or weather. The spell will lift 100 pounds per level of wizard. Water breathing creatures which may die in the air are allowed a save vs. spells to resist the spell.*

Cat Spirit (Alteration)

Range: Touch

Components: S, M

Duration: 1 turn/level

Casting Time: 5

Area of Effect: Creature touched

Saving Throw: Negates

The cat form spell grants many of the abilities traditionally associated with cats, though it does not significantly alter the features of the recipient. The spell grants a +2 bonus to stealth, as the recipient's tread will be absolutely quiet for the duration. The spell also halves all damage taken from falls and allows the recipient to land on his feet. Finally, it grants the ability to grow claws, allowing each hand to do 1d3 damage. It does not, however, improve singing ability.

The material component is whiskers from a cat.*

Clean (Alteration)

Range: Touch

Components: V, S, M

Duration: Instantaneous

Casting Time: 4

Area of Effect: One person or creature

Saving Throw: Negates

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This particular version of Clean was researched by Carlene the Rose a few years earlier in her career, to maintain her appearance with care.

When cast, the recipient is immediately relieved of any dirt or filth from the body and clothes. The skin is softened as if washed by the finest soap and spiced perfumes. The hair is set back to a current fashionable style as envisioned by the wizard. These effects normally last until nature takes its toll upon the recipient.

This spell also has a 5% chance per level, applicable once, of cleaning the recipient of any non-magical skin disease or parasites.

The material components are a small piece of soap and a fairly freshly plucked rose or similar flower.*

Coloration (Alteration)

Range: 3 m/level
 Components: V, S, M
 Duration: 1 day/level
 Casting Time: 1
 Area of Effect: 1 m²/level maximum
 Saving Throw: Special

This spell causes a chosen surface to change colour, glow, or both, be it a section of wall, a box, a sword, or a creature (a saving throw vs. magic will negate the effect if the subject is unknowing or unwilling). Multiple colours can be chosen (up to 256 different colours and shades). If made to glow, the object will emit light for a range of five feet.

The material component for colour is a small amount of dye or ink of the appropriate colour, and to cause a glow the spell consumes a bit of phosphor or a glowworm.*

Comeliness (Illusion/Phantasm) Reversible

Range: 0
 Components: V, S
 Duration: 1 hour/level
 Casting Time: 1 round
 Area of Effect: Creature touched
 Saving Throw: None (Negates)

A comeliness spell will increase a creature's comeliness score (or decrease it if the reverse is cast) by means of illusion. The change in points is dependent upon the recipient's present comeliness:

Increase in Comeliness		Decrease in Comeliness	
Present Score	Change	Present Score	Change
6 or less	2-8	5 or less	1
7 to 12	2-7	6 to 7	1-2
13 to 15	1-6	8 to 9	1-4
16 to 17	1-4	10 to 12	1-6
18 to 19	1-2	13 to 16	2-7
20+	1	17+	2-8

An unwilling victim receives a saving throw, which, if successful, will negate.*

Detect Poisoning (Divination, Necromancy)

Range: 0
 Components: V, S
 Duration: 1 turn
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None

With this spell, the forensic wizard can determine if a corpse has been poisoned. One corpse can be checked each round. The wizard can determine the means by which the poison was administered and the place at which it entered the body, and he has a 5% chance per level of being able to exactly identify the poison.*

Diminutive Darkness (Alteration)

Range: 3 m/level
 Components: V, S
 Duration: 2d4 rounds + 1 round/level
 Casting Time: 1
 Area of Effect: 0.6 m radius sphere
 Saving Throw: None (Negates)

This spell is very similar to the first level magic user spell *Darkness* (see also the second level magic user spell *Darkness*). It has only a 0.6 m radius, however. This gives the spell many different uses. For example, it can be used to block the light of a torch, lantern, magic sword, etc. This would prevent all sorts of vision only within the 0.6 m radius, so one could still see about with infravision or ultravision (or normal vision, if there is another light source). It can blind a creature as a light spell would without creating light that could alert others, and also without obscuring the caster's own sight as would a normal darkness spell (if cast upon a creature or its possessions carried, the creature gets a saving throw, and if the throw is made, the darkness appears 1.5 m behind). The spell can cancel a light spell, but has no effect on continual light or ambient light.*

Drowse (Illusion/Phantasm)

Range: 9 m
 Components: V, S
 Duration: 1 round/level
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: None

This spell creates the illusion in the victim mind that she or he is extremely exhausted, and in fact on the verge of collapsing and falling asleep. There is no saving throw. The victim will suffer a -4 to hit, -2 on AC, 50% vision and 1/2 her or his normal movement rate for the full duration of the spell. Spell casters will have a chance of spell failure equal to 100% - 5% per point of their prime requisite (use intelli-

gence or wisdom). The spell can be negated by *Dispel Illusion* or *Dispel Exhaustion* (but not by *Dispel Magic*).*

Electric Blades (Evocation)

Range: 0
 Components: V, M
 Duration: Special
 Casting Time: 1
 Area of Effect: 2 blades
 Saving Throw: None

This spell must be cast with a metal blade of some sort in each hand. Both blades then acquire a flickering blue glow. When a hit by either blade is scored it causes 1-4 more points of damage of electricity. If both blades hit the same target in the same round the victim must save versus petrification or be stunned for one round. Each blade only shocks once and then is normal again.

The material components for this spell are two metal blades, which are not consumed by the casting.*

Far Sight (Alteration)

Range: Touch
 Components: V, S, M
 Duration: 2 rounds/level
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: Special

This spell allows the target's sight to be increased up to five times (the target has control over this, but can change during the spell's duration). The spell can be cancelled at any time. While the spell is in effect, the target cannot see anything close; after the spell is cancelled, the target is disoriented for 1d4 rounds and has a 5% chance per sight multiplier used to fall unconscious for 1d6 rounds unless a Constitution check is made.

The material component for this spell is a small round piece of glass which is consumed in the casting.*

Fellstar's Flame Finger (Evocation)

Range: 25 m
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One target
 Saving Throw: 1/2

When this spell is cast, a thin bolt of searing flames shoots forth from the caster's index finger. This bolt will automatically hit a single target inflicting 1d10 points of damage, plus 1 point per level of the caster, up to a maximum of 1d10+10. A successful save vs. spell reduces this damage by half. If a save is failed, possessions do not have to make a save, unless they were targeted specifically by the spell, in which case the owner suffers no dam-

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age, but the object must save vs. magical fire (at +2) or be destroyed (only one object may be targeted per casting).

Find Water (Divination)

Range: 1 mile, depth 3 m/level
Components: S, M
Duration: 2 rounds/level
Casting Time: 1 turn
Area of Effect: One twig
Saving Throw: None

When casting this spell, the diviner grasps two ends of a Y-shaped twig. The remaining end twists around to point in the direction of the nearest source of fresh water within the spell range. The branch can twist but twenty degrees, and then the diviner will feel a tug in the direction of the water. The diviner can specify a minimum amount of water to seek (greater than the amount in a human body, for example). Also, he can restrict the depth at which to seek the water.

The material component is a Y-shaped twig.*

Flash (Evocation)

Range: 36 m
Components: V
Duration: 3 rounds
Casting Time: 1
Area of Effect: One creature
Saving Throw: Negates

Victims failing their saving throw are blinded for the next round due to a flash of light that appears in their eyes. All to-hit rolls for the next two rounds are made at -2 due to spots in their eyes.*

Flu (Alteration)

Range: 1 foot/level
Components: V, M
Duration: 1d6 days + 1 day/level
Casting Time: 2
Area of Effect: One creature
Saving Throw: Negates

This spell will cause the victim to get the flu, which will last 1d6 + the level of the wizard in days. The Flu is very contagious: anyone within 1 yard of the victim will also get the flu. With subsequent victims, the flu is no longer contagious, however. The Flu reduces surprise by 5%, and combat attack and defense rolls by 5% for the duration of the spell. The flu will start 1d4 hours after the victim has failed his saving throw.

The material component for this spell is a handkerchief.*

Fool's Spell (Alteration)

Range: 0
Components: Special
Duration: Instantaneous

Casting Time: 1
Area of Effect: Special
Saving Throw: none

A wizard can cast a Fool's Spell prior to casting any other spell in a given round; it costs the wizard a +1 to initiative. When the spell's power is called upon, it makes the next spell cast by the wizard appear to be another spell. Example: a wizard casts Fool's Spell followed by a Domination spell in a court of law. Since other wizards are watching, he makes the Domination spell look like a Comprehend languages spell. Only *Spell Tell* can detect the use of Fool Spell.]

Freeze (Enchantment)

Range: 9 m
Components: V, S
Duration: Instantaneous
Casting Time: 1
Area of Effect: 0.2 m³/level
Saving Throw: None

This spell instantly freezes a quantity of water in any shape the wizard desires. If a living creature has any part of it inside the area of effect, it can make a saving throw vs. paralysis (with a +4 bonus) to escape, or be stuck in the ice. The ice is nonmagical and can be affected normally.*

Frost Touch (Evocation)

Range: Touch
Components: V, S
Duration: 1 round/level
Casting Time: 1
Area of Effect: Creature touched
Saving Throw: None

This spell delivers 1d6 points of damage. In addition to this, you add 1 point of damage for every level above first. Cold based creatures are immune to this, and fire based creatures take double damage.*

Glow (Alteration)

Author: August Neverman

Range: 0.6 m/level
Components: V, S, M
Duration: 1 hour/level
Casting Time: 5
Area of Effect: One creature
Saving Throw: Negates

This spell causes the object or person affected to emit an eerie glow. The colour ranges from blue to green. It cannot be dispelled but it can be negated by a *Darkness* spell. The saving throw is made at +1 per level (or hit die) of the victim, but at a -1 per level of the wizard. The glow is not bright enough to read with, but is easy to spot in the dark.

The material components of this spell are some fireflies.*

Guilda's Treacherous Tripwire (Enchantment/Charm)

Range: Touch
Components: V, S, M
Duration: 1 round/level
Casting Time: 1
Area of Effect: One tripwire
Saving Throw: Negates

One wire (up to 3 m long) can be stretched across a hall, or such. The wire becomes camouflaged—undetectable without find traps. The first creature to attempt to pass must save vs. wands (add dexterity defensive adjustment) or be caught when the wire springs free. The wire will twine tightly about the ankles of its victim, tripping him. It must then be tediously untangled (or sawed loose) which will take at least 30 seconds under ideal conditions. If hacked loose in combat, it will take 1 round, and the victim will take 1d4 damage unless an enchanted blade is used (which will cut without effort).

Note that the wire is required, but not consumed. The material component is a small spring.*

Hallucinatory Steps (Alteration, Illusion/Phantasm)

Range: 3 m
Components: S
Duration: 2d6 rounds + 1 round/level
Casting Time: 1 turn
Area of Effect: One creature
Saving Throw: Negates

This spell, when cast, will cause the affected person to keep thinking there is a just one more step (or stair) in front of them, you know, like when you go up 10 flights and start forgetting you have got to a landing and take that extra step. It reduces movement rate by 5% and is extremely annoying. This effect happens, even when the affected person is walking on flat ground.*

History (Divination)

Author: Jim Gitzlaff

Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: one object or place (max 90 m²)
Saving Throw: None

This spell allows the caster to "tune in" to the psychic impressions left on an object or small area. The power gives the wizard the ability to divine special purposes, famous owners, and powerful alignment bends. The spell will not identify a magic item per se, but would identify the signet ring of a long deceased noble house as such. Furthermore, history doubles the chance of a rare or unknown items value being determined. This spell is most commonly

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used on nonmagical plunder, books, and items sold at auctions. Only a single touch is needed to make the spell work.*

Human Torch (Evocation)

Range: 0
Components: V, S, M
Duration: 3 rounds
Casting Time: 2
Area of Effect: Caster
Saving Throw: None

This spell causes the caster and all his clothing to become engulfed in flames. These flames do not harm the caster or his equipment but cause 1d4 points of damage to anyone within 1.5 m and an additional 1d6 to anyone who actually touches him. The flames themselves are only about as hot as a torch but the surrounding area will feel like a blast furnace.

The material component is a burning torch.*

Inaudibility (Illusion/Phantasm)

Author: Thom Watson

Range: Touch
Components: V, S, M
Duration: 1 hour/level
Casting Time: 2
Area of Effect: Creature touched
Saving Throw: Negates

This spell completely masks all sounds made by the recipient: bodily functions such as breathing and sleeping as well as sounds made by striking another object (walking, for example). Any object held by the recipient is likewise silenced. Objects thrown, dropped, or knocked over by the recipient are not under the effect of the spell, however, and these may make noise at the ends of their trajectories. An unwilling victim receives a saving throw against this spell.

The material component is a bit of cotton.*

Influence Other (Alteration)

Range: 0.3 m/level
Components: V, S, M
Duration: 1 round
Casting Time: 5
Area of Effect: One person
Saving Throw: Negates

On success of the spell, the wizard may cause the victim to produce any of the following bodily functions.

Giggle, belch, hiccup, sneeze, wink, spit, pee, trip, fall, gag, congest, choke, stumble, limp, nod, punch self, faint, nap, sleep, drool, think, moan, screech, giggle, bark, hoot, cat-erwaul, shout, yell, boo, whoop, cry, cheer, applaud, bawl, roar, whimper, shriek, scream, hiss, heckle and any others you can think of.

Success of each is determined as 10% chance of failure for each level the victim has higher than the wizard (maximum 99%, minimum 1%).

The material component is a genuine li-cence of some sort, which is not consumed in the casting.*

Insolence (Illusion/Phantasm)

Range: 6 m
Components: V, S, M
Duration: 1 round/level
Casting Time: 1
Area of Effect: One creature
Saving Throw: Negates

This spell causes its victims to sound and appear crude, insulting and arrogant, in all that she or he says or does, to all observers. The victim, however, will not be aware that anything is amiss. While the general meaning of what-ever is said will be the same, the illusion causes observers to see and hear a twisted version in which the speaker is so insolent that all reactions are checked at -50%. Additionally, such speech might not be tolerated at all in some situations (for example, automatic dismissal from a king's court, or perhaps even worse...). Even if the target makes her or his saving throw, the attack will not be noticed (unless the somatic and verbal gestures of the caster are seen and recognized).

If an observer has reason to believe that something is amiss, she or he gains a saving throw if an attempt is made to disbelieve. Such a saving throw is made at +4 if the fact that it is an illusion has been communicated. If these saving throws are failed, it still appears real.

The material component is a bit of dung or spittle, which is wrapped in the magic user's hand. The hand is then subtly waived at the creature to be affected. The verbal component is a low guttural sound made in the throat.*

Invisibility to Draconians (Illusion/Phantasm)

Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 1
Area of Effect: One creature
Saving Throw: Negates

When casting this spell, the wizard must touch one creature in order to make it invisible to draconians. Draconians can neither detect the recipient by normal means nor infravision. If the recipient does not speak, no noise can be heard from moving, as if he is using *Elven Boots*. Any other effects are similar to the normal invisibility spell.

Dragons are not affected by this spell; they can see and hear the recipient normally. The creature can also be seen by his companions and any non-draconian.*

Jamye's Melodramatic Music (Alteration, Conjuration, Enchantment/Charm)

Range: 10 m + 10 m/level
Components: V, S, M

Duration: 4 rounds + 1 round/level
Casting Time: 1
Area of Effect: One intelligent creature
Saving Throw: Negates

The spell causes the music to be played whenever the victim performs certain actions; such as entering a room, charging into battle, or making an announcement. The type of music is determined by the caster.

The material components for this spell are a miniature golden horn, moustache wax, a short length of rope, and a lace handkerchief.*

Kazago's Lock Pick (Alteration)

Range: 0
Components: S, M
Duration: 1 day + 1 day/5 levels
Casting Time: 1 round
Area of Effect: Caster
Saving Throw: None

This spell allows the bard to pick locks. The bard's Pick Pockets percentage roll becomes an Open Locks percentage roll, and the bard is treated as a thief in this respect for the entire duration of the spell.

This spell is different from both the second-level *Knock* spell and the *Unlock* cantrip in that it can possibly affect much more than one lock, and that its effects are far less certain. It is especially useful on fact-finding missions where the bard is worried about coming across many locked doors along the way.

The material components for this spell are a set of thieves' picks and tools, which are not consumed in the casting.*

Last Image (Divination, Necromancy)

Range: 0
Components: V, S
Duration: Instantaneous
Casting Time: 1 round
Area of Effect: One corpse
Saving Throw: None

When the forensic wizard casts this spell, he sees whatever the recipient corpse saw at the very instant of death, with the intent of learning the identity of the murderer, or at least the location of death. If the recipient was killed by a gaze attack, the wizard suffers this attack as well, but with a +4 bonus to his saving throw.*

Lesser Invisible Object (Illusion/Phantasm)

Range: 3 m
Components: V, S
Duration: 1 turn/level
Casting Time: 1
Area of Effect: One object not larger than 81 dm³/level
Saving Throw: None

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This spell causes an object to vanish from sight, much like the second level magic user spell invisibility (which affected only creatures). The spell lasts only 2 rounds per level of the caster or until the caster wills it to end. For example, a quiver of arrows or a bow could be made invisible and carried, and when desired, a moments thought could make them appear. Note that not even the caster can see the invisible object, so if she or he is to use it most effectively, it may be necessary to make it visible.*

Little Death (Necromancy)

Range: 18 m
Components: V, S
Duration: 1d4 + 1 rounds
Casting Time: 1
Area of Effect: One creature
Saving Throw: Negates

This spell may be cast on any living (not golem, undead, etc.) creature native to the Prime Material plane and with 6+4 or less hit dice. The victim must save vs. magic at -3 or fall paralysed for 1d4 + 1 rounds.*

Mental Notepad (Alteration)

Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: See below
Area of Effect: Caster
Saving Throw: None

This spell allows the caster to store information in the unused portions of his brain for later recall. The information thus stored will be available for complete recall as if the caster was reading the information from a parchment in his hands. The caster is able to store up to two pages of information in the brain through the use of this spell. If at a later time, the caster wishes to add more information, it change the information that is current in his brain, then the caster will be required to recast the spell and re-memorize the information again. Note that there can only be one spell active in the casters brain at anyone time.

The material component of this spell is a lead crystal sheet of no less than 50 GP value which disappears after the spell is cast.*

Minor Annoyance (Illusion)

Range: 1.5 m/level
Components: V, S
Duration: 1 round/level
Casting Time: 1
Area of Effect: One creature
Saving Throw: Negates

This spell creates the illusion (sound and feel) of a mosquito flying into the victim's ear. The victim will then act appropriately, which usually means stopping and trying to get the illusory mosquito out of his ear, until either a successful saving throw vs. spell is made, or the spell expires.

The spell takes effect at the beginning of the round after it is cast. This means that it cannot be used to interrupt a spell, although it can be used to keep spells from being cast in the round(s) afterward.

The victim gets a saving throw at the time of the casting, and then at the end of each round thereafter.*

Minor Mimicry (Illusion/Phantasm)

Range: Touch
Components: V, S
Duration: Special
Casting Time: 1
Area of Effect: Creature touched
Saving Throw: Special

This spell allows the magic user to make the creature touched to appear as something else for the duration of the spell. The illusion has visual and minor auditory (such as crackling of fire, mumbling, etc., similar to *Improved Phantasmal Force*) components only. The form is chosen by the magic user, and unwilling creatures gain a saving throw. The illusion can be as small as half the size of the creature masked, and as large as something that would fit within 8 dm³ + 8 dm³ per level. Once the form is taken, it remains almost stationary, with only minor movement possible; for example, a troll illusion could growl and make threatening motions but could not walk and attack, and a fire could dance and crackle but could not spread. For this reason, objects are the forms most often chosen. Movement is not possible for the recipient creature if the spell is to be maintained, as this would break the spell. If the recipient remains still or nearly still, however, the spell will last so long as the magic user maintains faint concentration (spell casting and taking damage break the spell, but talking and walking do not) and remains within 3 m per level of the location of the recipient (obviously not a problem if the magic user and the recipient are the same person). If the spell is broken for any reason, it will last a further 1-3 rounds + 1 round per level of the caster. The illusion does not follow any movement made by its recipient.*

Mist (Evocation)

Range: 20 m
Components: V, S
Duration: 2 rounds/level
Casting Time: 1
Area of Effect: Up to one 15 m cube/level
Saving Throw: None

Mist creates a huge fog cloud that can be seen through, but reduces the range of vision greatly. In normal use, all sighting distances (in the Player's Handbook) are halved. Vision can be decreased to a third of its normal range by reducing the area of effect to one cube (with a 75 m side) per level.

The shape of the cloud must be rectangular. For example, a second-level wizard could create a Mist cloud of 30 x 15 x 15 m.

Murder Weapon (Divination, Necromancy)

Range: Touch
Components: V, S, M
Duration: 1 turn
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

The caster of this spell can check one weapon per round to determine if it was used to kill a specific corpse, of whom he has a blood sample. A „murder weapon“ is one which reduced the victim to zero hit points, or delivered the poison which did so.*

Orko's Initial Marker (Conjuration/Summoning)

Range: 5 m/level
Components: V, S, M
Duration: Special
Casting Time: 1 round
Area of Effect: One defeated creature
Saving Throw: None

When this spell is cast, it creates a giant black (or other colour) magic marker to appear and draw the wizard's initials on a defeated victim. The marker will draw on any surface: water, fire, magma, acid, etc. The wizard can choose to alter the colour of the marker if he wishes.

The material component for the spell is a piece of black cloth.*

Painting (Illusion/Phantasm)

Range: 36 m
Components: V
Duration: Concentration
Casting Time: 1
Area of Effect: 6 m high cube
Saving Throw: Negates

By the means of this spell the caster can create an illusion of whatever he wants, as long as he concentrates and the illusion remains in the area of effect. It is usually easy to recognize what the illusion is supposed to be of, but any creature that can do so can also recognize that it is an illusion.*

Personal Magnetism (Alteration)

Range: 15 m + 3 m/level
Components: V, S, M
Duration: 5 rounds/level
Casting Time: 5
Area of Effect: Special
Saving Throw: Negates

By means of this spell, a mage is able to endow a single target creature with a magical field which causes all creatures within the area of effect (of the same basic species) to be drawn toward the target creature, much in the say way that metal is attracted to a lodestone.

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The spell will affect target creatures of up to 4 + 2 HD. A saving throw (vs. spells) will totally negate this spell, but the hit dice of the target creature modify its saving throw in the following manner:

Hit dice:	Modification to save:
less than 1	-4
less than 2	-3
less than 3	-2
less than 4	-1
4 or more	-

Creatures that have magical auras are totally immune to this spell. This includes dragons, cockatrice, etc.

If the spell *dweomer* successfully affects the target creature it will then attempt to attract all surrounding creatures of the same species, causing them to move at their normal movement rate (and locomotion) toward the target creature. The area of effect is sphere around the target creature which extends outward 3 m per level of the spellcaster, up to a maximum of a 30 m radius. The number of creatures within the area of effect which the *dweomer* will attempt to attract is equal to twice the current level of the spellcaster. The mage is unable to change this number in any way and may himself be affected by the *dweomer* (if of the same species as the target creature) if caught within the area of effect. For purposes of this spell, hybrids are considered an individual species, so half-orcs would only attract other half-orcs, not other orcs and/or humans.

The area of effect is stronger near the target creature and therefore has more of a chance to attract a being toward the target than at the outer limits of the sphere. The outer 3 m area of the sphere's influence will always allow creatures to save (vs. spells against the attraction normally. But, for every 3 m closer the creature(s) is penalized by a cumulative -1 modifier to its saving throw.

Here are examples of a 1st level, 5th level, and 10th level mage casting this spell:

1st level Mage	
Range:	Save:
0 m	-
10 m	0

5th level Mage	
Range:	Save:
0 m	-
10 m	-4
20 m	-3
30 m	-2
40 m	-1
50 m	0

10th level Mage	
Range:	Save:
0 m	-
10 m	-9
20 m	-8
30 m	-7
40 m	-6
50 m	-5
60 m	-4
70 m	-3
80 m	-2
90 m	-1
100 m	0

A successful saving throw against the attraction means that the spell is unable to attract this creature toward the target creature.

Note that the mage may reduce the size of the area of effect to less than he is able to affect (in 3 m decrements) but the saving throw modifiers are a product of the size of the area of effect, not the level of the mage casting the spell. This means that if a 10th level mage reduces the area of effect to a 3 m sphere it would only be able to affect creatures within 3 m of the target creature and they would receive a normal save, but he will still be able to try to attract 20 creatures toward the target whereas the 1st level mage would only be able to attract 2. Also, remember that the area of effect is three dimensional, and can affect creatures through any material that does not shield against magic (e.g., lead). Creatures that are physically unable to become „stuck“ to the target will stick to whatever physical object is blocking their path, such as walls, floors, doors, etc.

If any creatures become „stuck“ to the target creature, it and whatever is stuck to it become entangled with each other, effectively reducing their normal movement rate to 0. Creatures being drawn toward the target are totally unable to attack, but may attack from the mass with one attack form per round if the attack does not require melee combat (e.g., breath weapon, gaze, etc.). If the combat form requires physical contact, a „stuck“ creature is only entitled to attack once per round and only if it is first attacked by someone striking at it while it is entangled. Attacks on entangled creatures are at +4 to hit, and the creature(s) are penalized -3 on the return attack. Also, creatures so entangled lose all armour class bonuses for dexterity.

The material component of this spell is a lodestone of at least 2 GP in weight. It will disintegrate if the target creature successfully

saves against the spell. Otherwise, it is reusable, and only need be touched during the casting to act as a focus for the mage.

The source of this spell is Sarius Mendlekin.*

Pilpin's Mapper (Conjuration/Summoning)

Range: 0
 Components: V, S, M
 Duration: 6 turns + 1 turn/level
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: None

This spell will create a map of the wizard's path for the duration of the spell. The map will record basic features (e.g., doors, stairs, windows, cliffs, rivers, etc.) on a piece of vellum provided by the wizard. Unusual or special features (e.g., statues, paintings, smells, and noises) can be added at the will of the wizard. The material components are a piece of vellum (that the map is created on) and a vial of ink. Neither is consumed in the casting, except for some drips of ink.*

Source: Allan Longley

Pilpin's Prompt (Conjuration/Summoning)

Range: 0
 Components: V, S, M
 Duration: 1 week/level
 Casting Time: 1
 Area of Effect: The wizard
 Saving Throw: None

This spell is used to remind the wizard of an appointment or event. The wizard decides when and what to be reminded of (within 1 week per level), and a voice only the wizard can hear will deliver the reminder at that time. The reminding message can be up to 20 words long.

The material component is a small piece of elephant hide.*

Protection from Chaos (Abjuration) Reversible

Range: Touch
 Components: V, S, M
 Duration: 2 rounds/level
 Casting Time: 1
 Area of Effect: Creature touched
 Saving Throw: None

This spell is very similar to *Protection from Evil* (q.v.) except in its purpose and intent; it keeps out chaotic, as well as summoned or enchanted creatures. It acts as magical armour on the recipient; the protection encircles the recipient at a one foot distance, thus preventing bodily contact by creatures of an enchanted or summoned or chaotic nature. Summoned animals or monsters are similarly hedged from the protected being.

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Furthermore, any and all attacks launched by chaotic creatures incur a penalty of -2 from dice rolls to hit the protected creature, and any saving throws caused by such attacks are made at +2 on the protected being's dice.

This spell can be reversed to become *Protection from Law*, although it still keeps out enchanted or summoned chaotic creatures as well.

To complete this spell, the mage must trace a 1 m diameter circle upon the floor/ground with powdered obsidian for protection from law and powdered glass for protection from chaos; or in the air using burning incense or burning dung with respect to law/chaos.*

Protection from Rain (Abjuration)

Range: 0

Components: S, M

Duration: 1 hour/level

Casting Time: 1

Area of Effect: Caster

Saving Throw: None

After casting this spell, the wizard will remain dry even if standing in the midst of a torrent. The caster is protected from splashes and falling drops, but he is not protected from more concentrated bodies such as puddles. The water will simply bead and flow down an invisible field which surrounds the caster and his clothing at a distance of about one inch.

An oiled leather rag is the material component of this spell.*

Quantas' Target Bow (Enchantment)

Range: Touch

Components: V, S, M

Duration: 2d4 rounds + 1 round/level

Casting Time: 2

Area of Effect: One bow

Saving Throw: None

While this spell is in effect, any arrows fired from the bow (which may not be a crossbow) are +2 to hit a specific target. The caster must be able to see the target, and call his shot. The +2 only affects hits on the target, not on someone or something that gets in the way.

If the target is in melee, the target gets a +2 to its size rating when the DM determines the odds of hitting the target as opposed to those around it. For example, if firing on a size six giant who is in melee with a size two elf, there would normally be a one in three chance to hit the elf. With target bow in effect, the giant would be raised to size eight, giving only a one in four chance to hit the elf. Should the arrow go at the elf anyway, it would not get its +2 to hit (since the giant is the target).

Note that the arrow fired from the target bow is in no way magical.

The material component is a feather from a bird of prey, rubbed against the bow string.*

Sand Skin (Conjuration)

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 1 round

Area of Effect: Caster

Saving Throw: None

By this spell, the caster will cover himself with sand that will repel damage. The caster will be able to cover himself with enough sand to block 8 + 1 per level points of damage. The type of sand used causes the body to be slightly shaded to that colour. The spell lasts until all the points are used up. Multiple casting only raises you back to the maximum of a single casting.

The material components for this spell are ground granite, sandstone, or some other type of fine sand.*

Sand Spray (Alteration)

Range: 6 m

Components: V, M

Duration: Instantaneous

Casting Time: 1

Area of Effect: Special

Saving Throw: None

By means of this spell, the wizard sends out a spray of sand in a horizontal arc of 90 degrees in front of himself. This attack is resolved on the fighter's missile attack table. If successful, it will blind 1d4 individuals in the field of fire for one round. Those individuals blinded will suffer a -4 penalty to their attacks, while giving the wizard and his companions a +4 gain to their attack rolls - for the remainder of the round - or give them a 2 round headstart to flee.

The material components for this spell are ground granite, sandstone, or some other type of fine sand.*

Sangfroid (Abjuration)

Range: 0

Components: V, S, M

Duration: 1 turn/level

Casting Time: 1

Area of Effect: Caster

Saving Throw: None

This spell confers immunity to all "nuisance" cantrips and first-level spells cast upon the bard. In addition, it gives the bard a +4 bonus to his saving throws vs. nuisance spells of second level or higher.

Nuisance spells are those that do no damage, but are designed to adversely affect the bard's concentration, train of thought, or senses. Most Illusion and Charm spells fall into this category, as do *Blindness*, *Deafness*, and such spells that otherwise cause blindness or deafness. All three variations of the *Annoyance* spell (q.v.) are included as well. There are more such spells, but an exhaustive list here is unwarranted.

This spell is primarily used while performing, as it keeps outside events such as hecklers and Taunt spells from interrupting the bard's performance.

The material component for this spell is a chip of granite.*

Sanh's Ray of Light (Evocation)

Range: 6 m + 1 m/level

Components: V, S

Duration: Instantaneous

Casting Time: 1

Area of Effect: One creature

Saving Throw: Negates

This spell is a more powerful version of Sanh's Harmless Ray of Light. If a save vs. Magic is failed, the victim suffers 1d6 points of damage plus one per level of the wizard. A fumbled save results in the victim being permanently blinded in one eye and dazzled for 1d6 rounds (-2 on all rolls).

As per the cantrip, Sanh's Ray of Light is basically a laser beam. The colour is chosen by the wizard, but multichromatic light, such as sunlight, cannot be duplicated. Since the beam itself is not magical, magic resistance has no effect against this spell.*

Sara's Searing Skean (Summoning)

Range: 60 m + 10 m/level

Components: V, S, M

Duration: Special

Casting Time: 2

Area of Effect: One creature

Saving Throw: None

Sara's Searing Skean summons a sprite from the elemental plane of fire which is manifested on the prime material plane as a flaming aura surrounding a silver dagger in the possession of the wizard. To invoke the Skean, the wizard points the silver dagger at the intended target and speaks a command word. The flame leaps off the dagger and unerringly strikes the target indicated by the wizard. Even if the target is engaged in melee, it need only be seen by the wizard in order for the spell to succeed.

The attack of the Skean results in damage of 2 HP + 1d3 HP per level of wizard to a maximum of 9d3 at ninth-level. Also, flammable objects such as paper or wood will be ignited by the flames, and undead receive normal damage from the attack. The sprite will not travel through or over water, but does double normal damage to creatures from the elemental plane of water which are otherwise "standing" in open air. The dagger does not harm fire using creatures or creatures from the elemental plane of fire.

After its attack, the sprite normally returns to the elemental plane of fire, however, there is a 5% chance that the sprite will remain, attacking the nearest creature (possibly even the wizard) on the next round. The sprite must make this 5% roll each round it stays away from the elemental plane of fire, and for each round the sprite remains, the strength of its attack is reduced by 1d3 until it dissipates. If the sprite's attack strength falls below 1d3, it will automatically return to the elemental plane of fire. For

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every level of the wizard's experience beyond the first level, the probability of the sprite remaining is reduced by 1%.

The material component of this spell is a silver dagger which may be re-used, and a pinch of sulphur which is thrown into the wind. The results of this spell on planes other than the prime material plane are currently undefined.*

Shadows (Illusion/Phantasm)

Range: 0 or 18 m (see below)

Components: V, S

Duration: Special

Casting Time: 1

Area of Effect: See below

Saving Throw: None

This spell has three different potential functions, the choice of which may be made at the time of casting:

i. The magic user may cast shadows upon herself or himself, with this covering giving her or him a chance of hiding in shadows as that for a thief of equal level. The magic user can take advantage of (or is penalized by) dexterity and racial adjustments. This form of the spell is only shadow enhancing, so an effort must still be made to hide. It can be cast only on the magic user's person (a range of 0 for this function), and the magic user must remain still and concentrate faintly to maintain the shadows. This can only be of use where shadows already exist. If the caster is also a thief, this spell can be used to either give the chance of hiding as described above or add a 2% per level (magic user's level) to the character's normal thief chances of hiding in shadows.

ii. This version causes a number of shadowy forms to dart about up to 18 m distant in a 6 m square area, until the spell expires. This could be most distracting, for it appears as though there are humanoid and possibly animal forms moving about. These shadows cannot exist in sunlight or a continual light, but could still be seen jumping between areas of cover.

iii. This version creates the illusion of a number of humanoid forms, appearing exactly as the undead shadow. Up to 1 form per level can be made, appearing in a 3 m + 0.3 m per level square area. The magic user has control over each form's actions. While they may look like shadows, they are completely powerless (with the exception, perhaps, of causing fear or uncertainty - a normal reaction for one confronted with this situation). The magic user must maintain concentration, and even then the maximum duration of 3 rounds per level still applies. If she or he breaks concentration, the shadows will last 1-2 rounds longer before fading away.*

Sharpen (Alteration)

Range: 0

Components: V, S, M

Duration: 3 months/level

Casting Time: 1 turn

Area of Effect: One weapon

Saving Throw: None

This keeps a sharp edge on any one weapon for at least the time period specified, provided the weapon is used normally only (i.e., in combat).*

Sigil (Conjuration/Summoning)

Range: Touch

Components: S, M

Duration: Permanent

Casting Time: 1

Area of Effect: One object

Saving Throw: None

The wizard may inscribe or write his personal sigil, emblem, or seal over any nonmagical item. The sigil will prevent the opening of any door, chest, or lock until dispelled, and any person touching the item inscribed with the sigil (other than the wizard) will receive 1d4 points of damage.*

Skeleton (Necromancy)

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 1 hour

Area of Effect: One corpse

Saving Throw: None

With this spell, the necromancer can turn one humanoid corpse into a skeleton. The skeleton may then be controlled as per animate dead. A mage may only have in existence through use of this spell one skeleton per level.

Hit points of the skeleton are determined randomly. Disposing of skeletons with insufficient hit points is possible, if expensive. When a skeleton created by this spell is damaged, the damage cannot be repaired.

The material component of this spell is a salve that requires 50 GP and 24 uninterrupted hours to create.*

Skulkskin (Illusion/Phantasm)

Range: Touch

Components: S, M

Duration: 1 turn/level

Casting Time: 1

Area of Effect: Creature touched

Saving Throw: None

Similar to the effect of the skulk's renown ability, this spell enables the recipient to change colour so as to blend with her or his background; however, unlike the skulk's ability, it changes not only the skin colour, but the colour of any items worn or carried also. The chance of successfully hiding depends on the activity of the recipient, as shown on the following table:

Movement Rate	Chance of Success
0 (stationary)	80% + 2%/level
Up to 1	60% + 2%/level
Up to 3	40% + 2%/level
Up to 6	20% + 2%/level
Up to 9	2%/level

The recipient may attack without ruining the spell, and will surprise on a 1-4 in 6 if successfully hidden from view. Once seen, a creature cannot successfully hide from an observer until first moving out of its line of sight. Note that chances to detect invisibility (DMG page 60) apply against this spell.

The material component is a bit of skin from a colour-changing creature (such as a chameleon, troglodyte, skulk, pseudo-dragon, etc).*

Snapshot (Invocation/Evocation)

Range: Sight

Components: V, S, M

Duration: Instantaneous

Casting Time: 0

Area of Effect: One page

Saving Throw: None

With this spell, the wizard causes an image of whatever he sees, even thermal images and magical auras, to appear on a sheet of parchment or vellum (the material component of the spell).*

Spirit Command (Enchantment/Charm)

Range: 30 m

Components: V

Duration: 1 round

Casting Time: 1

Area of Effect: One creature

Saving Throw: None

This spell enables the mage to command a spirit or extra-planar creature with a single word. The command can be uttered in a language the creature can understand (or a language the creator could understand if it is a summoned spirit). Spirits and creatures with 6 or more hit dice receive a save; spells save at their caster's level (if the caster is at least of sixth level).*

Starshine (Illusion/Phantasm)

Range: 0

Components: S, M

Duration: 1 turn/level

Casting Time: 5

Area of Effect: 9 m radius

Saving Throw: None

This spell causes the immediate area around the wizard to become dimly illuminated as if by starlight, enabling clear vision of up to thirty feet, with indistinct vision at up to sixty feet. The spell will only work in near to total darkness, and will cause the ceiling of indoor

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caverns to appear as a constellation, taken conveniently from the wizard's memory. The material component for this spell is a silver piece.*

Static Charge (Alteration)

Range: Touch
Components: V, S, M
Duration: 4 rounds/level
Casting Time: 2
Area of Effect: One creature
Saving Throw: Negates

This spell causes the victim to have a serious static charge for the duration of the spell. The static charge causes the affected creature to be very edgy and irritable. The saving throw is at +1 per level (or hit die) of the victim - but at -1 per level of the wizard.

The material components are a glass rod and wool.*

Swim (Alteration)

Range: Touch
Components: V, S, M
Duration: 1d6 turns + 1 turn/level
Casting Time: 1
Area of Effect: One creature
Saving Throw: None

When cast on a willing creature who cannot swim, that being is granted the ability to swim tirelessly for the duration of the spell. If the recipient can swim, he tirelessly swims at double his normal swimming speed for the duration of the spell. Note, this spell does not grant the ability to breathe underwater.

The material component is the fin of any fish, or the leg of any amphibian.*

Time of Death (Divination, Necromancy)

Range: Touch
Components: V, S
Duration: Instantaneous
Casting Time: 9
Area of Effect: One corpse
Saving Throw: None

This spell allows the forensic wizard to estimate the time of death of the recipient corpse to within 5% if the corpse has been dead no more than one day per level of the caster, to within 20% otherwise.*

Tree Swipe (Alteration)

Range: 9 m + 3 m/level
Components: V, S, M
Duration: 1 round + 1 round/3 levels
Casting Time: 1
Area of Effect: One fully grown tree
Saving Throw: None

By use of this spell, the caster will control a tree branch for the duration of the spell. The caster can make the branch wave, attack, fan a small breeze, etc. If the branch attacks, it does so as a fighter of the same level as the caster and will do 2d6 damage. This spell works only on full-size trees.

The material components needed are a tree branch, a verbal „smack“ and a swing of the arm.*

Tricks (Illusion/Phantasm)

Range: 0
Components: V, S, M
Duration: 1 round/level
Casting Time: 1
Area of Effect: 3 m radius
Saving Throw: Special

The wizard creates a number of various minor illusions such as coloured sparkles, puffs of smoke, or small floating objects equal to his level. Creatures of low and semi-intelligence (Intelligence scores of 2-7) must save versus spell or become involuntarily fascinated for 1d6 melee rounds or until attacked (DM's discretion), while even creatures of higher Intelligence or lower Intelligence may become distracted. Tricks is most commonly used for the purpose of entertaining an audience.

The material components are some pebbles.*

Urlic's Unwholesome Meal (Illusion/Phantasm)

Range: 0
Components: V, S, M
Duration: 1 turn + 1 turn/level
Casting Time: 5
Area of Effect: 2 portions + 1 portion/level
Saving Throw: Negates

This spell is used to disguise existing food or to create a completely illusionary meal. The illusion will have full visual, thermal, touch and smell components.

With the former usage, a bland meal can be made to appear in all respects as a royal feast (or vice versa), and even spoiled food or poison can seem irresistible. The serving vessels and utensils can also be disguised. (Spoiled foods will often cause nausea, and as a general rule, if a save versus poison is failed, a character will be incapacitated for 3-18 rounds following a 2-16 round onset time. Allow a 25% or greater chance (depending upon what was eaten) for more serious poisoning lasting 4-48 hours. Both *Slow Poison* and *Neutralize Poison* would be effective in countering these symptoms.) A saving throw vs. spells is not given until the creature actually begins to consume the affected meal, and this is made at -4 unless a close examination of the food is made. If failed, the diner will believe the illusion to be real, and will have no cause for alarm. If the save is successful, the creature will see the meal's true form, and will be aware of the presence of an illusion.

If a complete illusionary meal is consumed, a victim will believe that his hunger and/or thirst has been satiated, but only for as long as the spell duration. A saving throw is allowed, being the same as that of the former application of the spell.

The spell requires the magic user to sprinkle a pinch of gold dust over the food (or air) where the illusion is to be created.*

Waterproof (Alteration, Evocation)

Range: Touch
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1
Area of Effect: Creature or item touched
Saving Throw: None

This spell creates an invisible, thin membrane around the recipient and any objects in his possession, through which water cannot pass, except at the mouth (water breathing, for example, is not hindered if it is in effect, but it is not otherwise provided by this spell). Its purpose is to protect and keep dry objects that could otherwise be damaged or destroyed by water (spellbooks, torches, tinderboxes, etc.), since precipitation merely beads and rolls off the recipient and bodies of water do not penetrate the barrier. The spell does not confer any special abilities to survive or breathe underwater, but it will keep the wizard and his possessions dry while there.

If used against a creature native to the elemental plane of water, the spell inflicts 1d4 points of damage on a successful attack roll. The wizard may affect an additional man sized creature for every extra level of experience.

The material component of the spell is a duck feather or a small square of oilcloth.*

Wimbly's Wonderful Web (Conjuration, Evocation)

Range: 10 m/level
Components: V, S, M
Duration: 2 rounds/level
Casting Time: 1
Area of Effect: One creature
Saving Throw: None

This spell, when cast, creates one strand of a very sticky web material similar to the kind spiders use to wrap up their captured prey. When the strand hits a creature, it immobilizes them for the duration of the spell. When the spell wears off, the weblike material ceases to be sticky and the creature can easily escape.

During the spell, the webs require at least a 21 strength or better to break, or an edged weapon doing at least 2 points of damage per level of the caster. If this is not done carefully then the entangled creature takes 3/4 full damage if the would be helper misses the webs or half damage if he does not. The webs would take 1/4 or 1/2 damage respectively. The webs could be more easily burned off but the entrapped creature would take 2-7 damage from the burning webs. The webs for this case are considered Armour Class 0

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In order for the target creature to be hit, the caster attacks as a monster of equal hit dice. Dexterity bonuses are added to the caster's roll, if any.

If the spell misses the target creature, then another creature behind the target may be hit (the spell travels in a straight line out to its maximum range or until it hits something).

The material component for this spell is some spider webs which disappear when the spell is cast.*

Wither (Necromancy)

Range: 30 m
Components: V, S, M
Duration: Instantaneous
Casting Time: 1
Area of Effect: 9 m²/level
Saving Throw: Special

This spell kills all normal vegetation within an area of 9 m² per level of the caster, who determines the shape of that area at the time of casting. Trees receive a saving throw of 11, and special plants such as treants suffer but 1d6 points of damage.

The material component is acid, sprinkled over the whole area of effect. Casting time is exclusive of this administration.*

Wizard Glue (Enchantment)

Range: Touch
Components: S, M
Duration: Permanent
Casting Time: 1
Area of Effect: 1.8 m²/level
Saving Throw: None

Wizard Glue will hold one relatively flat surface to another, a mirror to a wall for example. The strength of the bond is 20 pounds per level of the wizard, up to 120 pounds. Dispel Magic will end the spell, and a strength of 10 or greater can break a 20-pound bond. A strength of 12 can break a 40-pound bond, a strength of 14 can break a 60-pound bond, and so forth. If the item held by the glue is brittle, it may be shattered in the separation.

Honey is the material component of this spell.*

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Aerate (Alteration)

Range: 0
Components: V, S, M
Duration: 1 turn (+ 1/level) see below
Casting Time: 1
Area of Effect: 1 creature/level
Saving Throw: Negates
Specialist/School: Elementalist, Alteration, Abjuration

This spell will cause the victim to change into a small cloud which will descend into a ground covering mist. The intended victim must be touched by the caster. The caster can touch one victim per round up to the maximum number affected for his level. The intended victim is allowed a saving throw vs polymorph to negate. The spell causes no pain, discomfort or actual damage, however a system shock roll must be made (with a +5 bonus) or the creature will remain a mist forever. The natural duration of the spell is listed above. The spell can be cancelled by the caster, a *Dispel Magic* from a mage of equal or higher level to the caster, or the caster may set a specific duration at the time of casting. This last option is particularly useful if the mage casts the spell on himself. When the spell expires or is cancelled, the victim will be restored. The mist can be dispersed over an area of 9 m² per level of the caster and the victim will still be restored successfully. This is the most dangerous of the four elemental polymorph spells for if the mist is dispersed more than this, the victim cannot be restored until all the mist is brought within these limits. The mist tends to spread rapidly if not contained within a sealed room for example.

The material component of this spell is a burning twig or incense.*

Acid Water (Alteration)

Range: 20 m
Components: V, S, M
Duration: 1 round/level
Casting Time: 2
Area of Effect: 5 l/level
Saving Throw: None

This spell turns water into an acidic substance. If a creature touches this stuff, it takes 2d4 damage. If the acid is drunk, it will take 4d4 damage. The caster can do anything in or to the substance without taking any damage.*

Ahrvar's Instant Offensiveness (Enchantment/Charm)

Range: 120 m
Components: V, S
Duration: 2 rounds/level
Casting Time: 1
Area of Effect: One person
Saving Throw: Negates

This spell effects any single intelligent being it is cast upon. By intelligent being, it is meant any creature with a rudimentary form of spoken language. This includes humans, demihumans, humanoids, intelligent monsters, etc.

The victim receives a saving throw vs. spell to avoid the effect, with the appropriate adjustments due to Wisdom. If the victim fails his save, the victim's speech immediately becomes offensive to all who can understand the language the victim is using. The victim, however, only hears what he thinks he is saying, and may become extremely curious as to why everybody is mad at him. The words of the victim become so offensive, in fact, they act as a low-power *Taunt* spell, with those hearing and comprehending the victim's speech making a

save vs. magic at +4, or else be consumed with a mindless desire to bash the victim's head in. Each person within hearing of the victim will hear whatever would be considered most offensive by them. The caster is the only one able to hear what is actually spoken by the victim, and is thereby immune to the taunt effect.

The components of this spell are the command word, and a subtle pointing motion by the caster, at the target.*

Ahshay's Mystic Mutable Aura (Illusion/Phantasm)

Range: Touch
Components: V, S, M
Duration: 1 day/level
Casting Time: 1 round
Area of Effect: One object or person
Saving Throw: Special

This spell creates a magic aura around an object similar to the one from *Nystul's Magic Aura*. However, it hides not the magic property, but the alignment of the target. The caster can specify which alignment he wants the object to radiate as well as the strength of the radiation. The higher the level of the caster the more radical alignment he could place on the object or person. Note that this aura does not change the alignment (if present) of a person or object.

This spell foils such spells as *Detect Good/Evil*, a paladin's *Detect Evil* ability and the spell *Know Alignment*. It does not change the effect of the *Protection from Good/Evil* spells. Note that the priest version of *True Seeing* or a *Gem of True Seeing* will see through this spell. If the object or person acts in a different way than is indicated by the aura, other people will get a disbelief check. A mage with the true sight spell will now get a true reading off a detect evil.

The material component of this spell is a sheet of thin silk in an appropriate colour to the alignment being cast. It is consumed completely.*

Alpha's Moonlight (Evocation)

Range: 5 m/level
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 round
Area of Effect: 3 m/level radius
Saving Throw: None

This spell creates an area of soft blue-grey light, apparently coming downwards from above. This light effectively washes out all colour, but clear vision is certainly possible within the area of effect. Vision is also possible out to 10 m beyond the spell's radius, but such vision is dim and shadowy at best. The moonlight does not interfere in any way with infravision, but the nature of the light is such that creatures adversely affected by bright light suffer only half the normal penalties when within the Moonlight and none when within its shadowy fringes. The Moonlight spell may be centred on the caster, in which case it moves with him. Otherwise, the spell must be cast on an area and is stationary.

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The material component of this spell is a moonstone that has been exposed to actual moonlight for a full night.*

Alpha's Rainbow Beam (Evocation)

Range: 10 m + 5 m/level

Components: V, S, M

Duration: Instantaneous

Casting Time: 2

Area of Effect: One creature

Saving Throw: Negates

This spell draws upon the power of the Quasi-Elemental Plane of Radiance and brings forth a beam of pure light. The colour of the light making up the beam is normally randomly determined by a roll of a d8. However, the caster has a chance equal to 5% per level of being able to select the colour of the beam (the caster may not select a multi-hued beam. Such occurs only as the result of an aberration in the magic). The colours of the beams are as follows:

1d8	Colour of beam:
1	red (cold)
2	orange (heat)
3	yellow (acid)
4	green (poison)
5	blue (electrical)
6	indigo (holy water)
7	violet (force)
8	multi-hued beam - roll twice ignoring 8's

The beam does a base of 2d6, plus an additional point of damage for each level of the caster (e.g. a 7th level caster would inflict 9-19 (2d6+7) points of damage). Any creature resistant to the attack form indicated by the colour of the beam takes NO damage, while a creature vulnerable to the specific attack form (such as heat vs. a yeti) will suffer double damage. A saving throw indicates that the beam has missed and the intended victim is unaffected. Note that the beam may hit a target other than the one intended. Once the beam hits a solid object, it stops, even if that object is transparent. Any creature suffering damage from the spell must make item saving throws if appropriate.

The material component of the spell is a small clear gem or crystal prism worth at least 50 GP.*

Alpha's Spark Shower (Evocation)

Components: V, S, M

Duration: 1 round

Casting Time: 2

Area of Effect: 1,5 x 6 m long x 3 m base wedge shape

Saving Throw: 1/2

The caster extends his arms and speaks the spell, and a sheet of sizzling purple sparks shoots forth from the caster's hands. These sparks cause 1d4 electrical damage per three

levels of the caster, rounded up, to a maximum of 5d4. Those wielding metal weapons (swords, etc.) or wearing partially metal armour (ring, scale, chain) save at -2 and suffer +1 point of damage per die. Those wearing full metal armour (splint, banded, plate, etc.) save at -4 and suffer double damage.

The material component is a bit of fur, glass, and copper.*

Alpha's Star Gaze (Evocation)

Range: 60 m

Components: V

Duration: Instantaneous

Casting Time: 2

Area of Effect: One creature/2 levels

Saving Throw: Special

This spell causes a blazing white sheet of light to issue from the caster's eyes. This sheet will envelop a number of creatures based on the caster's level. Those who fail a save vs. petrification will be blinded for a full turn. Those who do save are merely dazzled (-2 on to hit and AC) for 1 round, having looked away just in time. Dark dependent creatures such as drow and gray dwarves save at a -4 vs. this spell, and the duration of its effects are doubled.*

Alpha's Starblades (Conjuration)

Range: 10 m + 10 m/level

Components: V, S, M

Duration: 1 round/2 levels

Casting Time: 2

Area of Effect: One creature/3 levels maximum

Saving Throw: None

This spell creates one magical star-shaped bladed weapon for each three levels of the caster, up to a maximum of seven. The caster may then throw these as weapons, out to the spell's maximum range. They are treated as slashing weapons with respect to effectiveness vs. armour, and the caster's to hit rolls with them are at +3, in addition to any bonus for high dexterity. Each Starblade that strikes causes 2d4 damage, +2 vs. creatures with powers drawing on the negative material plane or plane of shadow.

The material component is a small silver star.*

Ambient Light (Alteration)

Range: 60 m

Components: V, S, M

Duration: 1 turn/level

Casting Time: 2

Area of Effect: 12 m radius globe

Saving Throw: None

This spell is in many ways similar to the first level spell *Light* (q.v.). With an Ambient Light spell, while there is a centre for its sphere of effect, there is no point of light at this centre -

the intensity of the light is consistent throughout the entire globe. The light is even behind objects or walls, in a closed chest, in fact, everywhere in the area of effect. Therefore, absolutely no shadows exist. The spell has a number of interesting effects because of this; for example, if cast in a hallway, the light would extend through a door or wall into an adjacent room (or even into secret tunnels below the hall) up to the full area of effect. Just beyond the 12 m radius globe, reflected light from the actual area of affect lights up 4 m further. This is much dimmer than the globe, is very shadowy (if there is something to cast one), and fades off into complete darkness (assuming, of course, the area would be dark without this spell). One obvious advantage of the spell is to make hiding in shadows impossible within the area of effect.*

Annoyance (Illusion)

Range: 1.5 m/level

Components: V, S, M

Duration: 1 round/level

Casting Time: 2

Area of Effect: One creature

Saving Throw: Special

This is a more powerful version of the first level spell *Minor Annoyance* (q.v.), in that it creates the illusion of a bumblebee flying into the victim's ear. The victim only gets one saving throw; if successful, the annoyance lasts for only one round. The spell's effects start at the beginning of the next round, just like *Minor Annoyance*.

The material component of this spell is a dead insect. If an actual dead bumblebee is used, the victim's saving throw is made at -2.*

Anvil Fall (Alteration)

Author: Thom Watson

Range: 10 m/level

Components: V

Duration: 1 round/level

Casting Time: 1

Area of Effect: Special

Saving Throw: Negates

When this spell is cast, the creature(s) or object(s) affected immediately assume the mass of solid lead. A falling or flying object or creature affected starts to plummet, and damage taken from falling is doubled, i.e., 2d6 per 3 m fallen, to a maximum of 20d6 from a height of 30 m. The Anvil Fall affects one or more objects or creatures in a 3 m cube, as long as the maximum original weight of the creatures or objects does not exceed a combined total of 200 pounds plus 200 pounds per level of the wizard.

A *Feather Fall* cast upon a creature or object under the influence of an Anvil Fall will only negate the latter, and the creature then receives only normal falling damage. An additional Feather Fall would then be needed to

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achieve the normal effect of that spell, and two such spells could probably not be cast in time by a single wizard.

Like a *Feather Fall*, an *Anvil Fall* works only upon free-falling, flying, or propelled objects, and cannot affect a sword blow or a charging creature.*

Azalldam's Fabricated Boat (Conjuration/Summoning)

Range: 0
Components: V, S, M
Duration: 1 turn/level
Casting Time: 2
Area of Effect: Special
Saving Throw: None

This spell is similar to *Azalldam's Fabricated Bridge* except it shapes a boat from the conjured shadows instead of a bridge. The caster may create a boat of 4,5 m² per level (up to a maximum of 90 m²). The boat will support 100 pounds per level of the caster; any additional weight will cause the boat to capsize. The spell will last 1 turn for each level of the caster, or until the caster ends it.

Similar to the *Fabricated Bridge* spell, the boat may not be disbelieved, but may be dispelled.

The material component for this spell is a small wooden carving of a boat; this carving is not consumed when the spell is cast.*

Bigby's Tickling Fingers (Evocation)

Range: 1 m + 1 m/level
Components: V, S, M
Duration: 1 round/level
Casting Time: 2
Area of Effect: One creature
Saving Throw: Special

When cast, this spell creates a pair of disembodied hands which proceed to tickle a victim of the wizard's choosing. Each round, the victim must save vs. spells or suffer a -4 penalty to all rolls. If the save is failed, the victim may cast no spells that round. The wizard may select a new victim each round. If the wizard's concentration is broken while the spell is in effect, the spell is terminated.

The hands cannot be physically attacked, only *Dispel Magic* type attacks or breaking the wizard's concentration will destroy the hands.

The material component is a pair of gloves and a feather.*

Byen's Arrow (Illusion/Phantasm)

Range: Touch
Components: V, S, M
Duration: 6 turns/level
Casting Time: 1 round/arrow
Area of Effect: One arrow/2 levels
Saving Throw: None

Several decades past, Byen, the famed assassin/illusionist of the City of Yorkad, created this spell so as to be able to execute certain

„assassinations“ which would seem completely real but in which the victim would (hopefully) not be killed. Byen's Arrow creates a very powerful illusion that is modelled exactly after an actual arrow. The caster must take a real arrow, of fine quality, and spend one entire round chanting and weaving her or his hands along the edge of the arrow. To complete the casting, the caster must prick her or his finger with a splinter of wood and smear it upon the arrowhead. The arrow is then actually replaced by an illusion, that has full visual, audible, tactile, thermal, and olfactory components. An attempt to disbelieve can be made, but the save is made a -2 DM (or +2 if informed of the illusion); however, in most circumstances, there will be no reason to suspect anything is amiss. The magic user can „enchant“ up to 1 arrow for every two levels she or he possesses, each arrow taking one round of preparation.

The arrows must be shot in a normal manner (i.e. the magic user must have someone of a class able to make use of a bow to shoot them). Such a user will in no way suspect that the arrows are illusionary from just examining them. If these arrows hit a target, the illusion continues so that the target will bleed illusionary blood, an will feel illusionary pain. Unless the victim for some reason attempted to disbelieve and this attempt was successful, the victim will take the full 1-6 damage from the arrow, plus any applicable bonuses for strength, specialisation, a magic bow, etc. Only 25% of this damage is actual, but even after the illusion fades (which happens in 5 rounds + 1 round per level after being hit) the victim will still suffer form shock and a loss in confidence and composure. Hit points lost because of these arrows that were not part of actual damage will be recovered at a rate of 1 HP per round of rest or 1 HP per turn of even mild activity, but not at all for strenuous activity. Creatures brought below zero HP because of this illusionary damage will be unconscious and must make a system shock survival roll of else die of shock, losing 1 HP per round until reaching -10, unless they receive aid. Even creatures that can be hit by only by silver, iron or magical weapons will suffer from all the above effects unless they have some special resistance to illusions (or have reason to be suspicious and disbelieve).

Note that Byen's Arrow will work on light and heavy quarrels of high quality as well as on arrows.

The material component for this spell is an arrow or quarrel of fine quality (s.a.)*

Carrion's Foul Stench (Evocation)

Range: 30 m
Components: S, M
Duration: 1 round/level above first
Casting Time: 3
Area of Effect: 6 m cube
Saving Throw: Negates

This spell in many respects duplicates the effects of the second-level spell *Stinking Cloud*. Except where noted, this spell duplicates the effects of *Stinking Cloud*.

It has a slightly longer casting time and a duration which is shorter by one round, but it has the advantage of lacking a verbal component: the material components are waved in the air and the spell's gestures made, but otherwise the spell is utterly silent.

It produces a thin grey cloud of vapour which reeks of rotting flesh and the odours of the tomb.

The material component for this spell is a bit of zombie or ghoulish flesh or a small strip of carrion crawler hide.

If ghoulish flesh is substituted versus this spell will be at -1.*

Cause of Death (Divination, Necromancy)

Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 1 turn
Area of Effect: One corpse
Saving Throw: None

With this spell the forensic wizard can determine if the corpse has received damage from any of the causes listed in the table below, and which cause actually reduced him to zero hit points. This spell involves dissection of the corpse, and the material components are a magnifying glass and a set of scalpels. These are not expended by the casting.

Cause	Notes and secondary information
Exposure	exposure to cold, fire, heat, or lightning; drowning
Falling or hanging	height fallen from
Disease or old age	organs affected, parasites involved
Magic	applies only to magic misile or necromantic effects
Wound	wound inflicted by bludgeoning, piercing, or slashing

The DM may introduce a chance of failure if the body is greatly decomposed, and he might give false information based on nature of the trauma. A corpse swatted by a dragon's tail, for example, might show the same indications as one which fell from a great height, and a poisoned corpse usually looks like one which died of disease. The prudent forensic wizard always detects poison just to be sure.*

Chameleon (Illusion/Phantasm)

Range: Touch
Components: V, M
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: One creature
Saving Throw: None

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This spell alters the coloration of the recipient's skin, clothes, and gear to match that of the surrounding background, so that he is difficult to spot and attack. The affected creature cannot normally be spotted at distances of further than 30 m, and at closer distances, he is 20% unlikely to be seen when moving, and thieves are given a 20% bonus to hide in shadows if remaining still (even in sunlight). Further, missile weapons suffer a -4 penalty to hit. The material component for this spell is some chameleon skin.*

Charm of Healing (Illusion/Phantasm)

Range: Touch
Components: V, S, M
Duration: 5 rounds/level
Casting Time: 1 round
Area of Effect: One creature
Saving Throw: None

Charm of Healing allows a wizard to convince the recipient of the spell that they have been cured of some damage. The spell "heals" 1d4 points of damage plus an additional point for every three levels of the wizard, this curing is in-fact illusory and only lasts for the duration of the spell. Note where the recipient of this spell has suffered illusory damage then the hit points recovered are permanent (i.e., equivalent to priestly cure spells).

The material components for this spell are a piece of coral, a bandage and a few drops of pure spring water.*

Cheffield's Major Feast (Alteration)

Range: 30 m
Components: V, S, M
Duration: Permanent
Casting Time: 5 rounds
Area of Effect: 4 people fed/level
Saving Throw: None

When this spell is cast into a large pot or onto an appropriate number of plates it brings into being enough food to feed four per level of the caster for one meal. The food is nourishing and filling, the drink is cool and refreshing. The food may not taste the best in the world but it certainly fills the cracks. It also makes, when chilled and rewarmed, exceptional leftovers.

This spell requires a handful of rice which is cooked over a low boil while the caster mutters „cooks in just 5 minutes.“

The spell was created by a magic user whose abilities as a chef far surpassed those of his spell casting. He is known far and wide as a chef of great skill.*

Circle of Power (Evocation)

Range: Special
Components: V, S
Duration: Special
Casting Time: Special

Area of Effect: Special
Saving Throw: None

This powerful spell allows a group of mages to work in conjunction to create a special area of effect (the circle) into which one mage (or possibly two) may enter and have their working level of experience increased. A minimum of four mages is required to initiate the spell, and the spell must be cast by the mages of the circle, not read or used from any device.

First, the mages form a circle and begin casting the spell. The spells from each mage must then synchronize into a rhythmic chanting effect. This means that it will take as many rounds as the highest level member of the circle to make the circle synchronize and become operative. From that point on, a mage may enter the circle and have his working level of experience increased by the total combined levels of the circle spellcasters minus one level for each member of the circle. Once entered, the central mage may rest and study as a higher level mage, but may not use new spell levels, just the higher memorisation capabilities, spell range, duration increases, etc. If the total number of levels bestowed reaches 20, another mage may step into the circle and divide the increased level benefits between himself and the first mage with all odd remaining levels becoming useless and therefore ignored.

Any members of the circle who are injured immediately fall away from the circle's synchronisation and the central mage(s) lose(s) the benefits of that member's levels one turn later. New mages may join into the circle at any time (taking an equal number of rounds as their experience level to synchronize with the circle), though, and since the effects of being in a circle will not wear off for one full turn other circles may be formed which the mage may enter to retain his current working level (or increase or decrease it according to the levels of the new circle).

Members of the circle may chant (from the synchronisation point) for a period of turns equal to the combination of their intelligence and constitution scores divided by two and then added to their current experience level. The circle members (but not the central mages) gain a magic resistance to any attacks against the circle which would silence the spell equal to the total experience levels of the circle members.

The source of this spell is the Telnorne Mageocrat.*

Claws (Alteration)

Range: 0
Components: V, S, M
Duration: 1 round/level
Casting Time: 2
Area of Effect: One creature
Saving Throw: None

When cast, this spell causes a vicious set of serrated claws to grow on the hands of the recipient. The recipient must be willing, and a being not already possessing claws. These claws vanish in one round per level of the wiz-

ard. They double the number of attacks normally afforded, and damage is 1d6 plus any Strength bonuses. The recipient may use no other weapons, nor cast somatic spells.

The material component is the claw of a griffin.*

Cloud Walk (Alteration)

Range: Touch
Components: V, S, M
Duration: 1d6 turns + 1 turn/level
Casting Time: 3
Area of Effect: Creatures touched
Saving Throw: None

This spell allows the recipient to walk on any form of fog, cloud, or smoke as if it were solid. The recipient may move at normal movement rate, plus the movement rate of the smoke (thus a rising column of smoke from a fire might carry the recipient up at 12 movement rate). The smoke must be reasonably thick, reducing visibility significantly. This spell will not allow walking on fine mist.

The material component is a hair from a nightmare.*

Coin Toss (Alteration)

Range: 9 m
Components: S, M
Duration: Instantaneous
Casting Time: 2
Area of Effect: One metal coin
Saving Throw: None

Coin Toss gives an electrical charge to a single metallic coin, which is then thrown at the target. The casting of the spell appears to be rather innocuous, but a bit theatrical (i.e., taking approximately 10 seconds to take a coin out of a purse). Only a wizard who has this spell, someone actively using the spellcraft proficiency (and states it), or someone who has fallen victim to this spell before will recognize that Coin Toss is being cast. Upon completing the spell, the wizard throws the coin at the intended victim, requiring an attack roll. Treat metal armour as AC 10, but allow for any magical or Dexterity bonuses. If the victim is actively trying to catch the coin, consider it an automatic hit ("Take my last gold piece, thief!"). If the attack is successful, the victim takes 1 point of damage per wizard level (up to a maximum of 16 HP). If the coin is gold or another good conductor, add 1 to the damage roll. If the victim is wearing metal armour, add 1d4 to the damage roll.

The material component is the coin being thrown, which is consumed in the casting.*

Continual Sparks (Alteration)

Range: 0
Components: V, S
Duration: Permanent
Casting Time: 2
Area of Effect: One small object or area
Saving Throw: None

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A modified form of the *Continual Light* spell, Continual Sparks causes an object or area not greater than a few square inches to continuously emit electrical sparks. These do no damage, but are a tremendous source of ignition around flammable substances.

A variant of the spell causes a spark to strike anything coming within 3 cm of the area affected. A small metal ball with both Continual Sparks and *Continual Light* is a highly effective device for eliminating bothersome insects.*

Dancing Fire Light (Alteration, Evocation)

Range: 60 m + 10 m/level
Components: V, S, M
Duration: 1 round/level
Casting Time: 2
Area of Effect: Special
Save: 1/2

This spell - except as noted - is the same as *Dancing Lights* (out of TSR's Player's Handbook). The lights are orange-like in colour and give off heat. If the caster concentrates on the balls, he can have them attack doing 1-3 points of damage per ball (4 balls maximum). All the balls must attack the same target in any given round. Optionally, the caster can form one mass that looks like a fire elemental and can attack once per round and does 3-9 points of damage. The heat can set fire to flammables.

The material components needed are a piece of flint and either a bit of phosphorus or withwood.*

Death Armour (Necromancy)

Range: 0
Components: V, S
Duration: 1 round/level
Casting Time: 3
Area of Effect: Caster
Saving Throw: None

While this spell is in effect, any creature who touches the caster with exposed flesh (to cast a spell, for example) will suffer 1d8 points of damage. The spell will not protect the necromancer from damage, nor does it have any effect on an armed opponent, but it will affect undead, and the death master adds one point to damage inflicted with his bare hands.*

Death's Dark Grasp (Conjuration/Summoning, Necromancy)

Range: 10 m + 10 m/level
Components: V, S, M
Duration: 1 round + 1 round/level
Casting Time: 2
Area of Effect: One creature
Saving Throw: Special

This spell is a variant of *Maximillian's Earthen Grasp* from the Tome of Magic. Except where noted, this spell duplicates the effects of *Maximillian's Earthen Grasp*.

When this spell is cast, rather than producing an earthen hand, this spell causes many undead arms to spring from the ground underneath the target's feet. If the target's save is successful, then the arms sink into the earth and the spell progresses as per the spell description. If the target fails his save, undead forms resembling zombies burst up from the ground, lashing out at the target to grasp and hold him with unyielding strength.

The armour class of the arms or creatures is 6 (as opposed to the AC 5 in *Maximillian's Earthen Grasp*). The hit points of the undead forms created are equal to twice the wizard's normal hit points up to a maximum of 40 HP. The undead forms created are unturnable, and at the end of the spell's duration will sink down into the earth from whence they came.

If this spell is cast in a graveyard, the soil of the graveyard will be more likely to produce the undead forms in a quick, unexpected manner. Thus saves vs. this spell would be at -1 and the chance that the undead hands or forms reappear under the target's feet after a successful save throw is 10% per level of the wizard rather than 5% per level which is the usual chance for this occurrence if cast in other environments.*

Detect Chaos (Divination) Reversible

Range: 60 m
Components: V, S
Duration: 5 rounds/level
Casting Time: 2
Area of Effect: 0,3 m wide path
Saving Throw: None

This spell is similar in all respects to the second level mage spell *Detect Evil/Good* (q.v.), except that the mage is detecting for Chaos/Law.*

Detect Dragonkind (Divination)

Range: 0
Components: V, S
Duration: 1 turn/2 levels
Casting Time: 2
Area of Effect: 20 m + 10 m/level radius
Saving Throw: None

While the duration of this spell, any kind of draconian, including dragons can be sensed by the caster. Invisible and polymorphed dragonkind can be sensed regardless of their alignment or size. Only special magical items grant them a total immunity to the spell effect. By casting the spell the mage only learns the exact direction and distance of nearby creatures, not their number or type. The caster can concentrate on one direction (north, east, south, west) per round. It should be mentioned that dead and transformed dragonkind can be detected, too.*

Detect Illusion (Divination, Illusion/Phantasm)

Range: 0
Components: V, S, M
Duration: 3 round + 2 rounds/level
Casting Time: 1
Area of Effect: Special
Saving Throw: None

The wizard can see what is illusion and what is not, and can pass this ability to others by a joining of hands.

The material component for this spell is a feather-duster, which is consumed in the casting.*

Detect Magic II (Divination)

Range: 0
Components: V, S
Duration: 3 rounds/level
Casting Time: 2
Area of Effect: 1,8 m + 0,6 m/level path, 0,6 m wide
Saving Throw: None

This spell is just like TSR's *Detect Magic spell* except it is more sensitive, has a longer range (1,8 m + 0,3 m per level for the TSR version), and the caster will be able to determine accurately what kind of magic (alteration, divination, conjuration, etc.) is in effect if the magic is within 1,8 m + 0,3 m per level. This spell will not blind or hurt someone if in an area of extreme magic, the caster will simply know that stronger magic is in effect.*

Detect Phase (Divination)

Range: 5 m/level
Components: V, S, M
Duration: 1 round/level
Casting Time: 2
Area of Effect: Caster
Saving Throw: None

When this spell is cast, the caster can see and perceive any creature that is out of or in a different phase than that of the caster. This means that the caster will see clearly such creatures with special defences as displacement, blinking, duo-dimension, astral, or etherealness and those who can shift out of phase, such as a phase spider. Furthermore, if the caster has means to attack such creatures, he will have none of the ill effects that normally occur when trying to attack (i.e. the caster would know the exact location of a displacer beast, or where the phase spider is etc.). The information cannot be communicated to his fellows by words.

The material component of this spell requires a lens of calcite crystal which must be viewed through for the spell to have effect. It does not disappear at the end of the spell.

Some Mages have made spectacles of calcite crystal so they would have their hands free to do other things after casting the spell.*

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Detect Spirit (Divination) Reversible

Range: 20 m + 5 m/level
Components: V, S
Duration: Special
Casting Time: 5
Area of Effect: One creature or object
Saving Throw: None

Detects the presence of a soul spirit or mentality in any body or object (enchanted swords, etc.), and whether or not the mind controlling the body is its „native“. Thus, it will not detect charming or hypnosis but will detect possession. Only the fact of a mind is detected, not its nature. If it is cast on a normally invisible spirit (such as an Invisible Stalker or Unseen Servant), the caster can see the creature as a visible force for one turn per level.

The reverse, *Obscure Spirit*, has a range of touch and conceals a single mind or spirit from detection by this spell for 24 hours.*

Disease (Illusion/Phantasm)

Range: 30 m
Components: V, S
Duration: Special
Casting Time: 2
Area of Effect: One creature
Saving Throw: Negates

Similar to spells such as *Blindness* and *Deafness*, a Disease spell will cause its target to believe that she or he has contracted a real (natural) disease. Even though the spell affects the mind, the victim believes so strongly in the disease that boils, pains and any other symptoms normally associated with the affliction will be imagined, putting the individuals health under considerable stress.

If the target has recently been in a situation where contracting a disease is quite likely (such as living in filthy surroundings, falling into sewage or garbage heaps, attacks from giant rats or othyugs, etc.), a saving throw is made at a penalty of -4; on the other hand, if a character has recently had a *Cure Disease* cast upon herself or himself, is immune to normal diseases, or has some other strong reason to believe that she or he could not possibly have contracted a disease, then a saving throw at +4 or higher (probably +8 if normally immune) is allowed.

Once the spell takes effect, it is permanent until the inflicted receives a Dispel Illusion. The disease is determined randomly from the table in the DMG, with the full effects described inflicting the target.*

Dispel Silence (Abjuration)

Range: 10 m/level
Components: S, M
Duration: 1 round/level
Casting Time: 2
Area of Effect: 4,5 m radius sphere
Saving Throw: None

When cast, this spell automatically dispels any magical silence within its area of effect. Furthermore, no silence spell will have effect within the area of effect for the duration of the spell.

The casting of this spell requires a small silver bell, chime, or gong, which must be struck twice, at the end of each segment of casting. The device must be worth at least 50 GP, and is consumed in the casting.*

Disposal (Evocation, Alteration)

Author: Thom Watson
Range: 0
Components: V, S
Duration: 1 day/level
Casting Time: 2
Area of Effect: 0.25 m circle
Saving Throw: Special

The casting of this spell evokes a hole, 0.25 m in diameter, in the wizard's hand. The hole may be placed on any surface; anything subsequently dropped into it (an item must be smaller than the hole's diameter; since this is neither an extra-dimensional space nor a sphere of annihilation, items larger than that are not "sucked" into it) vanishes and is teleported to the bottom of the nearest sewage system (moat, sewer, large body of water, etc.). It is especially effective for disposing of garbage, kitchen waste, body wastes, etc., and may be used in the garderobe of an area otherwise devoid of plumbing. Magical and living items (of at least animal Intelligence; normal insects and non-sentient plant life are therefore not considered "living" for this purpose) receive a saving throw to resist the teleportation. (There was no plumbing in Kestrel's tower, hence this spell saves on traipsing up and down all those stairs with a chamberpot).*

Draconiagliding (Alteration)

Author: Axel & Marc Gerstmair
Range: Touch
Components: V, S, M
Duration: 1d6 turns + 1 turn/level
Casting Time: 2
Area of Effect: One creature
Saving Throw: None

By casting this spell the mage bestows himself or one creature with the ability to glide like a draconian. The recipient must spread his arms, while semi-material wings grow from them to a total wingspan of 3 metres.

The spell only affects large or smaller creatures including their equipment. The recipient is capable of gliding four metres per one metre height. The bestowed creature is not able to gain height. It cannot stop gliding, while it is not on ground, but he may accelerate by turning his wings downwards. The glider must be aware of having a crash, if he does not turn his

wings upwards 5 metres above ground. Otherwise, he suffers 1d6 points of damage per 3 metres falling height up to a maximum of 20d6.

The normal speed is 18, while nosediving is at 30, manoeuvrability class is D. The wings support 20 pounds per level of the caster.

The material component for this spell is a part of a draconian's wing, which is consumed by casting this spell.*

Dream Control (Enchantment/Charm, Phantasm)

Range: 0.3 m/level
Components: V, S, M
Duration: Special
Casting Time: 1
Area of Effect: One creature
Saving Throw: Negates

This spell causes the victim to have dreams exactly as the wizard lays them out. Nightmares, messages, fantasies are all possible actions in the dreams. These dreams will seem real. If the person finds out about the source of the dreams it is likely that he will not take kindly to them. The chance of success is 5% per level of the wizard minus 10% per level of victim (less 5% per degree of extremeness of the dreams as determined by the DM). This spell can deprive the victim of a good night's sleep with the same chance of success, thus preventing him from regaining spells overnight. The victim must have been touched at some time by the wizard to use this spell. If the spell is negated, the wizard cannot try to control the dreams of the same victim again until he has gained a level.

The material component for this spell is an ornamental cushion, arduously decorated, of at least 20 GP value.*

Dreamoore's Explosive Missile (Alteration/Evocation)

Range: 0
Components: V, S, M
Duration: Special
Casting Time: 2
Area of Effect: Special
Saving Throw: Special

This spell actually has two variations. The first produces a special dart which the magic-user hurls toward its target. The dart has a +3 „to hit“ bonus at 10 m or less, +2 at 20 m, and +1 at 30 m. A successful hit does 3-6 damage points +1 hit point per caster's hit die. The second version enchants an ordinary arrow or quarrel, making it magical for hitting purposes, and delivering double normal damage +1 hit point per caster's level.

Both versions also have a residual blast radius, inflicting 2d4 damage, or 1d4 on a save vs. magic. Any item struck directly by an explosive missile must save vs. crushing blow to avoid damage. The explosive missile must be used within three rounds of creation, otherwise it detonates and does damage to those immediately around it.

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The material components are sulphur, diamond dust, and the appropriate missile being enchanted. The first version requires a 10 GP silver dart as its missile.*

Dreamoore's War Disk (Evocation)

Range: 60 m
Components: V, S
Duration: Special
Casting Time: 2
Area of Effect: Special
Saving Throw: None

The war disk is a small hand hurled missile which the magic-user throws toward its target. It's „to hit“ bonus is +3 at less than 20 m, +2 from 20 - 40 m, and +1 from 40 - 60 m. The caster must declare which version he is casting prior to the throw. The first type hits only once for 1d4 base damage + 1 hit point per level of the caster. The second may be thrown once per round for 1d4 + 1 point of damage per successful hit and automatically returns at the end of the round. Its duration is one round per level.*

Duck (Enchantment/Charm)

Range: 10 m
Components: V, S
Duration: Instantaneous
Casting Time: 1 (but takes up the entire round - s.b.)
Area of Effect: One creature
Saving Throw: None

By this spell, the caster helps the defence out on himself or another creature. If the caster sees an attack coming, the caster can cause the creature to be suddenly moved out of the way so as to cause the attack to miss. This will only work against body (claws, bit, etc.) or hand held weapons. The creature that has been moved must then take 5 segments readjusting his position before it can attack again.

The caster must prepare for this spell, and must declare at the end of the previous round that he is casting this spell. The caster then waits until the monster attacks, and throws the spell.

Creatures that have never had this done to them before must make a save vs. petrification or be stunned for 2 rounds.*

Dumbness (Illusion/Phantasm)

Range: 30 m
Components: V, S
Duration: Special
Casting Time: 2
Area of Effect: One creature
Saving Throw: Negates

This spell causes the recipient creature to become completely dumb, believing that she or he is unable to speak by means of voice in any way (cf. *Blindness*, *Deafness*). This effect can only be removed by *Dispel Illusion*, or by

the will of the caster, and is permanent until such time. The victim does get a saving throw versus spell to avoid the effect.

Note: this spell could be very effective against creatures such as androsphinxes, dragonnes and harpies.*

Dust Warriors (Conjuration/Summoning, Necromancy)

Range: 5 m/level
Components: V, S, M
Duration: Special
Casting Time: 3
Area of Effect: 20 m long square
Saving Throw: None

The material component for this spell is a full set of teeth from a man-sized or larger carnivore which must be cast on an area of earth, rock, raw stone, sand or gravel as the spell is cast. The spell generates 1 skeleton + 1 per 2 levels which rise from the area. They will fight for the caster until they are turned or destroyed, the caster is slain, rendered unconscious or moves out of spell range of the group, or the magic is dispelled. They last only while there is someone to attack (including each other, if necessary) - any round in which there are no targets available the skeletons will fade back into dust.

If dragon's teeth are used as the material component, each skeleton will have bonus hit points equal to the age category of the dragon (count 4 HP = 1 HD for turning and attack purposes). Furthermore, they will be immune to the attack type of the dragon's breath weapon.*

Elemental Burst (Alteration)

Components: S, M
Range: 18 m
Casting Time: 3
Duration: Instantaneous
Saving Throw: None
Area of Effect: 3 m cube

This spell causes wood or stone to burst violently, fire to flare, or small volumes of water of air to become turbulent, possibly knocking people and objects over within a radius of 6 m. Wood and Stone will do 1d8 and 1d10 points of damage respectively to victims within three metres of burst. Fire will do 1d6 points of damage to victims within 3 m of the fire and 2d6 to those within one metre. When the fire version is used, there is a 50% chance of flammable objects within three metres of catching fire.*

Excite Fire (Alteration)

Range: 6 m
Components: V, M
Duration: Instantaneous
Casting Time: 1
Area of Effect: One fire source
Saving Throw: 1/2

This spell causes fire to hurl itself at a victim for up to five feet per point lost for a maximum of sixty feet. Upon contact with the victim, the fire does 1d4 points damage per level of the wizard minus Range loss and divided by two if save versus spell is successful. Since the fire is dragged from a source, that fire is effectively lost from the source. Candles supply 1 point each, torches can supply 6 points, flasks of lighted oil supply 12 points, and average sized fireplaces or campfires supply 30 points.*

Expose Magic (Divination)

Range: 10 m/level
Components: V, S
Duration: Instantaneous
Casting Time: 4
Area of Effect: Special
Saving Throw: None

This spell will inform the caster of all of the details of a single spell cast within one round per level - including the destination of a teleport, the target of a charm spell, the name of a spell without obvious effect, etc. The spell does not invalidate illusion magic - the spell will return an answer consistent with the illusion (i.e. that a *Fireball* was cast rather than a *Spectral Forces*) unless the caster has already disbelieved successfully.*

Exterminate (Abjuration)

Range: Touch
Components: V, S, M
Duration: 1 turn/level
Casting Time: 2
Area of Effect: Creature touched
Saving Throw: None or special

Exterminate negates *Call Insect*, protects one person against *Insect Plague*, and gives +6 on saves vs. *Summon Insects*. *Dispel Magic* requires a mage of twice the caster's level. Magic resistance applies only to the creature touched.

To negate this spell, both victim and insects have to make their saves.*

Fellstar's Flamehand (Evocation)

Range: Touch
Components: V
Duration: Special
Casting Time: 2
Area of Effect: One creature
Saving Throw: 1/2

When cast, this spell causes the caster's hands to glow with a soft red light; if the caster scores a hit in combat, his hand will discharge a sheet of flames that will engulf the target. The victim suffers damage equal to 1d10 + 1 per level of the caster (a successful save vs. spell reduces the damage by one half). This spell may be used twice per casting (once for each hand); both charges must be used within 5 rounds plus 1 round per two levels of the

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caster; after this time, any remaining charges are lost. Two attacks may not be made in the same round unless the wizard is normally capable of doing so; in this case, two separate „to hit“ rolls must be made, and each suffers a -2 penalty.

The flames from this spell will ignite any combustible material; these flames may be extinguished the following round, if no other action is taken.*

Fiery Eyes (Enchantment/Charm)

Range: 0
Components: V, S
Duration: 3 rounds + 1 round/3 levels
Casting Time: 2
Area of Effect: The Wizard
Saving Throw: None

By means of this spell, the wizard causes his eyes to glow with an unnatural light, causing beams to shoot forth up to ten metres, causing a single creature or object 1d4 points of fire damage per round when he focuses his eyes on for more than three rounds. Further, all creatures in area of affect must save vs. magic or be distracted and lose initiative for the first round. If cast in conjunction with *Hypnosis*, *Hypnotic Pattern*, or *Mass Suggestion*, victims suffer a -1 penalty on saves if they are looking at the wizard. After the spell is affected, the wizard does not need to concentrate to maintain its effect.*

Fog Phantom (Conjuration/Summoning)

Range: 0
Components: V, S, M
Duration: 1 turn/level
Casting Time: 3
Area of Effect: Special
Saving Throw: None

This spell creates a vaguely human shaped pillar of fog. The fog phantom can do no damage, but it can be controlled remotely by the wizard. The Phantom moves at 0.3 m + 0.3 m per level of the wizard. The wizard can “see” and “hear” through the Fog Phantom. This spell requires complete concentration: disturbances will cause the termination of the spell before the end of its duration. The Fog Phantom cannot pass through cracks or the like. Strong winds and intense heat or cold will cause the Fog Phantom to disintegrate.

The material component for this spell is some smoke.*

Fossilize (Alteration)

Range: 0
Components: V, S, M
Duration: 1 turn (+1/level) see below
Casting Time: 1
Area of Effect: 1 creature/level
Saving Throw: Negates
Specialist/School: Elementalist, Alteration, Abjuration

This spell will cause the victim to change into a stone statue which will collapse into a pile of pea-sized gravel. The intended victim must be touched by the caster. The caster can touch one victim per round up to the maximum number affected for his level. The intended victim is allowed a saving throw vs polymorph to negate. The spell causes no pain, discomfort or actual damage, however a system shock roll must be made (with a +5 bonus) or the creature will remain gravel forever. The natural duration of the spell is listed above. The spell can be cancelled by the caster, a *Dispel Magic* from a mage of equal or higher level to the caster, or the caster may set a specific duration at the time of casting. This last option is particularly useful if the mage casts the spell on himself. When the spell expires or is cancelled, the victim will be restored. The gravel can be dispersed over an area of 9 m² per level of the caster and the victim will still be restored successfully. If the gravel is dispersed more than this, the victim cannot be restored until all the gravel is brought within these limits.

The material component of this spell is a small stone.*

Frostfire (Alteration)

Range: 10 m/level
Components: V, S, M
Duration: 2 turns/level
Casting Time: 2
Area of Effect: Special
Saving Throw: Special

Through the use of the frostfire spell, the wizard is able to change the normally hot radiance of fires to a cold radiance. Two effects may be produced through the use of this spell. The first is a total absence of heat radiation (c.f. light spell); the flame will continue to burn and give off light, but no heat is produced. The second category will inflict frost damage to anyone who comes into contact with them. For example, a torch normally causes 1d3 points of heat damage. If the cold version of the spell is cast upon the torch, it will now inflict 1d3 points of cold damage to anyone struck by the torch. The flames subjected to this spell become tinged with blue for the duration of the spell.

As a rule, the wizard can affect an amount of flame equal to one torch or four candles for every level that the caster possesses. For the purposes of this spell, a small campfire is considered to be equal to three torches, a bonfire equal to six, and a wall of fire to eight. If fire under the effect of a frostfire spell goes out, the effects of the spell cease immediately.

As a last option, this spell may be cast upon fire-dwelling or fire-using creature such as an efreet, fire elemental, etc. The being is allowed a saving throw; success indicates that the spell has no effect, but a failed saving throw causes the victim to suffer 2d4 hp of damage. Only one creature can be affected by this use of the spell.

The material components for this spell are a piece of ivory and a pinch of soot if the heatless version of this spell is cast. If the cold version is used, a piece of ice and a crystal of at least 10 gp value are required.*

Garithrall's Hideous Leech (Conjuration/Summoning)

Range: 150 yards
Components: V, S, M
Duration: Special
Casting Time: 2
Area of Effect: One creature
Saving Throw: Negates

This is a variant of *Melf's Acid Arrow*. Unless otherwise noted this spell mimics many of the properties of *Melf's Acid Arrow*.

When this spell is cast, a small black sphere a few inches across appears in the wizard's hand. The wizard then proceeds to hurl this sphere at the target of the spell. If it does not strike the target or is not thrown immediately after its creation the sphere fades into nothingness.

If it hits successfully, on the spot which the sphere struck appears a huge, black, shiny leech-like creature which bites into the target and begins to drink the target's blood. This leech can even bite into creatures hit only by +1 or better magical weapons. The creature cannot be removed by anything short of a *Dispel Magic* or the wizard's own hand until it has had its fill of the target's blood and is sated, at which time the creature falls to the ground. The number of rounds this takes and the damage inflicted due to the blood drain are as per *Melf's Acid Arrow*. The creature's bite carries an anesthesia which makes the target oblivious to its presence if it is struck by surprise. The target will, however, notice that it is growing progressively weaker and may make a Wisdom check every round to spot the creature.

As previously mentioned, when the creature is sated (or if the wizard removes it before this occurs), it will fall from its target where it may be collected later by the wizard. The creature will survive for up to one hour after being removed from the target during which time it retains its immunity to all attacks save *Dispel Magic* and the wizard's hand. After one hour it will dissolve into a small puddle of blood. Before the end of this hour, the wizard may force the leech to dissolve itself at any time or alternately bleed it slowly if he has a dagger or similar weapon on hand (again, only a weapon wielded by the wizard will be effective against this creature). The blood may be collected in whatever receptacle the wizard has available for later use in poisons, potions, other spells, sympathetic magicks, etc.

If the target of the leech is not a creature of flesh and blood that would be harmed by the leech's blood drain, then the bite of the leech will inflict only 1d4 points of damage before the leech falls off the target. Although it should be obvious, it is worthy of note that this spell does not damage the target's items as it does not shower the target in acid as does *Melf's Acid Arrow*. Also note the shorter range of this spell.

The material component for this spell is a leech which has fed upon the wizard's own blood and has afterwards been lanced with a hot needle and killed.*

Mage Spells Second Level

Gold to Gems (Alteration)

Reversible

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 round
Area of Effect: 200 gp/level
Saving Throw: None

By means of this spell, the wizard converts a number of gold pieces, minus some random percentage, into a single gem of equal value. The wizard places the gold pieces in the left pan of an ordinary balance, speaks a command word, and the coins vanish. A single gem appears in the right pan, equal in value to the amount of coins minus 1d10%. This extra amount is the material component. The wizard can convert up to 200 gold pieces per level per use of the spell. Thus, a fifth-level wizard could convert up to 1000 gold pieces into a single gem.

The reverse of the spell, *Gems to Gold*, converts a single gem (subject to level limits), placed in the right pan of the balance, into gold coins of equal worth, minus 1d10% of the value of the gem. If too many coins, or a gem of greater value than the wizard can convert at his current level, are placed on the balance, the spell is lost but nothing is expended materially. The type of gem obtained cannot be specified by the wizard.*

Guilda's Sneakabout Light (Alteration)

Range: 50 m
Components: V, S, M
Duration: 1 turn + 1 round/level
Casting Time: 2
Area of Effect: 1.5 m radius sphere
Saving Throw: None

Creates a dim, floating light of variable intensity that follows the caster. At its brightest, it is enough to read with good eyesight, and it can be extinguished and restored at will during the duration. No light produced by the spell escapes the 1.5 m radius, preventing the caster from being given away by his light—so this spell is ideal for thieves. Note that background light penetrates the area of effect freely, so the caster is in no way concealed by this spell.*

Hair Growth (Evocation)

Reversible

Range: Touch
Components: S, M
Duration: 1 turn/level
Casting Time: 2
Area of Effect: One creature
Saving Throw: Negates

This spell causes hair to grow (the reverse eliminates all hair) on the victim. The victim's hair will grow at a rate of 3 cm per turn for the duration of the spell.

The material component for the spell is a hair, and a pair of scissors or a sharp knife for the reverse, *Hair Razor* (Alteration).*

Hand of Ithiqua (Illusion/Phantasm)

Range: 30 m
Components: V, S
Duration: 3 rounds/level
Casting Time: 2
Area of Effect: One creature
Saving Throw: Negates

A target of the Hand of Ithiqua, failing to save vs. magic will be pinned to the ground by an invisible force. The force is illusionary, but will seem completely real to the victim, so that she or he will be unable to move. The victim will be pinned to the ground at a location of the magic user's choice, and despite any struggling will have a movement of 0 regardless of strength. The subject will be very prone, +4 to be hit (with no AC adjustment for dexterity) and -4 to attack.*

Heat Feet (Alteration)

Range: 20 m
Components: V, S, M
Duration: 1 round/level
Casting time: 3
Area of Effect: One creature/level
Saving Throw: Special

This spell causes the affected creatures' footgear to become very hot, blistering the victim's feet. Because of this, the target fights with a -2 to hit, a +2 penalty to its armour class, loses any dexterity bonuses, and moves at 5/6 of its normal speed. The reduction in movement rate lasts until the blisters have healed. Creatures that are immune to fire don't suffer any of these effects. Flammable footgear must save vs. normal fire or be ruined; footgear that saves is merely a bit charred.

Alternatively, this spell can be used to counter the effects of natural cold. In this mode, the spell will keep the affected creatures' feet comfortably warm for 1 turn per level of the caster, even in snow or ice.

The material components for this spell are two leaves of stinging nettle and, of course, footgear.*

Horizontal Rope Trick (Alteration)

Range: Touch
Components: V, S, M
Duration: 2 turns/level
Casting Time: 2
Area of Effect: Special
Saving Throw: None

When cast on the end of a length of rope, that end may be tossed away from the wizard (being subject to gravity), where it will remain hanging in midair at its furthest point from the wizard for the spell's duration. Five persons may climb the rope and hide at its end (in extra-dimensional space), unseen, drawing the

slack with them as they go. Also, the spell may be used as a make-shift grappling hook when there is nothing for a hook to catch onto. The rope may be thrown upwards up to Strength metres at most and generally less if accuracy is desired. Horizontal throws may be twice this number if there is a ten foot radius of swing room.

The material components for this spell are a paper Moebius ring and a string of yarn.*

Hydrate (Alteration)

Range: 0
Components: V, S, M
Duration: 1 turn (+1/level) see below
Casting Time: 1
Area of Effect: 1 creature/level
Saving Throw: Negates
Specialist/School: Elementalist, Alteration, Abjuration

This spell will cause the victim to change into a pillar of water will collapse into a puddle of water. The intended victim must be touched by the caster. The caster can touch one victim per round up to the maximum number affected for his level. The intended victim is allowed a saving throw vs polymorph to negate. The spell causes no pain, discomfort or actual damage, however a system shock roll must be made (with a +5 bonus) or the creature will remain a puddle of water forever. The natural duration of the spell is listed above. The spell can be cancelled by the caster, a *Dispel Magic* from a mage of equal or higher level to the caster, or the caster may set a specific duration at the time of casting. This last option is particularly useful if the mage casts the spell on himself. When the spell expires or is cancelled, the victim will be restored. The water can be dispersed over an area of 9 m² per level of the caster and the victim will still be restored successfully. If the water is dispersed more than this, the victim cannot be restored until all the water is brought within these limits.

The material component of this spell is a drop of water.*

Imitation (Illusion/Phantasm)

Range: 0
Components: V, S
Duration: 2 turns + 1 turn/level
Casting Time: 2
Area of Effect: Caster
Saving Throw: Special

This spell is similar in nature to *Change Self* (q.v.), but allows the magic user to assume the form of a specific creature. There is, however, a chance that the form will not be accurately imitated, with some inconsistency or fault being noticed by the observer(s). The chance of an observer detecting this ruse is as follows:

Mage Spells Second Level

Observer's familiarity with assumed form	Base chance of detection	Modifier for caster's familiarity
Very well known	25%	-5%
Seen often	15%	+0%
Seen occasionally	10%	+10%
Seen once	5%	+20%
Never seen	0%*	N/A

*This is recognizing a nonspecific form as a false one.

Additional Modifiers:

+5%	per level of the viewer
-5%	per level of the magic user
+20%	if listener attempts to determine authenticity
+10%	if only seen occasionally
+5%	if seen once or never seen
-1%	per 30 cm of distance

The chance of detection should be rolled upon initial contact, once for every three turns of exposure or one turn of direct conversation, and once for an attempt to determine authenticity. The spell may not be immediately recognized as an illusion, even if a fault is detected, for it could be seen as a disguise or a physical change (as with a doppelganger). Note that strong physical contact could reveal the spell, as the illusion is only visual. Also, unless a Voice spell is also used, observers could become very suspicious. The size of the alteration can be 50% of actual. Note that the change is entirely illusionary (unlike *Alter Self*) — no actual physical properties are gained whatsoever and special abilities (gaze attacks, horror effects, etc.) cannot be reproduced so as to have these special effects.*

Improved Find Familiar (Summoning)

Reversible

Range: 1 mile/level
 Components: V, S, M
 Duration: Special
 Casting Time: 1 up to 24 hours
 Area of Effect: One creature
 Saving Throw: Negates

This spell attracts a familiar to act for the wizard. The wizard may attract a familiar of up to 1/2 his hit dice. The wizard may specify the type of creature preferred but not the specific creature. Hence they can specify "a cat" but not specify "Mrs. Pike's Ginger Tom".

Furthermore, the wizard gains the ability to communicate mentally with his familiar and to use the senses of the familiar while this is being concentrated on. Hence they can "see" through their familiar's eyes, "listen" with its ears, etc. No other actions are possible during this concentration. The range for this communication is 5 miles per level of the wizard.

The wizard gains the hit points of the familiar when it is within four metres, and on its death (if not "Released" beforehand), will per-

manently lose double the amount of these hit points (regardless of the distance to the familiar). If a familiar is in range, it must be of the same alignment as the wizard and will then willingly serve its master or mistress as long as it does not involve a threat to its life and as long as suitable rewards are given to the familiar at regular intervals (mice for cats, treasure or souls for more powerful creatures). Failure to provide such suitable rewards allows the familiar an additional save vs. magic (at +1 for each time rewards have been ignored).

The DM determines the likelihood of the preferred creature being within range and determines all results including the type, size, hit dice and abilities of the attracted familiar. The range of the spell is one mile per level of the wizard.

The material components of this spell include feathers, fur or skin etc of the creature preferred and a total of 100 GP worth of incense and herbs per hit die of the summoned familiar. The familiar so attracted receives a saving throw vs. magic to ignore the summons. The spell may be attempted only once every 6 months.

This spell is a specialized version of the "Charm Person or Mammal" spell, and rewarding the familiar gives a strong chance of an individual offering his services to e.g. a wizard or dragon for quite a period. Both stand to benefit from the co-existence.

By introducing this spell to a campaign, familiars should be more common to all wizards including dragons, drow, etc. It would be quite beneficial for a dragon to have a human familiar. The familiar is able to arrange delivery of suitable bribes, slaves, information, treasure or whatever else the dragon would require. It can always be useful to have such a spy in an enemy camp. On the same basis, it also means that a powerful witch is able to have a troll or doppelganger act as her familiar for several years. In return, the familiar gains treasure, knowledge or power or just food and security.

The reverse of this spell, *Release Familiar*, has a range of 0, since the wizard must be able to touch his familiar to release it. This version of the spell has no material components and is permanent. Its casting time is 0, and the familiar is not entitled to a saving throw.*

Inaudibility (Illusion/Phantasm)

Range: Touch
 Components: V, S, M
 Duration: 1 hour/level
 Casting Time: 2
 Area of Effect: One creature
 Saving Throw: Negates

This spell completely masks all sounds made by the recipient. These include sounds such as breathing, talking, as well as sounds made when the recipient strikes another object, in fact, any object held by the recipient will also likewise be silenced.

Object thrown, dropped, or knocked over by the recipient will not be silenced by the spell, as they are not in contact with the inaudible creature.

An unwilling creature is allowed to make a saving throw against this spell, and it is a great way to silence spell casters (unless they have the spell vocalize).

The material component for this spell is a piece of cotton.*

Incinerate (Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 turn (+1/level) see below
 Casting Time: 1
 Area of Effect: 1 creature/level
 Saving Throw: Negates
 Specialist/School: Elementalist, Alteration, Abjuration

This spell will cause the victim to erupt into flame and immediately collapse into a pile of ash. The intended victim must be touched by the caster. The caster can touch one victim per round up to the maximum number affected for his level. The intended victim is allowed a saving throw vs polymorph to negate. The spell causes no pain, discomfort or actual damage, however a system shock roll must be made (with a +5 bonus) or the creature will remain ash forever. The natural duration of the spell is listed above. The spell can be cancelled by the caster, a *Dispel Magic* from a mage of equal or higher level to the caster, or the caster may set a specific duration at the time of casting. This last option is particularly useful if the mage casts the spell on himself. When the spell expires or is cancelled, the victim will be restored. The ash can be dispersed over an area of 9 m² per level of the caster and the victim will still be restored successfully. If the ash is dispersed more than this, the victim cannot be restored until all the ash is brought within these limits.

The material component of this spell is a pinch of ash.

The source of this spell is Korbin Imiriss.*

Kestrel's Voice of the Bat (Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 turn + 1 round/level
 Casting Time: 3
 Area of Effect: The wizard
 Saving Throw: None

This spell grants the wizard the ability to use sonar to "see" and move safely at a normal rate in the dark, even in magical darkness. The wizard can tell size and general shape of objects up to 10 m away in any direction he faces. The wizard must actively concentrate to "see" his surroundings, but merely ceasing concentration does not end the spell, and the wizard may resume the sonar again within the spell's duration.

The material component is a bit of bat guano.*

Mage Spells Second Level

Last Experience (Divination, Necromancy)

Range: 0
Components: V, S, M
Duration: 1 round
Casting Time: 1 round
Area of Effect: One corpse
Saving Throw: None

With this spell, the forensic wizard relives the last minute of the recipient's life. If the victim was conscious during this minute, the wizard must make a system shock check or be knocked out for 1d4 hours.

The material components are a convex lens and a scalpel.*

Lightservant (Alteration, Conjunction/Summoning)

Range: 0
Components: V, S, M
Duration: 2 turns/level
Casting Time: 2
Area of Effect: 30 m radius around caster
Saving Throw: None

This spell is a variation of the first-level magic-user spell *Unseen Servant*. The servant created by this spell is visible as a vaguely manlike form of glowing light, and is slightly stronger, being able to lift 30 pounds weight and taking 8 hit points of magical damage to destroy. The light provided by the servant is enough to allow normal vision in a 0,3 m radius around the servant.

Except as noted above, and that the material components of this spell are a live firefly and a piece of thread, this spell behaves as *Unseen Servant*.*

Magic Eye (Alteration)

Range: 0
Components: V, S, M
Duration: Special
Casting Time: 2 turns
Area of Effect: One specific location
Saving Throw: None

By means of this spell, the wizard creates a "third eye", much like the spell *Wizard Eye*, except that it remains in a specific location once cast. It can be triggered in two ways, the first being a predefined event occurring, such as some creature passing in front of it. The second can be done from anywhere on the same plane, by willing it to activate. Once activated the eye lasts 2 rounds per level; however, the Eye can be reactivated (each activation uses a minimum of 2 rounds). The Eye sees as well as the wizard: if the wizard can normally see invisible so can the eye. Magic enhancements, such as spectacles or *Detect Invisible*, do not work through the Magic Eye.

The material component for this spell is an eye of some sort.*

Magic Mike's Projection (Conjunction)

Range: 0
Components: V, M
Duration: 3 turns/level
Casting time: 2
Area of Effect: One 30 m high, 30 m radius cylinder
Saving Throw: None

For this spell to take effect, the mage makes a cone out of a sheet of parchment and places inside it one copper coin for each 5 rounds of spell effect. The magic words are chanted and the parchment cone crumpled and released. When the parchment cone is crumpled, it is replaced by a 10 cm diameter, black, sphere which remains at its location of creation for the duration of the spell.

The black sphere is the centre of a cylinder 3 m high with a 3 m radius. Any sound within the cylinder is projected into a surrounding cylinder which is 30 m high and has a 30 m radius. The black sphere is also the centre of this cylinder.

Anyone within the 30 m cylinder hears sounds as if they were in a corresponding location within the 3 m cylinder.

This spell was created by Michael Verilait, a mage who was usually frustrated at not being able to hear what was happening on stage.*

Malta's Pattern Creation (Alteration)

Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: Special
Area of Effect: Special
Saving Throw: None

With this spell, the caster can create a pattern for use with the spell *Malta's Pattern Transport*. The Pattern can be any image with any colours, but it must include a circle which forms the outer edge. The Pattern can be any cm radius, but the cost of making the Pattern is dependent on the materials used - so bigger Patterns cost more. The Pattern can be woven into cloth, painted onto cloth or a hard surface, or inlaid into a hard surface. The Pattern must be at least one metre in diameter with no maximum size. The cost to make a Pattern is equal to the square metres of the Pattern times the amount below:

Material Save	Cost	Time
Painted on Cloth	5 SP	1 h 15
Woven into Cloth	1 GP	10 h 12
Woven into Rug	2 GP	15 h 10
Painted on Wood	1 GP	3 h 10
Painted on Stone	2 GP	4 h 8
Inlaid in Wood	3 GP	12 h 5
Inlaid in Stone	5 GP	16 h 2

Patterns cannot be repaired, they must be remade completely. Patterns can be moved (assuming the material can be moved as one unit) without damage. The saving throw listed is the save the Pattern must make when used for transport (see *Malta's Pattern Transport* for details) - the material saves normally for any other damaging situation.*

Malta's Pattern Image (Alteration)

Range: 0
Components: V, S, M
Duration: Special
Casting Time: 1 hour
Area of Effect: One Pattern
Saving Throw: None

With this spell, the caster can imprint the size and image of an undamaged Pattern. This imprinted image can later be used by the caster to create a matching Pattern of his own. The imprinted image can be recalled by the caster for up to one month per caster's level (at casting time). If this time is exceeded, or the caster creates a matching Pattern (even if different size), then the imprinted image is dispelled. This spell is necessary to create an exact size matching Pattern if the original Pattern is not present for the creation of the matching Pattern. The caster can have up to one imprinted image/size per level at a time.*

Mangar's Bloodfire (Evocation, Necromancy)

Range: 40 m
Components: V, S, M
Duration: 2 rounds/level
Casting Time: 2
Area of Effect: One creature
Saving Throw: 1/2 (check each round)

This spell engulfs a creature with blue fire that burns for 1d4 HP per 3 caster levels (or fraction thereof) on round 1, then loses 1d4 per round until it goes out. The flames do not ignite flammable objects, they just hurt creatures.*

Memorize Song (Enchantment/Charm)

Range: 0
Components: V, S
Duration: Permanent
Casting Time: 1
Area of Effect: Caster
Saving Throw: None

This spell enables the caster to memorize the next song he hears. From then on, the caster can sing and play the song exactly as he heard it, without worrying about forgetting verses or notes later on in life.

This is especially useful for travelling minstrels, who must remember someone else's songs for a long time in order to sing them (in other words, "spread the news") in far away lands.*

Mage Spells Second Level

Mimicry (Illusion/Phantasm)

Range: Touch
Components: V, S
Duration: 3 rounds/level
Casting Time: 2
Area of Effect: One creature
Saving Throw: None

This spell is similar to the first level magic user spell *Minor Mimicry* (q.v.). However, the spell continues even after a form is dispelled by movement, and once the spell recipient again becomes stationary, she or he can be concealed by a new form (again chosen by the magic user). Therefore, the only ways the spell would end are an end to concentration by the magic user or the spell recipient passing beyond 10 m range per level. If the casters' concentration is ended, any illusionary form will last 5 rounds + 1 round per level.*

Noise Filter (Illusion)

Range: 10 m/level
Components: S, M
Duration: 1 round/level
Casting Time: 2
Area of Effect: 1.5 m/level radius
Saving Throw: Special

All creatures within the area effect at the time of casting will have their hearing muted - they will not hear anything unless they have some other confirmation of its existence. Thus, you can only hear people speak if you can see their face or know precisely what they will say; background noise will continue if you know it should be there but sudden noises from the next room will not be heard, etc. Once a creature notices or becomes suspicious of the effect (by turning around and seeing a large pile of broken crockery they did not hear break, for example), it will automatically be dispelled with respect to that creature.

The material component is a pair of blinders.*

Noska Trade's Blackfire (Evocation, Necromancy)

Range: 0
Components: V, S, M
Duration: 1 turn/level
Casting Time: 2
Area of Effect: 0.3 m radius sphere
Saving Throw: None

When this spell is cast, a cold, black fire appears in the wizard's hand, shedding violet coloured light equivalent to torchlight. The wizard can hold the Blackfire without taking damage or throw it at an opponent. Throwing it at an opponent requires a roll to hit. If the sphere hits, the target ignites the creature's life force doing 1d6 points of damage the first round and 1d3 the following rounds until extinguished. The flames can be extinguished by padding them out, but water has no effect. The flames only consume living matter (creatures and

plants) and have no effect on nonliving material or undead. The end product of Blackfire combustion is oxygen and a grey-blue ash.

The material components are human fat and powdered magnesium.

Source: Ted Dreibelbis.*

Paldeggeron's Accurate Arrow (Enchantment)

Range: Special
Components: V, S
Duration: 1d6 turns + 1 turn/level
Casting Time: 1
Area of Effect: Special
Saving Throw: None

When cast, Paldeggeron's Accurate Arrow minorly enchants one missile weapon (i.e. sling stone, arrow, quarrel, etc.) to automatically hit any target normally within the weapon's range. Effective with „called shots“, and situations of that nature. The missile's enchantment does normal damage as it were an unaided hit of the same nature. The enchantment instantly wears off upon the arrival at the missile's destination.*

Petition (Conjuration/Summoning)

Range: Special
Components: V
Duration: Instantaneous
Casting Time: 1 round
Area of Effect: One creature
Saving Throw: Special

This spell is used to alert an extra-planar being that the caster wishes to contact it. The spell does not allow further communication (though the extra-planar being may then contact the caster through other magic).*

Photocopy (Evocation)

Range: Sight
Components: V, S, M
Duration: Instantaneous
Casting Time: 2
Area of Effect: Special
Saving Throw: None

This spell, a variation of the first-level *Copy* spell, allows the wizard to create a permanent image, on a piece of parchment, canvas, or the like, of whatever he sees and concentrates upon at the time of casting, to the range of his vision. Detail in the final picture depends on distance, field of vision, and level of the wizard. For every level of the wizard, he may choose that the final image will appear on the parchment as if he were 10 m closer to the subject; e.g., the picture created by a fifth-level wizard standing 60 m away from a creature could contain detail he would normally notice at a distance of 10 m.

Material components are a piece of parchment, paper or canvas - which is not expended and upon which the image appears - and a silver coin and a pinch of salt (which are expended).*

Plane Source (Divination) Reversible

Range: 5 m/level
Components: V, S, M
Duration: Instantaneous
Casting Time: 2
Area of Effect: One creature or item
Saving Throw: Negates

Reveals the Plane of origin of any one creature, object or magical phenomenon in spell range, or the Plane reachable by the closest gate or dimensional nexus point. Hostile or unwilling creatures save vs. spells to avoid their origins being divined.

The reverse obscures detection by this spell for 24 hours.*

Pobithakor's Pacifier (Alteration)

Range: 0
Components: V
Duration: Instantaneous
Casting Time: 1 second
Area of Effect: Caster
Saving Throw: None

This spell is used when the caster is the subject of the *Pobithakor's Placer* spell. What this spell does is disrupts the energies and allows the caster a saving throw vs. spells to avoid the effect. There is enough time when the caster is being pulled through to cast this spell.

The verbal component varies, but usually sounds something like „not tonight, I have a headache“ or „not on the first date“.*

Pointdexter's Dex Points (Alteration)

Range: Touch
Components: V, S, M
Duration: 6 turns/level
Casting Time: 1 turn
Area of Effect: Creature touched
Saving Throw: None

Similar to a *Strength* spell, this spell causes an increase of a character's Dexterity for a limited duration. The spell may never increase a Dexterity rating score beyond the maximum values set by race and sex. The amount of increase depends on the class of the character affected:

Class	Dexterity gain
Priest	1d4
Fighter	1d6
Wizard	1d6
Thief	1d8

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For multi-class characters and characters with two classes, roll the die for whichever class is most favourable.

The material component of this spell is a set of three small balls.*

Power Bolt (Invocation/Evocation)

Range: 18 m

Components: S, M

Duration: Instantaneous

Casting Time: 1

Area of Effect: One creature or object

Saving Throw: None

This spell sends a magical bolt of electricity which causes 1d8 points of damage to the affected creature or object.

The material component for this spell is a piece of cat skin.*

Power Word, Awaken (Enchantment/Charm)

Range: 1d3 feet + 5 feet/level

Components: V

Duration: Special

Casting Time: 1

Area of Effect: Special

Saving Throw: Special

This spell was designed as a counter-spell to the first-level *Sleep* spell. A DM which whom I played ruled that the *Sleep* spell's targets had to be kicked or somehow given at least a point of damage to be woken from the slumber.

The wizard must pick a living creature within the area of effect (see below) for the spell. When the Power Word is spoken, that target will be subject to the effects of the Power Word as listed below. In addition, twice the wizard's level of hit dice of creatures within 1d3 feet + 5 feet per level, will also be affected, starting with the closest creature. These creatures may be either asleep or awake, since the spell's effects are not limited to sleeping creatures.

The spell causes an effect like a sudden rush of adrenaline to the creatures.

If the creatures are asleep, either magically or normally, the Power Word will wake them from their slumber. The sleeping creatures will be up and ready for action half a round later. There is no save, and the creatures will awaken even if they wish to remain asleep. Note that this completely ruins a wizard's or priest's resting, forcing them to begin again. They have normal to hit ratios and armour class. Sleeping creatures have no indication of why they wake up, their unconscious mind just receives the Word and wakes them.

If the creatures are awake, they automatically gain initiative for the round, as well as a +1 to hit and a bonus -1 AC for that round. Any creature performing an action that requires extreme concentration (such as casting a spell, scaling a wall, picking a lock, etc.) must save vs. spell or automatically fail the action. Likewise, affected creatures attempting missile fire must save vs. spell. Failure indicates the shot will miss, success means they must roll with a

-1 to hit. The awoke creatures will know the general location of the wizard, since they heard the Power Word consciously.

This spell is not effective within a magical *Silence*, nor will *Vocalize* make the spell castable. Since this spell does not cause damage, it will not disrupt an *Invisibility* spell.*

Protection From Enchantment (Abjuration)

Range: Touch

Components: V, S, M

Duration: 1 round/level

Casting Time: 2

Area of Effect: Creature touched

Saving Throw: None

The recipient of this spell is partially immune to magical forms of sleep, charm, and fear. He automatically receives a saving throw even if one is not ordinarily permitted, and if one is permitted, he saves at +4. Note that this spell will not free the recipient from any enchantment already in force, nor will it protect him from natural drowsiness or feminine guile. Also note that protection extends only to actual charm spells, such as charm person or charm monster, not to enchantment/charm spells as a class.

The material component is a lapis lazuli or more potent stone.*

Refresh (Alteration) Reversible

Range: Touch

Components: V, S, M

Duration: 1 day + 1 day/level

Casting Time: 1 round

Area of Effect: One person or creature

Saving Throw: Negates

This spell has an initial effect exactly like that of the first-level spell *Clean* (q.v.). In addition, Refresh keeps the recipient in that condition for the full duration of the spell. Thus, any dirt or odour would simply not find a hold upon the person. One could survive downpours of rain, wading through mud, and walk through a sand storm with one's clothes clean, skin fragrant, and hair in place (after a pass of the comb or two).

The spell also prevents the recipient from contracting any of the common nonmagical contagious diseases, keeps wounds from infecting, and blocks the sun's ultraviolet rays.

The reverse of the spell, *Dirty*, has all the effects one would expect: attract dirt and filth, etc.

The spell components are a piece of soap, a small sheet of silk, and a fairly freshly plucked rose or similar flower.*

Resist Paralysis (Abjuration)

Range: Touch

Components: V, S, M

Duration: 1 round/level

Casting Time: 5

Area of Effect: Creature touched
Saving Throw: None

For the duration of this spell, the recipient is immune to all forms of paralysis, including gaze attacks, paralytic poison, and Hold spells, but it does not negate paralysis already in effect.

The material component is a feather and an infusion of tea and ginger (to be consumed by the recipient).*

Restore Circle (Necromancy)

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 2

Area of Effect: Special

Saving Throw: None

This spell restores the magic of a neutralized *Circle of Protection* and merged inscriptions as the wizard inscribes out the break with the proper magical material, usually a ball of magical chalk.*

Reveal Owner (Divination)

Range: Touch

Components: V, S, M

Duration: 1 round/level

Casting Time: 1 round

Area of Effect: One item

Saving Throw: None

The caster of this spell receives a mental impression of the most recent owner or owners of the recipient object. An „owner“ is defined as an intelligent entity who was in direct physical contact (i.e., no gloves) with the object one hour, or who had the object upon his person for 24 hours. These time requirements may be divided by the caster's level, and for every 4 levels of the caster, one previous owner can be identified. Thus an eighth level wizard, for example, could determine the last two owners who carried the object for at least 3 hours each.

The information gained is sufficient that the wizard will recognize the owner on sight, and he can uniquely specify the owner for the purpose of such spells as legend lore.

The material component of this spell is a handful of dust.*

Runetree (Invocation, Abjuration)

Range: Special

Components: V, M

Duration: 1 turn/level

Casting Time: 5 rounds

Area of Effect: Special

Saving Throw: None

This is a spell that allows wizards to infuse the magical symbols they draw (see below) with the power needed to repel summoned or

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extraplanar creatures. The maximum hit die creature that may be fenced in or out is equal to the wizard's level plus four.

Note: As the above implies, it is possible to fence out summoned or extraplanar creatures of less than 4 HD by using the symbols without the runetrue spell.

The only symbols that this spell empowers are listed below:

Symbol	Protects from
Pentacle	Demons, demodands
Pentagram	Devils, daemons
Magic circle	Spirits of Good
Magic (protection) circle	Undead
Thaumaturgic circle	Spirits of Nature and Neutrality
Thaumaturgic triangle	Elementals

The wizard must still create the symbol manually, using anything from a stick to gold inlay.*

Sanh's Improved Ray of Light (Evocation)

Range: 6 m + 1 m/level

Components: V, S

Duration: Instantaneous

Casting Time: 2

Area of Effect: One creature

Saving Throw: Negates

This spell is a more powerful version of Sanh's Ray of Light. If a save vs. Magic is failed, the victim suffers 1d4 points of damage per level of the wizard. A fumbled save results in the victim being permanently blinded in one eye and dazzled for 2d6 rounds (-2 on all rolls).

As per the first-level version, Sanh's improved ray of light is basically a laser beam. The colour is chosen by the wizard, but multichromatic light, such as sunlight, cannot be duplicated. Since the beam itself is not magical, magic resistance has no effect against this spell.*

Sarius' Golden Squares of Protection (Evocation)

Range: 0

Components: V, S, M

Duration: 1 turn + 1 round/level

Casting Time: 2

Area of Effect: One floating 0.6 m long square plate/level

Saving Throw: None

This spell creates golden, shimmering square plates of force which move around the caster in a constant motion, attempting to deflect missile, hand, or weapon attacks directed at the caster. The AC of the mage is not altered by the spell, but any successful physical attack (less boulders, ballista, or attacks similar to a dragon's belly flop manoeuvre) will be de-

flected if the mage successfully saves versus breath weapons. Non-missile attacks by creatures with an effective strength of 19 or greater require a saving throw versus spells to deflect.

Each plate is able to sustain 4 hit points of damage before disrupting, so if a deflected attack does not cause enough damage to disrupt a square (chosen randomly) the square will remain active. For every 5 squares active, the effects of breath weapons directed at the caster will be reduced by 1 hit point per damage die, with 1 hit point damage per die being the maximum reduction allowable. Though, unless the breath weapon causes less damage than the current hit points of a square it will assuredly disrupt the entire field of squares in the process.

While the squares orbit the mage he is at a -1 to hit penalty for every square active whenever a hit roll is needed, including spells. The mage may create fewer squares than the maximum possible.

The material component(s) of this spell is a single gold piece for every square created. All pieces are thrown into the air where they disappear and are replaced by the floating squares.

The source of this spell is Sarius Mendelkine.*

Secret Light (Alteration) Reversible

Range: 60 m

Components: V, M

Duration: 1 turn/level

Casting Time: 1

Area of Effect: 6 m-radius globe

Saving Throw: Special

This spell is in all respects the same as the first-level spell *Light*, except that only the wizard can see the light. This of course means that it can in no way be used as an attack (blinding people, harming certain undead, etc.). It will cancel magical darkness, as it will be cancelled by magical darkness, just like *Light*.

The material components are the same as for *Light* plus two drops of blood and a tear from the wizard.

The spell can be reversed to *Secret Darkness*, although this normally isn't very useful. Perhaps if in presence of a blinding light you could cast *Secret Darkness* at the light source, so that you wouldn't be blinded. Of course, you'd better have another source of illumination handy. Also, it wouldn't save a vampire from the effects of direct sunlight - the light is still hitting his body, he just can't see it.*

Secret Torch (Illusion/Phantasm)

Range: Touch

Components: V, S, M

Duration: 6 turns

Casting Time: 1 round/torch

Area of effect: One torch/2 levels

Saving Throw: None

This spell lights one or more ordinary torches. The flames will, however, be cold and dark, shedding no ordinary light. The wielder of the torch will however be able to see by the torch, as if it was an ordinary torch, as long as he has it in his hand. Only one person can benefit from the torch at a given time: if two or more persons touch it, no-one will benefit. The wielder must hold it in his bare hand if he wants to see by it, and the flames will seem warm to him. The torch can be put aside or handed over, as an ordinary torch would be, but can not set fire to anything. It can be extinguished by any normal means, e.g. water or very strong winds. The torch will slowly smoulder and burn out, as an ordinary torch would.

The material components are the torch(es) to be lit, and a small portion of oil with rare herbs, which the torches are rubbed with (3 GP's worth per torch). In addition, the spellcaster must have access to a source of fire.*

Seduction (Enchantment/Charm)

Range: Special

Components: V, S, M

Duration: Permanent

Casting Time: One hour

Area of Effect: One person

Saving Throw: Special

The wizard may affect one individual of the opposite sexual orientation to become enamoured with the wizard and willingly subject to all his or her commands. That the victim has been seduced (magically or otherwise) will be readily apparent to all on a Wisdom check. In order to cast the spell, the enchanter must extract a personal item of the victim's, and then cast the spell onto the item in solitude. When the item is given back to the victim and recognized, the spell is complete. The victim is allowed a special saving throw on a 1d20 based his or her highest class.

Class	Saving Throw
Barbarians	15
Cavaliers	10
Paladins	10
Other Fighters	13
Rogues	12
Wizards	9
Priests	8
Monks	8
Specialist Priests	DM's option

The roll is modified by adding the victim's Wisdom and level and subtracting the wizard's apparent Comeliness and enchantment level. The spell is effective until dispelled. While under the enchantment, the victim will take as gospel everything the enchanter says, and will strive to protect and defend the wizard at all times. If the spell is broken by another magic or by the will of the enchanter, however, the victim will remember everything and know that magic was involved.

The material component for this spell is a flask of perfume or after-shave that must be shattered.*

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Sexify (Enchantment/Charm, Illusion/Phantasm)

Range: Touch
Components: V, S, M
Duration: Variable
Casting Time: 1 round
Area of Effect: One person
Saving Throw: None

The recipient of this spell undergoes a transformation in appearance to become more sexually attractive to members of the opposite gender no matter what the recipient's initial Comeliness. Looks, smell, smoothness, and even taste of the outer skin are all effected. The recipient's Comeliness is effected as follows (note that Comeliness will not decrease by casting this spell):

Wizard Level	New Comeliness	Duration
3rd	14	10 minutes (1 turn)
4th	15	20 minutes (2 turns)
5th	16	half an hour (3 turns)
6th	16	one hour (6 turns)
7th	17	two hours
8th	17	four hours
10th	18	eight hours
12th	19	sixteen hours
14th	20	one day
16th	21	three days
18th	22	seven days
20th	23	one moon
22nd	24	one year

Note that if two specialized wizards, an enchanter and an illusionist, work this magic in conjunction, then their levels may be added together to achieve a stronger magic. Furthermore, this spell has the effect of negating any curse magic which degrades the recipient's natural beauty.

The material component of this spell is a cosmetic and perfume kit magically prepared by a thaumaturge.*

Sexual Imagination (Enchantment/Charm)

Reversible

Range: 0.3 m/level
Components: V, S, M
Duration: 3 rounds/level
Casting Time: 1 round
Area of Effect: One creature
Saving Throw: Negates

By means of this spell, the victim is caused to become terribly horny for the duration of the spell. The victim has a saving throw as for a Charm spell (q.v.). This spell causes the victim to actively seek sex (or in the reverse abhor it) for the duration of the spell.

The material component for this spell is a straight, nonmagical rod. The material component for the reverse, *Sexual Lethargy*, is a small, supple twig.*

Shadow Bolt I (Illusion/Phantasm)

Range: Special
Components: V, S
Duration: Special
Casting Time: 1 round
Area of Effect: One creature
Saving Throw: None

This spell creates arrows from wisps from the plane of shadows, when the wizard performs the somatic action of drawing a physical, unloaded bow, and mutters the word "shadowbolt". The arrow is then fired as normal, requiring an attack roll to hit the target, doing 1d8 points of damage. Obviously, the wizard should know how to use a bow.

After the spell is initially cast, up to 2 arrows per level of the wizard can be fired within the next hour. Only the wizard can use the arrows, and they disappear both when they do and don't hit the target.*

Shadow Bolt I (Evocation)

Range: 5 m/level
Components: V, S
Duration: Instant
Casting Time: 2
Area of Effect: One creature
Saving Throw: Special

This spell creates a bolt of gray, shadowy force that leaps from the caster to a target creature. If the target is within range and visible to the caster as casting is completed, the bolt cannot miss. If not, the bolt is wasted. If another creature deliberately blunders into the bolt, it suffers the spell's full effects; the bolt vanishes after it strikes a living creature.

Any being struck by a shadow bolt must make a saving throw. If it fails, the victim suffers 1d6 points of damage plus one point per level of the caster. On the round after the bolt hits, the victim is wrecked by pain and suffers minus one penalty on Armour Class, saving throws, attack rolls and ability checks. After the round elapses, the spell's effects end. If the saving throw succeeds, the target takes only 1d4 hp damage total, and does not suffer from the pain effects.*

Shield II (Abjuration)

Range: 10 m
Components: V, S
Duration: 5 rounds/level
Casting Time: 2
Area of Effect: Caster
Saving Throw: None

This spell creates an invisible barrier in a hemisphere around the caster. This barrier provides the equivalent protection of:

AC 0 vs. hand thrown objects (daggers, dart, throwing axes, etc.),
AC 1 vs. device propelled (arrows, bolts, etc.),
AC 2 vs. everything else.

Against magic the caster gains +1 to saves vs. things that are physically damaging, negates magic missiles, and decreases spell damage by 1 point per level.*

Shocksphere (Evocation)

Range: 60 m + 10 m/level
Components: V, S, M
Duration: Instantaneous
Casting Time: 2
Area of Effect: 20 m diameter sphere
Saving Throw: 1/2

This spell creates a small ball of crackly blue light which expands outwards when it contacts a solid object, hits its target, reaches its maximum range or it reaches the point where the caster wishes it to expand. When it does expand, a large amount of electrical energy is given off, small lightning bolts arc from object to object inside the sphere and blue light is given off in a 60 m diameter sphere. All creatures within the area of effect must make a save vs. spells or take 1-3 points of damage per level of the caster (a successful save means damage is halved) up to a maximum of 10d3. If a particular creature was targeted for the spell then it takes 1d4 points of damage per level of the caster (up to 10d4) and its saving throw is made at a -2.

If the area in which the Shocksphere expands is not circular then the sphere will expand and conform to the volume it can occupy. The Shocksphere covers a volume of 112 m³.

If a creature fails its saving throw vs. spell then all of his items must make a saving throw vs. lightning or be destroyed.

Otherwise this spell is similar to a Fireball spell in many respects.

The material components for the spell is a small chunk of dried flesh from an electric eel or any other creature that uses electricity for an attack.*

Silhouette (Abjuration, Evocation)

Range: 9 m
Components: V, S, M
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: One creature
Saving Throw: Negates

This spell causes the affected person's shadow to rebel, for the duration of the spell. The shadow will not act properly, will disappear at will, reappear in the wrong place and in general do everything in its power to make the affected creature look really bad.

The material component for this spell is a doll, which is not consumed in the casting.*

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Sillvatar's Silver Lining (Enchantment/Charm)

Range: Touch
Components: V, S, M
Duration: 1 round/level
Casting Time: 2
Area of Effect: One melee weapon, 2 arrows or 2 bolts
Saving Throw: None

This spell is used to temporarily enchant a weapon to give it the properties of a silver weapon. In order for this spell to work, the caster must have 1 silver piece per pound of the weapon to be enchanted. When the spell is cast, the weapon is held in one hand, and the silver pieces in the other; the two are then touched together, and the blade „absorbs“ the silver pieces. For the duration of the spell, or until it is dispelled, the weapon will have all the properties of a silver weapon (i.e. it may be used to hit creatures who are normally harmed only by silver weapons). If one looks closely at the weapon, a silver glint will be seen upon its edge.

This spell will only enchant slashing or piercing weapons; blunt weapons are not affected by this spell. One melee weapon, or up to two arrows or bolts may be enchanted per casting of this spell.

The only components for this spell are the weapon and the silver pieces; the silver pieces are lost, but the weapon is unharmed.*

Slowspell (Alteration)

Range: 0
Components: V, S, M
Duration: Special
Casting Time: 2
Area of Effect: Special
Saving Throw: None

This spell can affect an area centred on the caster, another creature or a stationary area itself. Whether this area is stationary or can move with the caster must be determined during casting. If used to affect an area, slowspell protects a sphere of 3 m radius per level of the caster.

A slowspell causes spells cast at a protected being or area to be delayed in taking effect, depending on the level of the mage who cast the slowspell. The magic won't take effect for one round if the caster is 8th level or less, for two rounds if the caster is 9-12th level, or for three rounds if the caster is 13th level or greater. A powerful caster can choose during casting to shorten the delay. (A 13th-level wizard can choose to cause only a one-round delay, for example.) The delay can't be lengthened beyond three rounds by any known means. A slowspell has no effect on magic cast or wielded by the being it protects, but if cast on an area, a slowspell affects all magic in that area, from any source.

Once cast, a slowspell remains ready indefinitely. It is activated by contact with appropriate magic. When activated, the slowspell delays the spell that triggered it and all others it

contacts until its duration runs out. A slowspell lasts for one round per level of the caster, or two rounds after coming into contact with a dispel magic spell, whichever occurs first. A slowspell cannot be made permanent.

Casting this spell requires any faceted gemstone, which is consumed while casting.*

Sonic Barrier (Abjuration)

Range: 0
Components: S, M
Duration: 1 turn/level
Casting Time: 2
Area of Effect: 3 m radius sphere
Saving Throw: None

This spell creates an invisible, spherical barrier through which sound cannot pass. The barrier remains centred on the caster, enabling an assault group to move in absolute silence without giving up intercommunication. However, sound cannot pass into the barrier either, making the party deaf for the duration.

The material component is a glass globe.*

Sonoric's Lodestone (Divination)

Range: Special
Components: V, S, M
Duration: 1d4 rounds + 1 round/level
Casting Time: 2
Area of Effect: Special
Saving Throw: None

Using this spell, the caster is able to determine the general direction of a creature within the one mile, per every three levels of the caster (i.e. two mile range at fourth level, three at seventh, etc.). This direction sense lasts for the duration of the spell, regardless of the movement of the caster, or the creature. If the distance between the caster and the target should exceed the maximum range (target teleports, etc.), the spell is broken.

If the caster comes within three feet of the object of the spell, he gets a sharp headache. If the caster actually touches the object of the spell, the spell is broken.

The material component of this spell is some item which was in contact with the creature, up to the caster's level in turns previously.*

Sound Bit (Alteration)

Range: 0
Components: V, M
Duration: Special
Casting Time: Special
Area of Effect: As far as the sound carries
Saving Throw: None

To cast the spell, the wizard places a number of currant seeds (the material components) near the sound source. Half way through the spell the wizard ceases his chanting. All of the sounds created between this point and the time the wizard resumes chanting become the sound pattern to repeat. The maximum duration of the sound pattern is up to 1 second per

level of the wizard. The actual duration is the length of the pattern times the number of currant seeds, provided this is less than the maximum time. The sound need not be created by the wizard.

When the spell casting has ended, the sound pattern is repeated continuously until all the currant seeds are used. It is repeated at the same decibel level as the original sound.*

Spelltouch (Enchantment)

Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 2
Area of Effect: One item of less weight and volume than the caster's body
Saving Throw: None

The spell, cast on a nonliving item, allows another spell (priestly or wizardly magic of third level or less) cast on it in the following round to remain dormant until the item touches a target creature. The caster of the spelltouch can specify what race and sex, or type (undead, summoned, living, avian, etc.) of creature will trigger or be affected by the second spell. The second spell (which need not be known to or be castable by the caster of the spelltouch) is unleashed by contact between the item and the triggering creature but need not be a spell that affects only the creature.

For example, a gem set into a throne could unleash a fireball spell when triggered by the touch of a guard. ("A living human male" or "female" can be specified, but not "a wizard" or "the king".)

The caster of the spelltouch can (during casting) specify a single type of being as immune to the spell, as well as specifying what sort of being will trigger the spell. An immune being in the unleashed spell's area of effect gains a +4 bonus to any saving throws. If the enchanted item is touched by an immune being, either the second spell is not triggered by that touch, or the being escapes all harm from the spell (whichever is specified by the spelltouch caster).

The material components of this spell are a pinch of powdered gemstone (of any type and value) and a pinch of the ash left by any fire created or augmented by a spell, combined with a drop of water and touched to the item during the casting.*

Spider Climb II (Alteration)

Range: Touch
Components: V, S, M
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: One creature
Saving Throw: None

By this spell, the creature can walk on any surface and not slip. The creature can walk on walls, ceilings, ice, etc. and not slip or slide (feet are like suction cups to the surface). The crea-

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ture can also have one jump like the spell *Jump* from TSR's books (this is only one jump, not three like the first level spell gives).

The jump does not include a safe landing, but by using this spell, the creature can jump up on a wall and start climbing, or climb up some wall and jump to a different wall.

The material components needed are: a piece of gum (tree sap, or some type of sticky substance) and a small jumping spider (a grass hopper leg and a piece of spider webbing can be used as a substitute).*

Spitfire (Evocation)

Range: 3 m

Components: V, S, M

Duration: 1 round + 1 round/5 levels

Casting Time: 3

Area of Effect: One creature

Saving Throw: None

The casting of this spell causes the recipient (victim) to be surrounded by a swarm of small popping, fire-crackerlike bursts of fire. While these bursts do little damage (only 1 points of damage per round) and only 1 points of damage per turn to anyone wearing armour other than a shield -they make it impossible to concentrate to the degree necessary to cast any spell. This spell will do no damage at all to anyone who is thoroughly soaked in water, but the concentration breaking effects of the spell still function.

The material component of this spell is a pinch of sulfur.*

Summon Undead (Necromancy)

Range: 30 m

Components: V, S

Duration: 1 turn + 1 turn/level

Casting Time: 2

Area of Effect: Special

Saving Throw: None

The spell causes 3 HD of undead per 2 levels of the caster to appear within range. They will obey his commands until slain, dispelled, or the spell ends. The wizard may mix and match types as long as he does not exceed his HD allotment.

The necromancer cannot summon a creature of more HD than his level. Treat a +3 or better bonus to HD as the next die up, so a wight is worth 5 HD and a wraith is 6, a mummy 7, spectre 8, and a vampire (the toughest undead that can be summoned) is worth 9.*

Stealth Missile (Evocation)

Range: 10 m + 5 m/level

Components: S

Duration: Instantaneous

Casting Time: 2

Area of Effect: One or more creatures within a 3 m long square

Saving Throw: None

This spell is the same as a *Magic Missile* spell, except that it can be cast in absolute silence, and its missiles are extremely hard to see (5% chance per observer's level). It is perfect for those who need quiet and mage/thieves.*

Strengthen (Alteration)

Range: Touch

Components: V, S, M

Duration: 10 years/level (or see below)

Casting Time: 1 week

Area of Effect: See below

Saving Throw: None

This enables the wizard to carve a special rune on some structure, a wall well, or other stone design, that will keep it sturdy and strong for the duration specified. About 250 cubic feet of stone per level can be affected. Earthquakes will not damage the structure.

After the tenth level, the spell becomes permanent (until dispelled). The material components for this spell are a piece of chalk, and a set of arches constructed of steel. The wizard must analyse the structure beforehand, to place the spell appropriately.*

Talking Mist (Alteration)

Range: 30 m

Components: V, S, M

Duration: Special

Casting Time: 2

Area of Effect: 6 m + 3 m cube of mist or fog/level

Saving Throw: None

The Talking Mist is similar in many aspects to a Magic Mouth and an Animate Mist spell. When a "trigger" occurs (as per Magic Mouth), a mist is created and subsequently animated. The animation is simple on lower wizard levels, but the message which the mist can speak is always under 25 words.

All other effects are detailed under *Animate Mist* and *Magic Mouth*.

The material component of this spell is the smoke from a burning paper which has the message written on it.*

Transcribe Song (Alteration, Evocation)

Range: 0

Components: S, M

Duration: 1 round

Casting Time: 2

Area of Effect: One piece of paper

Saving Throw: None

This spell converts sound waves from a song currently being played within hearing range of the bard to musical notation onto a piece of paper the bard has in his possession. It will transcribe up to one round's worth of music into the musical notation most familiar to the bard.

This spell is useful for keeping records of new songs, or for keeping track of songs the bard is worried about forgetting. It does not work well for conversations, since it does not transcribe the words of songs, only the notes of the song itself.

The material components for this spell are a piece of paper or parchment, two ounces of good ink, and a grain of diamond dust.*

Tread of the Corpse (Alteration)

Range: Touch

Components: V, S, M

Duration: 1 hour + 1 hour/level

Casting Time: 2

Area of Effect: Creature touched

Saving Throw: None

The creature affected by this *dweomer* will find that their movements have become utterly silent. So long as the creature does not exceed its normal base movement rate for the environment it is in (i.e. measured in tens of feet indoors and tens of yards outdoors), then it will make no perceptible sound as it moves about, regardless of the mode of transport be it flight, swimming, climbing, walking, etc. If the subject of the spell is willing to take no other actions besides movement in a given round, then inanimate objects may be handled silently as well, meaning that a sword may be unsheathed without being heard, or a door opened that is not jammed in its frame. Any object that requires great force to move or open will not allow for this silent action.

Environmental factors will not normally affect the subject's ability to move silently, and thus squeaky doors, floors, water, and mud offer no resistance: squeaky doors will not squeak when opened by the subject of the spell, squeaky floors will not give enough to creak under the subject's weight (although unsound flooring will, of course, not remain silent if the floor cannot support the subject at all and breaks out from underneath him), water will not splash with the subject's passing, and mud will not slosh. Traps or other items which react in a noisy manner by snapping shut violently or trip wires strung with bells must be avoided normally as they will hinder the subject's passage and make noise as usual.

Any sudden action on the subject's part will make the expected amount of noise, but cautious, slow actions will make no sound at all. This spell does not actually mask sounds that the subject intends on making, and thus speech, spell casting, and forcefully opened doors will all be heard normally. The subject of this spell may, of course, alternate between making noise and moving unheard for the spell's duration.

Note that this spell is not an illusion, and actually alters the amount of sound a creature makes when interacting with its environment.

The material component for this spell is a bit of zombie flesh.*

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Trosli's Spontaneous Defenestration (Illusion/Phantasm)

Range: 20 m
Components: V, S, M
Duration: Instantaneous
Casting Time: 1
Area of Effect: One creature
Saving Throw: Negates

This spell creates an illusion of a window in a wall near the subject. The subject must save vs. spells or be seized by an irresistible compulsion to leap through the supposed window, bonking his head on the wall and taking 1-4 points of damage per level of the caster and being stunned for one round. Nonintelligent creatures are immune to this spell, and creatures immune to blunt weapons, or unable to perform leaping actions, take no damage.

The material component is a small pane of glass, which is consumed in casting.

This spell was researched by the gnomish illusionist/thief Trosli Kenderkin, a notorious trickster who once took out five gnolls (at first level) with a bag of marbles and a dagger.*

Vanquill's Tent (Alteration)

Range: 0
Components: V
Duration: 4 hours + 1 hour/level
Casting Time: 2
Area of Effect: 3 m radius sphere
Saving Throw: None

This spell is a lesser version of *Leomund's Tiny Hut*. It will keep out winds of up to 75 km per hour, as well as one type of precipitation (rain, snow, sleet, hail, etc) that is named at casting time and cannot be changed. For example, if the spell was cast to keep out rain, but the weather changed to hail, the hail would be able to enter the Tent. As with *Leomund's Tiny Hut*, the wizard cannot leave the Tent without ending the spell. Temperatures inside the tent are the same as those outside the tent, but there is enough room inside for a small fire.

Vanquill developed this spell as a lower-level alternative to the *Tiny Hut*, since he typically used all of his third-level spells in combat.*

Veschiul's Shadowbolt (Evocation)

Range: 120 m
Components: V, S
Duration: Instantaneous
Casting Time: 2
Area of Effect: Special
Saving Throw: None

The spell *Shadowbolt* allows the mage to mold a bolt of shadow from the Plane of Shadow, and fire it up to 120 m range. A to-hit roll is required, but is made as a fighter at a level of 1.5 times the mage's level, rounded up. The *Shadowbolt* does damage by impact: at ranges under 40 m, the damage is 1d4 per level, at ranges between 40 m and 80 m the damage is 1d4 per 2 levels, and at greater

ranges the damage is 1d4 per 4 levels. The number of dice should be rounded down in all cases (thus, a fifth level mage at 50 m does 2d4 damage, but a sixth level mage does 3d4). The creature must make a dexterity check to remain standing, adjusted by a -1 for every two levels of the mage (again, rounded down), as well as by mass:

Mass (pounds)	Dexterity adjustment	Distance
1 - 30	-8	25 m
31 - 60	-6	20 m
61 - 90	-4	15 m
91 - 120	-3	10 m
121 - 150	-2	5 m
151 - 180	-1	-
181 - 210	0	-
211 - 240	+1	-
241 - 270	+2	-
271 - 300	+3	-
300+	+4	-

The distance column indicates how far the target has been knocked away from the mage if the modified dexterity check was failed.*

Veschiul's Shadowcurse (Alteration)

Range: 30 m
Components: V, S, M
Duration: Special
Casting Time: 3
Area of Effect: Special
Saving Throw: Negates

The *Shadowcurse* can affect any creature of the world of light. The area of effect is one creature for every two levels of the mage above first; i.e. a third level mage can affect one creature, a fifth can affect two, and so on. The effect of the *Shadowcurse* is to afflict the victims with some of the vulnerabilities of a shade. The effects depend on the light conditions, as shown on the following table:

Light	Abilities	Move	Max. HP
Bright	-2	1/2	1/2
Average	-1	3/4	3/4
Twilight	-	-	-
Shadowy	-	-	-
Night	-	-	-
Darkness	-1	3/4	3/4

See the description of *Shade* in the MM II for exact descriptions of these light conditions.

The material component is a piece of pitch.*

Warstone (Alteration)

Range: 0
Components: V, S, M
Duration: Special
Casting Time: 4
Area of Effect: Special
Saving Throw: None

This spell enchants up to three small pebbles, which can be no larger than sling bullets. They can then be hurled or slung at an opponent. The Warstones have a +3 to hit and to damage, and are considered to be enchanted for purposes for determining if a creature can be struck.

Upon striking, the stone shatters and flings shards in a 1.50 m radius, inflicting 1d3 points of damage, or only 1 if the stone is smaller than sling bullet size. The stone will still shatter if it misses.

The material components are three unworked stones.*

Weave Knots (Enchantment)

Range: 5 m
Components: V, S, M
Duration: Special
Casting Time: 2
Area of Effect: Special
Saving Throw: None

This spell causes a short length of rope, hair, ribbon, twine or thread (up to 0.30 m per level of the wizard long) to weave and knot itself around or into anything the wizard wishes (even itself). The knot is usually quite intricate, and can be extremely difficult to untie by hand. It can be used to join two ends of rope together. Given enough raw material, it could even be used to weave 0.1 m² per level of the wizard of cloth or tapestry.

The caster of the spell can command the knot to untie at any time, and also to retie itself. All other creatures cannot untie the lock, although they may be able to cut or break the string or rope the knot is on. This effect is permanent, and the knot will detect as magical. In the case of cloth or tapestry made from this spell, it will not unravel. However, it may be torn, ripped, or cut.

Alternatively, the wizard can opt for the knot to be inextricable by anyone else. This is not permanent, and the knot will not detect as magical.*

Wings (Alteration)

Range: Touch
Components: V, S, M
Duration: 3 rounds + 2 rounds/level
Casting Time: 3 rounds to cast, 3 more for wings to grow
Area Of Effect: One creature
Saving Throw: None

By this spell, the caster creates „wings“ to appear out of the effected creature's back. The wings are magically attached to the back area, but are not attached in the sense that the person can be wearing clothing or armour. They are not part of the creature. The wings need a +1 magical weapon to hit, have AC 7 and have 2-12 hitpoints before being destroyed. The spell has no effect on creatures that already have wings. If there is no room for the wings to grow, e.g. because of clothing, the spell is lost.

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The wings can support a total of 200 pounds plus 20 pounds per level. They give an aerial manoeuvre rating of C, and fly at a rate of 12.

The material component of this spell is a bird's feather. The wings appear to be the same colour as that of the bird feather used in the spell.*

Wound Closure (Necromancy)

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 5

Area of Effect: Creature touched

Saving Throw: None

This spell closes the wounds of the recipient to prevent bleeding and infection, incidentally curing 1-4 hit points of damage. All of the victim's wounds will be closed by a single casting, but further application is possible to increase the healing effect. The spell can be used on corpses to disguise the cause of death, but it does not work on non-corporeal or extraplanar entities.

Note: A recent posting suggested that mages be able to cast healing spells using 1d6 instead of 1d8. I believe the above spell description shows my opposition to that approach (see also DMGv2 p. 43), unless you intend to do away with clerics as a PC class. From a game mechanics standpoint, such an approach would destroy the balance between priest and mage, but there is a campaign background reason as well: Pseudo-medieval medical knowledge would be atrocious. Clerical healing is a gift from God or the gods, relatively omniscient and omnipotent fellows, but magical curing would depend upon the mage's understanding of the body and its functions. Thus you might find a wizard who can pull the edges of a wound back together, as described above, but you could not find one who could stimulate the replication of tissue of various injured organs, insure an increased blood supply to the affected regions, metabolize fat and increase respiration to enrich said blood, etc. You certainly could not find a mage to cure diseases before any microbes are discovered.*

Zhaida's Instant Stoneskin Remover (Conjuration, Evocation)

Range: 2 m + 1 m/level

Components: V, S, M

Duration: 3 rounds

Casting Time: 2

Area of Effect: One person or creature

Saving Throw: Special

This spell creates 1d4 pebbles, plus 1 pebble per level, up to a maximum of 1d4+12 at 12th-level. Each pebble counts as one attack regarding *Stoneskin* spells. To be successful, the wizard must simultaneously hurl the pebbles at the target, and roll a successful attack roll vs. AC 10 with a +4 added to the die roll for this to have effect. No modifiers for range, magical protection or Dexterity are applicable. Each pebble will remove one *Stoneskin*, and no save is allowed.

If used against an opponent without a *Stoneskin* cast on him, an unmodified attack roll vs. the target's armour class is required. If successful, each pebble will inflict but one hit point of damage, and a successful save vs. spell reduces this to half damage, rounded down.

If the spell creates more pebbles than the target has *Stoneskins*, the extra pebbles are lost, not inflicting any damage.

The material components are a pebble or sling stone to be multiplied and hurled towards the target.*

Zombie (Necromancy)

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 1 hour

Area of Effect: One corpse

Saving Throw: None

This spell is identical to *Skeleton* in most respects. Instead of creating a skeleton, it creates a zombie. The caster may control a number of zombies made by this spell equal to half his level, round down.

The material component is a salve that costs 100 GP and takes 48 hours of uninterrupted time.*

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Albino Fruit Flies (Conjuration/Summoning)

Range: 30 m + 10 m/level

Components: V, S, M

Duration: See below

Casting Time: 3

Area of Effect: One 3 m cube/level

Saving Throw: Negates (but see below)

This spell causes a great cloud of small, white, harmless but annoying flies to spring forth. These bugs are so dense as to obscure vision within the cloud to only 0.6 m. These albino fruit flies, while they do not bite, secrete a sticky gooey substance, so that anyone caught within the cloud and failing a saving throw will be affected as if by a *Slow* spell. While the cloud itself will only last for 2 rounds + 1 round per level of the wizard, the effects of the sticky gunk on characters will last until they manage to wash it off, a feat which requires at least half a gallon of water for a man-sized creature, and takes 1 turn. Using more water will reduce this time, of course, and complete submersion in water will wash a character in a single round. These flies have an even worse effect on vegetation. Beings made from vegetable matter will take 1d3 points of damage per level of the wizard for as long as they remain within the cloud. Other vegetation will surely be eaten within a few rounds, destroying gardens or forests, and probably greatly angering any nearby druids!

The material component of this spell is a live ash-white fly or any other kind of small, harmless, but extremely annoying insect.*

Alpha's Comet (Conjuration, Evocation)

Range: 10 m + 5 m/level

Components: V, S, M

Duration: Instantaneous

Casting Time: 3

Area of Effect: Special

Saving Throw: None

This spell creates a flaming missile with a trail of superheated noxious gasses. The comet unerringly strikes one target, the impact causing 3d6 damage and the flames an additional 3d6. Furthermore, any creature within 1.5 m of the comet's path will suffer 2d4 fire damage. All those within 1.5 m of the point of impact will suffer 3d4. Anyone who suffers damage from this spell is also considered to have been engulfed in the noxious fumes, and will be at -2 on all rolls (10% spell failure chance) for 1-6 rounds due to coughing, choking, and blurred vision.

The material component is a ball of pitch mixed with sulphur and phosphorous.*

Alpha's Darklight (Alteration)

Range: 10 m/level

Components: V, S, M

Duration: 1 turn + 1 round/level

Casting Time: 3

Area of Effect: 4.5 m radius globe

Saving Throw: None

This spell is exactly the same as the second level magic-user spell *Darkness*, 4.5 m radius (q.v.), except in that the caster can see normally through the darkness so created as if in normal lighting conditions. Alternatively, the caster can bestow the visual benefits to another character by crushing the material component and sprinkling the dust into the eyes of the recipient. Note that the spell only allows normal vision through the darkness caused by the particular casting, and lends no benefit towards other darkness, either normal or magical.

The material component is a piece of coal or charcoal, which must be crushed and applied as above.*

Alpha's Flames of the Faltine (Alteration, Evocation)

Range: 0

Components: V, S, M

Duration: 2 rounds + 1 round/level

Casting Time: 3

Area of Effect: Special

Saving Throw: None

This spell sheathes the caster in hot yellow flames and blurs the caster's features somewhat, causing them to assume a smooth and somewhat indistinct shape, also turning a dark red colour. The flames will appear to be present even coming out of the caster's eyes and mouth. These flames give the caster no special protection, but they do shed bright light in a 9 m radius. Furthermore, any creature strik-

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ing the caster with a claw, bite, or similar attack or a hand-held weapon less than 1.5 m long will suffer damage as though contacting a *Wall of Fire* spell (q.v.) - 2d6 damage + 1 point per level of the caster. Undead suffer double damage, and creatures especially susceptible to flame may also take additional damage. The caster may attempt a melee attack to burn others with this fire, a successful blow causing 1d6 damage + 1 point per two levels of the caster. Creatures passing within a 1.5 m radius of the caster suffer 1d4 heat damage. By standing still and concentrating, the caster may extend this heat radiation, inflicting 2d4 within a 1.5 m radius and 1d4 within a 3 m radius, but this falls back to the usual level if the caster stops concentrating or resumes moving. The caster can attempt to destroy inanimate objects by touching them, requiring a save vs. normal fire to avoid destruction. This may be attempted once per round, at a -1 cumulative penalty for each consecutive round of handling. Items on the caster's person at the time of the casting of this spell are unaffected by the flame. The caster may end this spell prematurely if desired.

The material component for this spell is a flask of oil, poured over the caster's head during the casting of the spell, and an open flame of any size.*

Alpha's Heat Lightning (Evocation)

Range: 10 m/level

Components: V, S, M

Duration: Instantaneous

Casting Time: 3

Area of Effect: One creature

Saving Throw: 1/2

This spell calls down a bolt of reddish-purple lightning which strikes a single creature within range. The bolt inflicts 1d6 of damage per level of the caster. Cold or water-based creatures suffer an additional 1 point of damage per die, while creatures resistant to heat OR electricity suffer 1/2 normal damage (1/4 with a successful save). All nonmagical metal worn by the target must save vs. lightning (at +2 if the save was made, but at -2 if the save was failed) or be fused to any nearby metal (sword fused to gauntlet, pieces of armour fused together, preventing movement).

The material component of this spell is a short glass rod, a bit of fur, and a bit of iron or lodestone.*

Alpha's Ice Bolt (Conjuration/Summoning)

Range: 60 m

Components: V, S, M

Duration: Instantaneous

Casting Time: 3

Area of Effect: Special

Saving Throw: Special

With this spell, the magic-user opens a small hole in the spatial fabric into the supernatural cold of the para-elemental plane of ice. It brings forth a shaft of solid para-elemental ice 15 cm thick and 3 m long (the hole is opened for only a very brief time). This missile hits with

great force, causing 3-30 points of damage from the impact alone. If the target saves vs. petrification, only a glancing blow is dealt, and the victim suffers only 1-10 points of damage.

An additional save (also vs. petrification, and at +4 if only a glancing blow was suffered) must be made, or the victim will be stunned for 1-6 rounds from the force of the blow.

The ice absorbs heat from the nearby air, and this causes 1-6 points of cold damage (no saving throw) to all within 5 feet of the bolt's path, and within a 10' radius of the target creature. The bolt shatters upon striking its target, and the victim will suffer an additional 4-24 points of cold damage (2-12 if only a glancing blow was suffered).

Fire-using creatures take double damage from the cold caused by the bolt, while those resistant to cold take none. Both types of creatures suffer full damage from the bolt itself.

Water-based creatures in liquid form will suffer only 1-10 points of damage from the blow, and cannot be stunned, but they will automatically be slowed for 2-8 melee rounds.

If the target creature is struck fully (i.e. fails the initial saving throw), then exposed items on that side of the caster must make a save vs. crushing blow, and all items carried by the caster must save vs. magical frost (note also that items on the side struck by the bolt must save at -10, due to the cold and the blow).

The material component of this spell is a clear gem worth not less than 100 GP.*

Alpha's Images of Ikonn (Illusion/Phantasm)

Range: 0

Components: V, S, M

Duration: 2 rounds/level

Casting Time: 3

Area of Effect: 4.5 m radius sphere

Saving Throw: None

This spell is similar to the 2nd level *Mirror Image* spell (q.v.). The caster gains 1 mirror image for each level of experience, rather than rolling randomly. These images can appear anywhere within 4.5 m of the caster, and a blurring distortion effect occurs in the casting of this spell and at the end of each melee round which prevents isolation of the true wizard in the new melee round, even if the wizard was successfully attacked in the previous round. Area effect attacks (Fireball, etc.) can still affect the caster even if his location is not known. As a final benefit, if one of the images is struck by an opponent, the caster may make an unmodified save vs. breath weapon. If successful, the image will not be dispelled by the blow.

The material component of this spell is a small carving or doll of the caster and a broken mirror.*

Alpha's Lightwall (Evocation)

Range: 10 m/level

Components: V, S, M

Duration: 1 round/level

Casting Time: 3

Area of Effect: 3 m/level long square

Saving Throw: Special

This spell causes a wall of dazzling yellow-white light to come into being at any point within the range of the caster. Vision through the wall by any means is quite impossible, though it is negated by a *darkness* (q.v.) spell cast at it. When the wall first comes into being, all those within 3 m of it who are not averting their eyes (thus a mage could warn his companions that he was about to cast this spell) must make a save vs. petrification to avert their gaze from the wall in time to avoid being dazzled by its brightness. This dazzling results in a -2 penalty to hit, a 20% spell failure chance for spell casters, and a -1 penalty on initiative dice rolls. These effects persist for as many rounds as the difference between the victim's die roll and the roll needed for him to save. These effects can persist even after the duration of the spell has elapsed. Naturally, blind or sightless creatures are unaffected by this spell, but subterranean or dark dependent creatures (e.g. drow, duergar, svirfneblin) suffer a -3 on their saving throw. Further, they are not protected by their normal magic resistance, as the spell is not cast directly at them. They are as vulnerable to its existence as any other creature would be. The light given off is equivalent to a *continual light* (q.v.) spell within 6 m, and equivalent to a *light* spell (i.e. normal torchlight) in an additional 24 m radius. The Lightwall, if cast out of doors, can be seen up to a mile away per level of the caster (reflecting the additional size of a larger caster's Lightwall). The wall can, of course, be created smaller than the maximum size for the caster's level. The wall itself causes no damage to creatures passing through it. However, a character fighting someone with a Lightwall directly behind him suffers a -1 on his chances to hit (note that this is cumulative with the dazzling effects described above). Similarly to the first level wall of *darkness* (q.v.) spell, sound is blocked by the Lightwall, assuming that it does not allow sound waves to travel around the sides of it (as when cast outdoors, for example). It does not absorb sound or prevent spellcasting, it merely does not allow sound to pass through it (even if such sound is from a *Horn of Blasting* or a *Shout* spell).

The material component is a clear gemstone or a sunstone worth not less than 100 GP.*

Alpha's Lucent Lance (Alteration)

Range: 10 m

Components: V, S, M

Duration: 1 round

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

There must be some ambient light available in order for this spell to work. The effectiveness of this spell is determined by the amount of ambient light available. The caster must concentrate for a full round to focus the light into the Lucent Lance, after which its energy may be released. The power of the Lance is such that it can carve through wood or soft metal up to 10 cm thick, stone up to 2.5 cm thick, or hard metal up to 1.5 cm thick, this thickness multi-

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plied by the appropriate modifier on the table below. Items carried by a living creature are partially protected by that creature's aura, and gain a save vs. magical fire (modified as below) to avoid being damaged by the Lance. Living creatures suffer a base of 1d6 damage, modified as below, with a maximum upper limit of not more than 1d6 per level of the caster. The Lucent Lance coalesces as a ball of light around the caster's hand holding the material component, and shoots forth until maximum range is reached or until a sufficient thickness of material blocks its progress. The Lucent Lance may be traversed over an arc up to 0,3 m per level of the caster at its maximum range. The caster's hand glows brightly while the spell is being cast and while it is active.

Type of light	Damage Mod.	Save Mod.
Candlelight	× 0.5	+3
Single torch or lantern	× 1	+1
Multiple torches, <i>Light</i> spell, starlight, magical dagger	× 2	+0
Large bonfire, bright moonlight, <i>Continual Light</i> spell, magical sword	× 4	-1
Multiple magical light sources, indirect or filtered sunlight	× 6	-2
Direct sunlight, <i>Sunray</i> spell	× 12	-4

If the light source used is a fire of some sort, that fire has a 50% chance of going out. A permanent light effect (e.g. magical sword or dagger) will lose its power to shed light for 1d10 rounds. A spell used as the light source will be automatically dispelled if it's a 1st-3rd level spell, and will have its duration cut by 25% if a higher level spell.

The material component is a small, oblong corundum rod worth at least 100 GP.*

Alpha's Night of the Leonids (Conjuration/Summoning)

Range: 30 m + 10 m/level
 Components: V, S, M
 Duration: 1 round
 Casting Time: 3
 Area of Effect: Special
 Saving Throw: None

This spell can only be cast outdoors at night. It calls down a number of flaming meteorites to strike unerringly any targets within range. The caster can call down 1d4 meteorites, plus another for every five levels of experience (d4+1 at 5th-9th, d4+2 at 10th-14th, etc.). Each meteorite strikes a single target, though more than one may strike any given target. Each of these

„Leonids“ comes blazing down from the heavens, striking for d6+1 impact damage and an additional d6+1 fire damage.

The material component for this spell is a bit of meteoric iron.*

Alpha's Rolling Thunder (Evocation)

Range: 0
 Components: S
 Duration: Special
 Casting Time: 1
 Area of Effect: 1.5 m/level radius
 Saving Throw: Special

The caster need but throw his arms heavenward and a great rolling thunderclap will sound directly overhead. All creatures within 3 m of the caster must save vs. petrification or be knocked prone, suffering 1d4 + 1 damage, and are automatically stunned for 1 round and deafened for 1d4 + 1 rounds. Those within one-half the radius of the spell (e.g. within 75 m of a 10th level caster) but not within 3 m must save vs. spells or be stunned for 1 round, and are automatically deafened for 1d4 + 1 rounds. All others in the area of effect must save vs. spells or be deafened for 1d4 + 1 rounds.*

Alpha's Silverlight (Evocation)

Range: 60 m
 Components: V, S, M
 Duration: 2 rounds/level
 Casting Time: 3
 Area of Effect: 9 m radius sphere
 Saving Throw: Special

This spell is similar to the 2nd level *Continual Light* spell in that it creates a very bright light (almost as bright as full daylight). However, any creature within the area of light which is vulnerable to silver (e.g. wights, wraiths, lycanthropes, devils) will suffer 1d6 damage every round that it remains in the area of effect, and will be at -2 to on to hit rolls and +2 to be hit due to the intense discomfort felt by such creatures while within the Silverlight. Alternatively, the caster may throw the spell directly at a single target. Such a creature must save vs. spells or be blinded for the duration of the spell. If the save is made, the spell forms as per usual about 30 cm behind the intended target, and its duration is halved. A creature vulnerable to silver who is thus targeted need not save vs. blinding, but will instead suffer d6+1 (2-7) points of damage per level of the caster, up to a maximum of 10d6+10, and will be stunned for 1d4 rounds. A successful saving throw vs. spells at -2 will halve the damage and reduce the duration of the stun to a single round. If thrown thus at a creature vulnerable to silver, the spell will not form normally, regardless of the saving throw, as its magic is used up in the attack on the creature.

The material component is a bit of pure silver.*

Alpha's Starfire (Evocation)

Range: 30 m
 Components: V, S, M
 Duration: 1 round
 Casting Time: 1
 Area of Effect: 1.5 m diameter column, 9 m high
 Saving Throw: Special

This spell creates a column of brilliant, blazing silvery-white flames. All within 3 m of the column not looking away must save vs. petrification or be blinded for 1 round and dazzled (-2 to hit, +2 to be hit) for an additional 1d3 rounds. Creatures adversely affected by bright light (e.g. drow, duergar) save at -3 vs. this effect. Any creature within the narrow column of fire (most likely only a single creature) is automatically blinded and dazzled as above, and additionally suffers 1d6 damage per level of the caster, up to a maximum of 10d6. A save vs. spells will halve this damage. If the spell is cast outdoors under a night sky, a bonus of +1 per die of damage is added.

The material component for this spell is a bit of silver and a shard of crystal.*

Apparition (Illusion/Phantasm)

Range: Touch
 Components: V, M
 Duration: 1 round/level
 Casting Time: 1 round
 Area of Effect: One creature's face
 Saving Throw: Negates

This spell transforms the recipient's or victim's face into a horrible and terrifying mask of the wizard's own imagination. The spell will not duplicate the face of any known creature, but the characteristic of a number of creatures can be mixed. The magic used is highly volatile, and often takes on a life of its own, adding emphasis to the ideas of the wizard. Creatures of 1 HD or less who are surprised must roll save vs. magic or flee for 1d3 rounds. If the spell is cast on an unwilling victim, the victim is allowed a save vs. magic to avoid the affects.*

Astral Wall (Abjuration, Conjuration)

Range: 1 m/level
 Components: V, S, M
 Duration: 1 turn/level
 Casting Time: 1 round
 Area of Effect: 30 square m/level, 1.5 m radius at first level
 Saving Throw: None

This creates a wall (which can have any shape the caster desires, including a sphere) which prevents physical effects which would pass through normal walls, such as *Teleport*, *Astral Projection*, Monkish „phase“ ability, etc. Any such attempt by a character will fail, leaving the character on the other side of the wall. It is, however, possible to simply walk through an Astral Wall. If the spell is linked to an exist-

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ing physical wall (including one created by Wall of Stone or Iron), the duration becomes one hour per level. The Astral Wall can be disrupted by Dispel Magic cast from either the physical or astral plane.

The material component is a piece of parchment.*

Azalldam's Waterspray (Invocation/ Evocation)

Range: 0

Components: V, S, M

Duration: Instantaneous

Casting Time: 3

Area of Effect: 15 m long, 1.5 to 4.5 m wide cone

Saving Throw: 1/2

This spell causes a high-pressured cone of water to stream from the caster's hand; this cone is 15 m long, 1.5 m wide at the caster's hand, and 4.5 m wide at the base. The majority of damage is caused by the high pressure of the stream; anyone caught inside the area of effect suffers 3d8 points of damage; a successful saving throw vs. spell will reduce this damage by one half. Those who fail their saves must roll saves vs. crushing blow for all their possessions to avoid their destruction. In addition, victims who fail their initial saves must make a dexterity check; if this check fails, the target is pushed backwards 1-20 m, and is knocked prone.

The water from this spell will extinguish any normal fires, but has only a 50% chance to put out magical fires. This spell will inflict double damage on fire elementals or similar creatures.

The material component for this spell is a large beaker of water which is used up when the spell is cast.*

Bilador's Spellshape (Alteration)

Range: 10 m/level

Components: V

Duration: Special

Casting Time: 3

Area of Effect: Up to 1.8 m³/level

Saving Throw: None

When cast, this spell allows the altered spell to affect the area the wizard desires, up to 1.8 m³ per level.

For instance, a 10th-level wizard could make a wall 0.3 m × 6 m × 1 m in any orientation which would be "filled" with the area of effect, a solid dome in a spherical shape 15 cm thick and having a radius of 4.5 m, or flood a hemisphere with a radius of 1.8 m. A hemispherical dome would have a radius of 6.6 m at 15 cm thickness, and a cube 2.1 m on a size could also be shaped.

Any spell can be shaped, as long as the shape has a thickness at the axis of at least 15 cm. For instance, a *Teleport* can move anything "encompassed". *Lightning bolts* become fields of lightning affecting all those "encompassed". Abjurations can enclose areas or surround people.*

Bleed (Alteration)

Range: 1.5 m + 0.3 m/level

Components: V, S, M

Duration: 1 turn/level

Casting Time: 3

Area of Effect: One creature

Saving Throw: 1/2

When cast, this spell causes the victim's nose to bleed for the duration of the spell. The victim will lose one hit point every turn of the spell. The spell will also cause the victim to be highly uncomfortable and therefore fight at only 95% of efficiency (add 1 to the victim's THACO). The damage can be negated by a *Cure Light Wounds*, or having the nose completely bound and having the victim to lay motionless for the duration of the spell.

The material component is a drop of blood.*

Brains (Alteration)

Range: Touch

Components: S, M

Duration: 6 hours/level

Casting Time: 1 hour

Area of Effect: One creature

Saving Throw: None

The recipient of this spell gains a temporary increase in intelligence as follows:

Normal Intelligence	Extra Points
1-4	4
5-8	3
9-11	2
12-13	1

Note: this is not cumulative.

The material component for this spell is some sort of brain, be it from an animal or a monster or from something else.*

Channel Item (Enchantment, Invocation)

Range: Special

Components: V, S, M

Duration: Permanent

Casting Time: 1 hour

Area of Effect: One rechargeable magic item Saving Throw: Special

This spell is used to recharge any item which was initially created by the use of an *Enchant an Item* spell, such as magical rings, gems, rods, staves, and wands; but not limited to such.

The wizard must be fully rested and not engaged in any physical activity to cast this spell. Usually, most mages try to find a secure area since the chance of spell failure can be deadly. He first cast this spell over the item, in the process opening up a channel between

him and the magic item to be recharged, taking one round to initiate the channel. At this time, the total possible charges an item may contain may be discerned by casting an *Identify* at this time with a modifier of +10% added onto his normal chance of success. Then, the appropriate spells must be cast into the item to affect its recharging. While the spells needed for various items are too large to be listed, it can be assumed that a spell which the item imitates is able to recharge the item. (Spell research can aid in gaining more knowledge of this subject).

At the end of the recharging session (or at least before the channelling effect ends due to the casting time limitations) the mage must "close" the item's channel. This requires a successful saving throw vs. spells modified by +1 for every level of the spellcaster and -1 for every spell cast into the item which did nothing to recharge it. A failed saving throw means that none of the spells cast into the item had any recharging affect. If the mage is physically attacked and/or the spell disrupted during the recharging period the mage must make an unmodified successful saving throw vs. spells, with a successful save indicating the entire process has been merely cast for naught and a failed save indicating that the magic item explodes for a magical blast effect in a 3-18 m radius doing damage equal to 1-4 HP of damage per charge the item currently contains (save vs. spells for half damage). The item in question (unless of artifact or relic status) is irrevocably ruined in the explosion.

The material component of this spell is a small gold funnel worth at least 100 GP value, which is destroyed in the casting of the spell.

The source of this spell is the Telnorne Mageocrat.*

Charm Undead (Enchantment/ Charm, Necromancy)

Range: 30 m

Components: V, S

Duration: Special

Casting Time: 3

Area of Effect: One or more creatures in a 6 m radius sphere

Saving Throw: Special

This spell works just like the Players' Handbook spell *Charm Monster*, except as noted above and that it only works on undead.*

Chime (Alteration)

Range: 9 m

Components: V, S, M

Duration: Special

Casting Time: 1 round

Area of Effect: One object

Saving Throw: Negates

This spell enchants an object such that, when a condition is met (specified as in *Magic Mouth*), a reasonably loud chime, bong or ring will sound from the item. This chime is loud enough to wake a nearby sleeper or be heard from a nearby room. This behaviour will con-

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tinue, functioning at most once per round, until the condition ceases, the item is destroyed, or the dweomer dispelled.*

Conceal Magic (Divination)

Range: Touch
Components: V, S
Duration: 4 hours/level
Casting Time: 3
Area of Effect: One object
Saving Throw: Negates

Cast it on a magic item and it renders that item undetectable by *Detect Magic* (great for hiding magical traps). The caster will not know if the object has made its saving throw, though he can of course check this by casting a *Detect Magic*.*

Control Normal Fires (Alteration)

Range: 0.3 m/level
Components: V, S, M
Duration: 1 round/level
Casting Time: 2
Area of Effect: 90 dm³/level
Saving Throw: None

This spell enables the wizard to cause fires as small as a torch or lantern to become as large as a 2 m diameter bonfire or to cause a bonfire to shrink to the size of a torch or explode into a fire with a diameter of 5.4 m. In this process fuel is burned according to the size of the fire. Also heat dissipation can be adjusted which will also affect the amount of fuel used.

The amount of change a wizard can affect in a fire is determined as follows: take the wizard's level divided by 2 and round it down. This is the maximum multiplier or divisor for the size (in volume) and effects of the fire.

The material component differs for the two different uses of the spell: if the spell is used to increase a fire, the material component is a tinderbox, which is not consumed in the casting. If the spell is used to shrink a fire, the material component is a drop of water.*

Curse Weapon (Enchantment)

Range: 1.5 m/level
Components: V, S, M
Duration: 1 round/2 levels
Casting Time: 3
Area of Effect: One weapon
Saving Throw: Negates

This spell is used to curse the weapon of an opponent. When it is cast, the caster chooses which weapon to curse. Unless the owner of the weapon makes a successful save vs. spell, that weapon will have a penalty applied to all "to hit" and damage rolls for the duration of this spell. The penalty is equal to 1 for every four levels of the caster, to a maximum of -5. This penalty only applies to the chosen weapon, not to other weapons carried by the owner.

This spell will negate magical bonuses (only for the spell's duration); if a weapon's magical bonus is reduced, its current value is used for determining which types of creatures may be hit by it (i.e. if a +4 sword is reduced to +1 by this spell, it may not be used to hit elementals for the duration of the spell).

The material component of this spell is a small replica of the weapon to be cursed; it is consumed with the casting.*

Detect Charm (Divination)

Range: 30 m
Components: V, S
Duration: 1 turn
Casting Time: 1 round
Area of Effect: One creature/round
Saving Throw: None

This spell will reveal whether or not a recipient is under the effect of a charm spell, provided that the recipient fails his saving throw. Up to ten persons can be checked before the spell wanes. The caster has a 5% chance per level of determining the exact nature of the charm spell (or spells) which affect the recipient.*

Detect Teleport (Divination)

Range: 0
Components: V, S
Duration: Concentration
Casting Time: 3
Area of Effect: 240 m radius sphere
Saving Throw: None

After casting this spell the caster gets an impression whenever anyone arrives via teleport, enters or leaves the prime material plane in the area of effect. The spell lasts only while the caster concentrates on it. The impression will not reveal the location within the range in which the effect occurs.*

Dheryth's Tomelore (Divination) Reversible

Range: Touch
Components: V, M
Duration: Instantaneous
Casting Time: 15 rounds
Area of Effect: One book or scroll
Saving Throw: None

With this spell, the wizard may detect whether or not a book or scroll is cursed, what language it is in, whether or not its contents are encoded or enciphered, and other general information about its contents.

None of the following things will be revealed by the spell, though:

1. Absolutely nothing will be told about the special books listed in the DMG (e.g. a *Librum of Ineffable Damnation*, a *Manual of Puissant Skill at Arms*, etc.). Likewise, very powerful books (artifacts or relics) will be utterly out of this spell's power.

2. Specific spells and scrolls will not be revealed (e.g. "*Secret Page* spell on p.2", "*Fire Trap* cast on cover", "*Explosive Runes* on binding", etc.), nor will the exact nature of a curse, if present, be told.

3. If the book or scroll contains spells, the wizard will not be told precisely which spells are there, although the DM might allow weak statements like "20 pages are devoted to spells;" or "a few weak spells seem to be inside this tome".

The reverse of this spell, *Tome Shield* (Abjuration), must be cast on a particular book or scroll, which is thenceforth immune to Dheryth's Tomelore for one month. It further resists the operation of the *History* and *Identify* spells, granting the protected book a save vs. spell as if it were a wizard of the same level as the one who cast Tome Shield.

The material component for this spell is a magnifying glass, for the reverse it is a blank page. Both are consumed in the casting.*

Dispel (Abjuration)

Range: 9 m
Components: V, S, M
Duration: Permanent
Casting Time: 1
Area of Effect: Special
Saving Throw: None

By use of this spell, the wizard can attempt to negate the effects of any other single spell providing that at least some part of that spell's area of effect is within nine metres of the wizard. The base chance for success is 50% modified upward or downward by 5% per level the wizard is above or below the caster of the spell being negated. This spell can also be used to negate the magical effects of potions (either before or after ingestion), with the level of potion maker being generally treated as 12th.

The material component of this spell is a piece of gum.*

Disrobe (Alteration)

Range: 60 m + 10 m/level
Components: V, S
Duration: Special
Casting Time: 3
Area of Effect: One creature
Saving Throw: Negates

The target of this spell must make a saving throw versus magic. Success indicates that the spell has no effect; failure means that all magical and nonmagical items worn by the creature, excluding items held in hands, are stripped from the creature and strewn in a one metre radius. Items magically blink from the creature to the ground and will not be harmed by the fall unless the creature is flying more than one metre from the ground.

This spell was researched by Insley Hofton. Insley has a kinky streak. This was invented partly as an amusement, and partly to strip all those nasty magic items from the bad guys. It's

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best combined with *Unseen Servant*, *Telekinesis*, or light-fingered friends which can pick up the items thus removed.*

Distract (Enchantment/Charm)

Range: 18 m
Components: V, M
Duration: Instantaneous
Casting Time: 1
Area of Effect: One wizard
Saving Throw: Negates

This spell is specifically designed toward distracting wizards before they can unleash their magic. The victim must save vs. spell at -5 or lose spell concentration. Note that this spell has absolutely no effect against non-wizards. All it does is interrupt the flow of magical information between the wizard's conscious and subconscious.

The material component for this spell is a pair of scissors, which is consumed in the casting.*

Dreamoore's Eldritch Sphere (Evocation)

Range: 20 m + 10 m/level
Components: V, S
Duration: Special
Casting Time: 3
Area of Effect: 0.3 m diameter sphere
Saving Throw: None

This potent spell launches a mentally guided 0.3 m diameter globe which travels 0-18 m per segment and turns up to 90 degrees per round. The sphere strikes as a monster of the caster's hit dice, but even on a missed roll, the missile may return the following round as long as the magic-user concentrates. Once it hits, the globe disperses and inflicts 2d6 base damage + 2 damage points per level of its caster to the first creature touched, up to 2d6 + 20 maximum potential (e.g. an 8 hit die eldritch sphere inflicts 22-32 damage points).

The sphere harmlessly vanishes if the caster's concentration is broken or the globe exceeds maximum range. Despite its limited area of effect, the eldritch's sphere's true advantage is its damage potential and ability to pursue and possibly corner single foes.*

Dwindle (Alteration)

Range: 0
Components: V, S
Duration: 1 turn/level
Casting Time: 3
Area of Effect: The wizard
Saving Throw: None

The wizard is able to shrink himself to as small as one inch in height for the duration of the spell, during which time all items carried are also shrunk. This spell may be cancelled at any time by the wizard. Effects on combat mechanics are left undefined and to the DM's discretion.*

Eldarr's Spell Conversion (Alteration)

Range: 0
Components: V, S, M
Duration: 3 turns/level
Casting Time: 1 turn
Area of Effect: Caster
Saving Throw: None

This spell allows its caster to convert one spell into another of the caster's choice. As long as the Spell Conversion is in effect, when another spell is cast, the wizard may choose to cast it normally, or alter it into another spell. The spell to be altered must be of 3rd level or lower, and the spell to be converted to, must be of 2nd level or lower (the addition level of power is expended in the conversion process) and must be a spell the wizard already knows, although it does not have to be currently memorized.

This spell is usually cast at the beginning of a day or before a known encounter, to give the caster ample time to replace it in his memory with another spell. Only wizard spells may be converted by this spell -priestly spells are not affected by it, and only the caster's own spells are affected. Range, duration, area of effect, and saving throws are as per the spell being converted to; the spell being converted determines the spell components and casting time (however, in order to convert a spell, a few additional incantations are necessary, and the name of the new spell must also be uttered; this affectively increases the casting time of the original spell by one).

As an example of the use of this spell, let us assume Biff the wizard has cast this spell before a large battle; during the fight, Biff finds himself levitated by an enemy spellcaster and dropped from a great height. Unfortunately, Biff has nearly used up his compliment of spells in the battle, and has a single Fireball left - not much use in this situation. However, since the Spell Conversion is in effect, Biff starts the incantations of the Fireball anyway; when he is dropped, Biff casts the *Fireball* but uses the Spell Conversion to convert it to a *Feather Fall*, and he floats softly to the ground unharmed.

The material component for this spell is the pelt of any were-creature; the pelt is consumed with the casting.*

Enhance Illusion (Alteration)

Range: 30 m
Components: V, S
Duration: 1 round/level
Casting Time: 3
Area of Effect: One illusion
Saving Throw: None

This spell is one way for wizards to add actual substance to their illusions. Up to two rounds before casting an illusion (notably *Phantasmal Force*, *Improved Phantasmal Force* or *Spectral Force*), the wizard casts this spell on the area in which the illusion is to initially appear. Once cast, the illusion then does 10% of the actual damage that it would do if it were real if the victim made a saving throw against

it, and is treated as normal with respect to armour class, attacks, etc., if the victim failed the saving throw and doesn't recognize it as an illusion. The illusion also becomes armour class 10, and gains 10% of the hit points it would normally have; however, illusionary creatures may never have more combined hit dice than the caster.

If the illusion is not cast in the enhanced area within 2 rounds the former spell will be wasted. Multiple enhance illusions on one illusion will cancel each other. This spell can also be used in conjunction with *shadow monsters*, *demi-shadow monsters* or *shades*, adding 10% more realism to that already inherent in the spell, and lowering the perceived armour class by 1.

Enhance illusion is attributed to the deceased mage Scaurlin Oberlin, who died in a magical duel with a grey slaad he summoned and subsequently released. This is reputedly the only spell Scaurlin ever wrote in his once-promising career.*

Exploding Coins (Enchantment)

Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 3
Area of Effect: 1 coin/level (up to 10)
Saving Throw: None

This spell allows the caster to enchant one or more coins with an explosive charge; the more valuable the coin, the more potent the explosion (see table below). The coins will retain their enchantment until used or dispelled; the explosion will be triggered when the caster utters a command word chosen during the incantation. Alternately, the caster may choose a delay, after which time the coin will explode; the length of this delay may be up to 1 turn per level of the caster (measured from the time the caster speaks the chosen command word).

The following table gives the amount of damage for each type of coin, along with the burst radius, and what level is required to enchant a particular type of coin:

Material	Burst	Level	Radius
of coin	damage		(metre)
brass*	1d2	5	0,5
copper	1d3	6	0,6
iron*	1d3	7	0,7
bronze*	1d4	8	0,8
chromium*	1d4	9	0,9
cobalt*	1d4+1	10	1
silver	1d6	11	1,1
electrum	1d6	12	1,3
steel*	1d6+1	13	1,5
gold	1d8	14	1,75
titanium*	1d8	15	2
platinum	1d10	16	2,5
mithril*	1d10	17	3
adamantite*	1d12	18	4

*These are additional (optional) materials for coins, which do not have to be used.

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A maximum of 10 coins may be enchanted per casting of this spell; also, no more than 20 of these coins may be brought within 9 m of each other safely; if this occurs, the owner(s) must make a saving throw vs. spell for *each* coin. If a coin fails its throw, it explodes normally; if the throw succeeds, the coin simply vanishes in a puff of smoke. This spell has the additional limitation that it may only be cast once per two day period.

The only material component for this spell is the coin to be enchanted; the coins are consumed in the explosion.*

Fellstar's Flaming Vortex (Evocation)

Range: 10 m/level
Components: V, S, M
Duration: 1 round/level
Casting Time: 3
Area of Effect: 2.4 m high x 0.6 m wide inverted cone
Saving Throw: 1/2

This spell calls into being a spinning vortex of flames that resembles a burning dust devil; the vortex is 2.4 m high and 0.6 m wide at its widest. The caster may direct the movement of the vortex in any direction desired, but it may not be moved across a body of water. The vortex moves at a rate of 10 per round, and the caster must maintain full concentration in order to direct its movements; if the caster loses concentration, the vortex will move in a straight line at full movement rate until the caster can again gain concentration. The wizard may not move the vortex further away than 10 m per level of the caster, or the spell terminates.

The caster may use the vortex to attack a single victim per round; he may attack the same target in following rounds, or may elect to move the vortex to attack a different one. Anyone struck by the vortex suffers 1d4 points of damage per level of the caster (up to a maximum of 10d4). A successful save vs. spell reduces this damage by half. The flames from this spell will ignite flammable materials on contact, but will not harm most other materials, unless exposure is prolonged. That is, if a creature is attacked by the vortex for only a single round, non-flammable possessions are not affected; if attacked on two consecutive rounds, all possessions must save vs. magical fire normally (but only if the target fails his save). Each additional round of exposure inflicts a -1 on all possessions' saves (no penalty in added to the target's save).

The material component for this spell is a piece of flammable material suspended from a string; the caster lights the material on fire and twirls it in a circle while casting the spell. He must continue doing this throughout the duration of the spell, and the material must remain lit; if it does not, the spell ends prematurely.*

Forget Spell (Alteration)

Range: 100 m
Components: V, S, M
Duration: Instantaneous

Casting Time: 3
Area of Effect: One wizard
Saving Throw: Negates

When casting this spell the Meta Mage tries to make another wizard forget a single spell. The target wizard must save vs. spell at -5, if successful, nothing happens. If he fails, one of his spells is lost (determine at random). The Meta Mage does not steal the spell, it is simply forgotten and must be re-memorized.*

Free Action (Abjuration)

Range: Touch
Components: M
Duration: 5 rounds/level
Casting Time: 3
Area of Effect: Creature touched
Saving Throw: None

This spell grants the recipient the benefits of *Protection from Paralysis*, and the additional benefits of being able to function without penalty in a constricting environment (such as water, *Web* spells, *Entangle* spells, etc). It does not affect paralysis already existing, unless it is cast specifically to counter such in which case it gives no further benefit.*

Gaseous Form (Alteration)

Range: 0
Components: V, S
Duration: 1d6 rounds + 1 round/level
Casting Time: 3
Area of Effect: Creature touched
Saving Throw: Negates

This spell allows the caster to turn the creature touched into a pink cloud of gas, for the duration of the spell. If the creature touched is an unwilling recipient of the spell, he gets a save, with a successful save negating the spell.

The spells effects are identical to that of the *Potion of gaseous form*, with regards to movement rates, and the effects of a *Gust of Wind* spell, though the caster, if he casts the spell on himself, can turn non-gaseous at any time.*

Go-Behind (Alteration, Illusion/Phantasm)

Range: 30 m
Components: S, M
Duration: 1 round
Casting Time: 2
Area of Effect: Special
Saving Throw: Negates

The wizard casts this spell by snapping his fingers. After doing this, the wizard is instantly transported behind his opponent (the wizard must be able to see this area). When this happens, an image of the wizard remains behind and imitates the actions of the wizard for two rounds, then disappears. The foe receives a saving throw vs. spells to believe the image is unreal.

The material component for this spell is a bit of sulphur.*

Gopher (Conjuration/Summoning)

Range: 12 m
Components: V, S, M
Duration: 2 hours/level
Casting Time: 2 rounds
Area of Effect: One creature
Saving Throw: Negates

When cast, this spell causes the victim to be followed by a crazed man who is convinced that the victim is a gopher. The man has a magic wand that shoots *Magic Missile* as projectiles. However, the "man" always misses but he shows up at the worst times, i.e. when sneaking up on a sleeping dragon. Even though he misses he will continue to attempt to shoot the victim succeeding in destroying the area where the victim is.

The man has AC -2, 200 hp, regenerates 2 points of damage per melee round, has an Intelligence of 5 and a Wisdom of 3. He just loves to yell "freeze gopher!" at the top of his voice. While this spell is in effect, the victim has a -95% chance to surprise.

The material component of this spell is a gopher tail.*

Grasping Hands of Horror (Necromancy)

Range: 10 m/level
Components: V, S, M
Duration: Instantaneous
Casting Time: 1
Area of Effect: One arm/level
Saving Throw: Negates

This spell causes a number of arms equal to the level of the caster to reach out of the ground and grab at the target. The hands themselves do no damage, but when they pull you under you start to suffocate. Victims have to make a saving throw every round they are in the area of effect and for every extra hand they have a -1 on their save.

In a graveyard or similar corpse-infested area there is an additional -2. If they fail their save, they are dragged underground and start to suffocate. Others can dig the victim out, mundanely or magically. He will be found simply two feet or so under the ground, paralysed, but quite aware of what happened. A really high-level mage could cast this spell and affect many people by giving five arms to this target, four to that one, and so on.*

Hang (Alteration)

Range: 0
Components: V, S
Duration: 3 days
Casting time: Special
Area Of Effect: Caster
Saving Throw: None

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By this spell, the next spell the caster casts will be held (will not take effect) until either the duration ends or the caster says a keyword that will set off the spell. The Spell that is held must be third level or lower, and a magic user can only have one spell hung at any given time. For those spells that require a direction or a special action (like pointing a finger for lightning bolt), the caster will have to say the keyword and point at that time. It takes one segment for the held spell to go off (no casting time, only initiative), and the caster should be given a bonus of +2 (in d6 initiative system) or -4 (in the 10 segment system). When the keyword is spoken by the caster, it is only letting go of stored energy. The caster still has 80% of his activity left in the round: the caster can make one attack or cast one first or second level spell late in the round.

The spell to be held must be cast with extreme caution. It will take twice the casting time and twice the components it would normally take to cast that spell. If the caster tries to cast another spell while another spell is hung, the hung spell will fizzle.

No material components are needed to cast the spell hang, but those needed to cast the next spell after are doubled.*

Hold Spirit (Enchantment/Charm)

Range: 120 m
Components: V, S, M
Duration: 2 rounds/level
Casting Time: 3
Area of Effect: 1-4 spirits in a 6 m cube
Saving Throw: Negates

This spell paralyzes creatures which do not come from the plane they are on, including conjured spirits and spirits possessing another creature. If the spell is cast at 3 or 4 spirits, each gets an unmodified saving throw. If two are being enspelled, they save at -1. If there is a single target, it saves at -3. Held beings remain aware of events around them and can use abilities which do not require motion or speech.

The material component for this is a straight piece of cold iron.*

Hypnosis (Enchantment/Charm)

Range: Sight (reciprocal)
Components: V, S, M
Duration: 24 hours
Casting Time: 1
Area of Effect: One creature
Saving Throw: Negates

The victim of this spell must save versus magic or be hypnotized by the wizard, thus obey all commands of the wizard, except those that are self-destructive or radically against his alignment. While under the "unclosed" spell, it will be somewhat apparent that the victim is under a charm (Intelligence and Wisdom checks apply), however, the spell may be "closed" by the wizard until the duration expires. To do this, the wizard may give the victim a set of instructions to obey under a spe-

cific set of circumstances. Until those circumstances arise, the victim will act normal not realizing that he is under the spell.

After the spell has elapsed, the victim will have no recollection of any events while under hypnosis unless the wizard has instructed him to remember. In this way, the victim's long-term memory for the hypnosis period can also be programmed. To effect the hypnosis, the wizard must use a small shiny object to catch the victim's attention. This object is not consumed in the casting.*

Improved Armour (Conjuration)

Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 3 rounds
Area of Effect: One creature
Saving Throw: None

This spell is identical to the first level spell *Armour* although it provides its wearer an armour class of AC 2. The Armour lasts until dispelled or until it has received 16 + 2 points per level of the caster worth of damage.

Note: The armour does not absorb damage nor is it ordinarily visible. It will work with a shield (fighter/mages only), dexterity bonuses, and other magical protection devices, like rings and cloaks of protection, although it will not protect a creature wearing artificial armour. Artificial armour includes all manufactured armours, but does not include skin or hides that are a natural part of the creature to be protected.

The material component is a small piece of finely cured blessed leather which the caster must rub all over his body while casting. Note: the leather is reusable.*

Improved Know Alignment (Divination)

Range: 3 m
Components: V, S
Duration: 4 rounds/level
Casting Time: 1
Area of Effect: One creature/level
Saving Throw: None

This spell enables the wizard to sense the alignments of one creature per level. Diviners of fourth level and above may sense the degree of commitment vs. flexibility various individuals hold with respect to these alignments, and a diviner of seventh level and above may gain insights into recent transgressions and into the relationship these individuals have with their chosen deities.*

Intelligent Mist (Alteration)

Range: 10 yards
Components: V, S, M
Duration: 1 round/level
Casting Time: 3
Area of Effect: Special
Saving Throw: None

This spell is an extension of the first-level *Talking Mist* spell and can be "triggered" to appear under certain circumstances. The spell can summon a Class I type of intelligent mist from the elemental plane of air. Once it appears, the mist delivers an introductory message, but doesn't dissipate immediately after delivery. It can then stay for its duration and converse with anyone in the area.

The mist is actually a being from the elemental plane of air (albeit a low powered one). The difference between intelligent mists and other summoned creatures is that the mists actually have access to the knowledge of their summoner. This includes 1 language (chosen by the wizard) and information (not spells) dictated by the casting wizard.

For a detailed description of the different types of intelligent mists, see the monster description provided with the level 5 spell, *Magic Mist*. Once the spell duration ceases, the mist returns to the Plane of Air, but if the spell is "retriggered" before this happens, the same mist is summoned again, with knowledge of previous encounters.*

Jam Radio (Alteration, Divination)

Range: 0
Components: V, S
Duration: 1 turn/level
Casting Time: 3
Area of Effect: 30 m radius sphere
Saving Throw: None

This spell prevents all magical communication spells of first or second level from crossing the boundary of its area of effect.*

Jamye's Prismatic Snowball (Alteration, Conjuration, Enchantment)

Range: 0
Components: V, S, M
Duration: 1 round + 1 round/3 levels
Casting Time: 3
Area of Effect: One snowball + 1 snowball/levels
Saving Throw: Special

When cast, this spell creates a pile of coloured snowballs at the caster's feet. The number of snowballs is equal to the duration of the spell in rounds - 2 at 3rd level, 3 at 6th level, 4 at 9th level, etc. The caster can throw one snowball per round as if he were proficient in snowball throwing. Other characters can also throw snowballs, but they will suffer a non-proficiency penalty for it (unless they have taken a proficiency in snowballs). The snowball has a range of 30 m, plus 10 m per Strength point of the thrower over 12.

The snowballs do no physical damage when they hit; however, they have powers that vary with the colour of the snowball according to the chart below. In order for the snowball's magic to work, the target must be hit with it (a successful "to hit" roll required). The snowball's power only affects the creature hit, even if the spell it duplicates has a greater area of effect.

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The snowballs are always picked up and thrown in the order given, starting with red and ending (assuming the spellcaster is high enough level) with violet.

No.	Colour	Save vs.	Effect
1	Red	Spell	Charm Person
2	Orange	Spell	Faerie Fire
3	Yellow	Poison	Taunt*
4	Green	Paral.	Spook
5	Blue	Paral.	Glitterdust
6	Indigo	Spell	Bind
7	Violet	Wand	Tasha's Uncontrollable Hideous Laughter

* If the yellow snowball hits on an unmodified die roll of 20, the victim has been hit in the face and has eaten some of the snow. It must then make an additional save vs. poison at a -4 or be violently ill (no attacks, armour class worsens by 4) for a number of hours equal to the caster's level.

The material components for the spell are a small rainbow-coloured marble.*

Kallum's Cold Frost (Evocation)

Range: 100 m + 10 m/level

Components: V, S, M

Duration: Instantaneous

Casting Time: 3

Area of Effect: 3 m radius sphere

Saving Throw: 1/2

This spell creates a ball of extreme cold and sharp ice particles which expands outward from its detonation point. All creatures in the area of effect will take 1d6 hit points of damage per level of the caster from the cold (save vs. spells for 1/2 damage). All objects in the area of effect will be frozen, and a layer of frost will cover the surface of everything in the area of effect. If a creature fails its saving throw then all of his items must make a saving throw vs. frost or be destroyed by the extreme cold.

Because of the sharp particles of ice created in the detonation, the explosion will still cause damage to those who are immune to cold. If a creature is immune to cold, then the damage will be 1-2 HP per level of the caster with a saving throw for half as normal.

The spell can do structural damage to wooden structures as can the *Fireball* spell.

Otherwise this spell is the same in all respects as *Fireball*.

The material components for this spell is a handful of glass crystals or any kind of crystals which is thrown in the direction that the caster wishes the *Iceball* to go.*

Kevin's Holy Rain (Invocation)

Range: 20 m

Components: S, M

Duration: 1 round/level

Casting Time: Special

Area of Effect: 1 m diameter/level

Saving Throw: Special

This spell creates a small cyclone that moves from the wizard's finger and grows into a billowing white cloud from which a steady downpour of holy water falls.

The cloud can be directed and controlled as long as the wizard concentrates on the spell. The cloud can move with MV 6. Undead creatures suffer 1d6+1 points of damage per round that they are in contact with the rain. Intelligent undead may save vs. breath weapon for half damage.

If the save is successful, it means the undead has managed to avoid some of the rain. The cloud's area of effect grows bigger as the wizard advances in levels, up to a maximum of 10 m diameter. As the area of effect grows bigger, the casting time gets longer: 1 segment per 2 levels with a maximum of 5.

The rain from the cloud keeps falling for one round per level up to 10 rounds at most. The wizard can stop the rain at any time by ceasing to concentrate on the cloud. The cloud can be moved by any wind with a force up to 30 miles per hour; if the force exceeds this limit the cloud disperses.

The rain remains holy only long enough to do damage; after it has made contact with any other matter, it becomes ordinary water.

The material components for this spell are a drop of holy water and a hair from a priest of any good alignment.*

Kiri's Guardian Sigil (Abjuration)

Range: Touch

Components: V, S

Duration: Special (until discharged)

Casting Time: 1 round

Area of Effect: One object or area

Saving Throw: None

This spell is in many ways similar to the Sepia Snake Sigil in that it traps people in a shimmering field of force. The spell can be cast upon an item or upon an area of up to 10 square feet per level. When casting the spell, the wizard must specify the conditions that will set the spell off. Examples: "Anyone who touches my spell books besides me", or "Anyone who walks on my welcome mat without saying 'Arador'".

One person per level can be named in the casting of the spell. When the spell is discharged, the target is trapped in suspended animation inside a impenetrable field of force. There is no save against this spell. The only way to remove the field is to dispel it (against the wizard's level), or wish it away.*

Kuglan's Key Warden (Conjuration/Summoning)

Range: 12 m

Components: V, S, M

Duration: 1 turn + 2 rounds/level

Casting Time: 7

Area of Effect: Special

Saving Throw: None

Kuglan's Key Warden is usable only by conjurer specialist wizards. It enables the conjurer to summon a two metre tall, shadowy humanoid - known only as a "Key Warden" or "Key Master". The Key Warden (HD 4+4, AC 2, Strength 18/51, 1 AT, Dam. 1d6+3, THAC0 14) will fight only to defend itself. The creature, whose essence comes from the plane of shadow, wears a belt pouch (under its dark cloak) containing duplicates of all of the keys the wizard has seen, at a maximum distance of six metres, or touched within the last one day per level of the wizard.

The Warden is summoned to assist in opening doors, chests, and other locked objects. The conjurer may command it to unlock or open doors etc., within spell range, by employing either the keys or its strength. If none of the keys unlocks the object, the Warden, which never speaks, will bow to the wizard and wait for the conjurer's command to forcibly open the portal or object. If the conjurer so bids the Warden, it will attempt to break down or break open the door or object, employing its strength (Open Doors: 13 in 20, 25% Bend Bars/Lift Gates).

The Key Warden's body and keys vanish if the creature is slain; the Warden and its keys vanish at the end of the spell's duration, otherwise. The Key Warden will not give the keys to anyone, including the wizard, and, if someone is somehow able to steal any keys, the stolen key(s) will immediately vanish. The Warden may be commanded to unlock or open as many doors and objects as the conjurer desires, within the spell's range and duration - taking one round per opening. The Warden will only respond to commands by the wizard that involve unlocking or opening.

Material components for the spell are five keys: one of gold, one of silver, one of iron, one of brass, and one of mithril. The components are not consumed by the casting, and may be used again.

This source of this spell is the Kuglan Shadowgate of Melvaunt, an industrious mid-level conjurer who enjoys good relations with the Zhentarim.*

Leap (Alteration)

Range: Touch

Components: V, S, M

Duration: 1 turn + 1 turn/level

Casting Time: 1

Area of Effect: Creature touched

Saving Throw: None

When this spell is cast the individual is empowered with the ability to leap. The distance the individual is able to leap is a total of 6 m per level forward, backward or straight up. A number of jumps up to the level of the wizard can be made. Also, at the end of the leap, the individual will always land without taking falling damage. Leaps must be completed within 1 turn plus 1 turn per level after the spell is cast.

An example: given a seventh-level wizard, the individual affected can jump up to a total of 42 m in up to a total of seven jumps, i.e. seven times a 6 m jump.

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The material components for this spell are the legs of a grasshopper or of a frog.*

Magic Missile II (Evocation)

Range: 60 m + 10 m/level
Components: V, S
Duration: Instantaneous
Casting Time: 3
Area of Effect: One or more creatures in a 3 m cube
Saving Throw: None

This improvement on the first level Magic Missile allows the caster to fire 1 missile per 2 levels of experience. Each bolt can be individually targeted and does 1d8 point of damage. The spell fires that number of missiles every round until the caster is hit or ends the spell. After the initial casting the missiles have a speed factor of 1 each and the caster may move, or engage in any other action besides spellcasting after the missiles fire.*

Major Annoyance (Enchantment/Charm)

Range: 1.5 m/level
Components: V, S, M
Duration: 1 round/level
Casting Time: 3
Area of Effect: One creature
Saving Throw: 1/2

This is an even more powerful version of the *Minor Annoyance* and *Annoyance* spells (q.v.). It makes the victim's leg hurt, exactly as if he has barked his shin on something. Although causing no damage, it is painful enough to disrupt spell casting in the round it is cast in, as well as subsequent rounds, to the limit of the spell. The victim also suffers combat penalties: Armour Class bonuses due to high dexterity are negated, and attacks are made at a -2 penalty.

A successful save vs. this spell reduces the duration of the spell to one round per two levels of the caster, and reduces the attack penalty to -1.

The material component is a coffee bean, carved to look like a miniature table.*

Malta's Pattern Transport (Alteration)

Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

With this spell, the caster can move himself and other materials from one Pattern to another Pattern. The two Patterns must have the same image and the destination Pattern must be at least as big in radius as the source Pattern. Both Patterns must be known to the caster (current locations) and they must be laid flat.

The destination Pattern must not be supporting any object (even partially). The destination Pattern must also be uncovered such that there is room for the incoming creatures/objects.

If all of the above conditions exist, then casting the spell will transport the caster and any objects/creatures which are completely supported by the source Pattern to the destination Pattern. All objects transported will end up on the destination Pattern at the same ratio of distance to the edge as on the source Pattern. That is, if an object is halfway from the centre to the edge on the source Pattern, then it will be halfway from the enter to the edge on the destination Pattern (regardless of the size of the destination Pattern).

An object is considered to be completely supported by the pattern when its weight is supported by the material inscribed in the outer circle of the Pattern or by something which is itself completely supported. That means that a person held in the air by another will be transported only if the holder is completely supported. Flying creatures must not be flying at the time of transport.

To cast the spell, the caster must stand in the centre of an undamaged Pattern and cast the spell. In the first round of the casting, the Pattern will begin to glow (each colour of the Pattern will emit its own colour). Over the next eight rounds, the Pattern brightness will increase to approximately the same as outside on a sunny day. As the last word of the spell is stated, the brightness of the Pattern doubles and all completely supported objects/creatures are transported to the destination Pattern.

If the destination Pattern is not available (see above), then the transported objects/creatures are returned to the source Pattern after one second (and the source Pattern's save is at -4). The source Pattern is subjected to some heat and other energies in the course of the transport. These energies cause the source Pattern to make a save or be damaged (a single crack or burn mark will alter the Pattern and render it unusable). The destination Pattern is not subjected to the same amount of energy, so it does not need to make a saving throw.

The lighting conditions at the destination Pattern do not change, so the transported creatures will have to adjust to the current lighting (1-2 rounds, depending on lighting).

Some notes:

- 1.) Tossing a rug over an inlaid Pattern prevents incoming transports.
- 2.) Rolling up a rug/cloth Pattern prevents incoming and makes it easier to transport the Pattern.
- 3.) The only bidirectional Patterns are exactly the same size (hence the *Pattern Image* spell).
- 4.) The caster must remain in the middle for all of the casting, but creatures/objects also transported only have to be on the Pattern in the last segment.*

Marty's Magic Bow (Evocation)

Range: 0
Components: V, S, M
Duration: 1 round/level
Casting Time: 3

Area of Effect: Caster
Saving Throw: None

Marty's Magic Bow causes a magical force to propel objects from the caster's fingers much as a bowstring. With arrows, the effect is to allow the caster to release one arrow per round, each arrow attacking as a fighter of 1/2 level of the spellcaster. The advantage of this spell is the fact that the arrow attacks are not magical: thus there is no magical saving throw involved for the target, so if the caster makes his to-hit roll (at 1/2 his level on the fighter table) he hits, even if the target is, say, in an anti-magic shell, or in a Cube of Force that Keeps Out All Magic, or if the target is magic resistant.

There's probably a material component (say, a length of string made of silver thread, or something like that) but the arrows are not components - i.e. they're not consumed, and you might be able to reclaim some of them. Also, magical arrows would provide the appropriate bonuses to hit/damage.*

Merkridan's Misplayal (Alteration)

Range: 20 m
Components: V, S
Duration: 2 rounds/level
Casting Time: 1 round
Area of Effect: One instrument
Saving Throw: Special

This spell causes music emanating from a musical instrument to become twisted and harsh. The musical notes effectively become interchanged. The target instrument may be either magical or nonmagical. Only magical instruments gain a saving throw (as if the attack were magical fire) to avoid the spell effects. If a bard is playing an affected instrument, all bard abilities directly resulting from the playing of his instrument are lost until the spell expires (or the bard uses a new instrument). The spell has no effect on sounds from living creatures, although it could effectively garble communication through instruments (i.e., signalling drums). It only works on items which are emitting music at any time while (or up to one round after) the spell is being cast.

The origins and history of the spell Merkridan's Misplayal are unknown. This spell was discovered in a lost laboratory complex on the deserted island of Arremara.*

Mirror Escape (Illusion/Phantasm)

Range: 0
Components: S, M
Duration: 3 rounds
Casting Time: 1
Area of Effect: The caster
Saving Throw: None

This spell is a modified *Mirror Image* spell. When it is cast, 1d4+1 images of the wizard appear in various places around him (in a 6 m radius). Within seconds, they all start running in different directions. They are basically unseen servants that have an illusion upon them

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of the wizard. They will run until 4 points of damage have been inflicted upon them or 3 rounds have expired.

The material component of this spell is a small smoke bomb that is cast down as the wizard's feet.*

Molten Ground (Alteration)

Range: 6 m

Components: V, S, M

Duration: 1 round/level

Casting Time: 1 round

Area of Effect: 0.6 m/level radius

Saving Throw: None

This spell causes an area of the earth to bubble up molten lava in its area of effect. After the caster spends one round casting, using up material components of sulphur and lava rock, the spell begins. In the first round the ground tremors slightly, and those not wearing heavy feet covering such as metal boots can feel a slight warmth.

In the second round of the spell the heat becomes very pronounced, and will ignite paper, cloth, and dry vegetation touching the ground. If the people in the area of effect did not announce that they were moving in this round, they are going to be injured.

In the third round the ground becomes molten lava, wooden furniture bursts into flames, and metals with low melting points start to soften. Anyone in the area of effect takes 3d6 damage, 2d6 this round only if wearing thick shoes. In each additional round spent in the area of effect a person takes 3d6 damage, and any items carried by the person must save vs. fire or be destroyed.

The intense heat of the lava may cause structural damage to walls that are near or in the area of effect. Wooden walls will be destroyed by fire just like wooden furniture. *Protection from Fire* will protect a person but not his items from this spell. Note that lava rock is hard to obtain in most medieval settings, and that the lava generated by this spell will not work as a component for later casting (it's marked by magic).*

Necromantic Bolt (Necromancy)

Range: 60 m + 10 m/level

Components: V, S

Duration: Instantaneous

Casting Time: 1

Area of Effect: One creature

Saving Throw: Negates

When the caster completes this spell, a blue glow encompasses his hand and then shoots forth, unerringly striking its target. This energy attacks the life force of any living creature. The creature must roll a successful save vs. spell or suffer 1d4 points of damage per level of the caster and 1 point of strength per level of the caster. If the save is successful, the creature remains unharmed. Creatures not rated for strength suffer a -1 penalty to their attack rolls for every two caster levels. Lost strength re-

turns at a rate of 1 point per hour. Damage must be cured magically or healed naturally over time.

This spell has a special effect on undead creatures. Undead struck by the bolt suffer no damage or strength loss, but they must successfully save vs. spell or flee for 1d4 rounds +2 rounds per level of the caster.*

Noska Trades' Ghoul Arrow (Evocation, Necromancy)

Range: 70 m + 10 m/level

Components: V, S, M

Duration: Instantaneous

Casting Time: 3

Area of Effect: One creature/bolt

Saving Throw: Negates

The Ghoul Arrow spell brings into being one bolt of negative energy for every 5 levels of the wizard. Each bolt can have a different target. Each bolt forms into three vaguely arrow shaped projectiles that hurl towards the wizard's opponent. The arrows never miss their target and inflict 1d6, 1d3, and 1d3 points of damage respectively. The affected creature must save vs. paralysis or be paralysed in the areas hit by each of the arrows. Roll 1d6:

Roll (1d6)	Area Hit
1	left leg
2	right leg
3	left arm
4	right arm
5 or 6	body

Limbs paralysed are rendered useless. Body paralysis eliminates any Dexterity bonus and results in the victim always acting at initiative 10. The paralysis lasts for 1d6+1 rounds.

The material components are a handful of ghoulish flesh and a drop of humanoid blood.

Source: Ted Dreibelbis.*

Open Book (Alteration)

Range: Touch

Components: V, S, M

Duration: Variable

Casting Time: 1 hour

Area of Effect: One tome

Saving Throw: Special

This spell may be worked upon a single, magically-sealed tome, causing the tome in question to open at the final utterance of the spell's verbal components: "Edro ...!" Note that a name which the book recognizes as its own must be known by the wizard in order to effect this spell. Generally speaking, a book which wants to stay shut may save vs. spell at the level of its writer to avoid being opened, but special conditions may apply to this, furthermore, very special books may be equipped with more magical protection, such as the sigil of the author or powerful runes and wards.

Some diamond dust must be sprinkled on the book for the spell to take effect.*

Orko's Lubricity (Alteration)

Range: 9 m

Components: V, S, M

Duration: 1 round/level

Casting Time: 3

Area of Effect: Special

Saving Throw: Special

When cast on an individual creature, this spell gives the same effect as Oil of Slipperiness. If cast on a single object of 27 dm³ volume or less, the object becomes impossible to grasp. Items held by creatures gain a saving throw. If cast on a floor it will make a 6 x 6 m square area extremely slick: there will be a 95% chance per round that any creature standing in the area will slip and fall. Fallen creatures must save vs. spells to regain their footing or crawl out of the area at 3 m per round.

The material component of this spell is powdered graphite.*

Pander's Improved Identify (Abjuration, Divination)

Range: 3 m and 0

Components: V, S, M

Duration: 1 round/level

Casting Time: Special

Area of Effect: One item/level

Saving Throw: Special

When Pander's Improved Identify is cast, magical items subsequently touched by the wizard can be identified. The eight hours immediately preceding the casting of the spell must be spent purifying the items and removing influences that would corrupt and blur their magical auras. If this period is interrupted, it must be begun again with a new casting of the spell and the current spell is lost since this higher level version requires intense concentration. When the spell is cast, each item must be handled in turn by the wizard. Any consequences of this handling fall fully upon the wizard and may end the spell, although the wizard is allowed any applicable saving throw. However, immediately before handling each item the caster may scan the items for any cursed properties from a distance of 3 m without touching the item. The caster has a 5% chance per level of determining if there is a curse and also the exact nature of the curse, to a maximum of 90%, rolled by the DM. Each try is treated as one reading and the caster need not use a slot to determine the exact nature of a curse unless he wishes. This part of the divination can only detect curses, not traps. It should be noted that the caster may not add to the list of original items that were to be examined once this condition is established. If the act of detecting for a curse actually triggers one that affects the caster he may make a saving throw vs. spells to avoid the curse in question.

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The chance of learning a piece of information about an item is equal to 10% per level of the caster, to a maximum of 90%, rolled by the DM. Any roll of 96-00 indicates a false reading (91-95 reveals nothing). Only one function of a multi-function item is discovered per handling (i.e., a 5th level wizard could attempt to determine the nature of five different items, five different functions or a single item, or any combination of the two). If any attempt at reading fails, the caster cannot learn any more about that item until he advances a level. Note that some items, such as special magical tomes, cannot be identified with this spell.

Exact attack or damage bonuses, charges of an item may be determined; one per reading. A +1/+4 vs. undead longsword has two individual functions.

After casting the spell and determining what can be learned from it, the wizard loses 8 points of Constitution. He must rest for one hour to recover each point of Constitution. If the 8-point loss drops the spellcaster below a Constitution of 1, he falls unconscious. Consciousness is not regained until full Constitution is restored, which takes 24 hours (one point per three hours for unconscious character).

The material components of this spell are a crushed pearl and jet gemstone (of at least 100 GP value each), and an owl feather steeped in wine, with the infusion drunk prior to spellcasting. If a luckstone is powdered and added to the infusion, the divination becomes much more potent and the functions of a multi-function item can be learned from a single reading. At the DM's option, certain properties of an artifact or relic might also be learned.

The source of this spell is Pander Pillma.*

Pilpin's Infatuating Greed (Enchantment/Charm)

Range: 60 m
Components: V, S, M
Duration: 1 day + 1 day/level
Casting Time: 1 round
Area of Effect: One creature
Saving Throw: Negates

This spell causes a person (as defined in *Charm Person*) to be overcome with tremendous greed. If the person fails a saving throw versus spell, he will want the first thing of value that he sees, and if refused, will become very angry. They will not act against their alignment or foolishly risk their life to get what they want, but will not give up until they own the item or one just like it. The person will sell or trade anything it possesses to get the item. Once in possession of the item or a replica, the affected person will want the next item of value that they see, and this will continue until the spell duration expires.

For example: Mel - a lawful good ranger -, affected by the spell becomes infatuated with a beautiful carriage he sees in the street. Mel attempts to buy the carriage from its owner, but the owner refuses to sell the carriage on the grounds that it's from a far away kingdom. Mel denounces him as greedy and inconsiderate. Mel then starts to journey to the distant kingdom to get one for himself. Eleven days later the spell wears off (if cast by a tenth-level wiz-

ard) and he finds himself 11 days away from home attempting to buy a carriage he has no use for.

Shandar - a chaotic evil fighter -, affected by the spell spies a golden crown she just has to have. Unfortunately it belongs to her boss, a High Priest of Hisisi. Realizing that she can't just take it, she spends all the money she has to hire an assassin for the job. The mission is successful and she gets the crown. When the assassin hands her the crown, Shandar's attention is suddenly focused on the exquisite ring the assassin possesses. Quickly deciding that the assassin is no match for her in open combat, she immediately attacks the assassin. Bad move, the assassin kills her.

The spell can be negated by a *Heal*, *Wish*, or a successful *Dispel Magic*.

The material components are a gold piece and a small piece of lodestone.*

Pobithakor's Tracer (Divination, Evocation)

Range: Special
Components: S
Duration: Special
Casting Time: 1
Area of Effect: Special
Saving Throw: None

This spell was created by an archmage known as Pobithakor the Powerful, a mage who was better known as Pobithakor the Paranoid. His fear of absolutely everything around him drove him to take extreme measures to protect himself.

This spell is cast when the caster is being scried upon (DMG *Detection of Scrying*, pg. 141).

If the caster detects that he is being scried upon, by any means, then the spell can be cast. This spell causes the scrying device to become two-way. Not only does the scrying creature see the caster, but the caster can see the scrying creature. Also, whatever powers the scrying device has, such as clairaudience, then the spell also gives the caster such powers. The range and area of effect are those of the scrying device itself. The duration is that of the scrying device. Once the caster breaks off contact the spell ends. If the scrying creature breaks off contact, the caster can still scry up to the maximum duration of the scrying device. The caster will receive all the information inside his head.

If the scrying creature becomes aware that he is being scried upon and then casts a *Dispel Magic*, the spell will end, but his own scrying device will become unusable for one day. If the scrying creature casts a *Pobithakor's Protection* spell then the *Pobithakor's Tracer* spell will end and the creature's scrying device will be usable.

This spell can be a useful device for long range communication for prearranged meetings between two people.*

Proficiency (Alteration)

Range: Touch
Components: V, S, M

Duration: One hour/level
Casting Time: 3
Area of Effect: One creature
Saving Throw: None

Upon casting this spell, the wizard magically empowers himself or another individual to use one or more weapons that he is not proficient with. The affected individual will be able to use the weapon(s) in combat without nonproficiency penalties of any kind for the duration of the spell. The base number of weapons that proficiency is gained is one, and one extra weapon can be gained for every three levels above fifth that the wizard possesses, i.e. an 8th-level mage can empower a creature with two proficiencies. The proficiencies cannot be split among different individuals.

Care must be taken when allotting a weapon proficiency for use; if a cleric who worships a god of peace suddenly gains proficiency with a two-handed sword, he may have some atoning to do.

Because the spell only grants a nominal degree of skill with a weapon, it cannot be used to augment the abilities of a character who is already proficient with a weapon. Thus, a fighter who can already use a longsword cannot have his skill with the weapon improved to "specialized" through the use of this spell.

The material components for the proficiency spell are a bit of fleece and a miniature bronze weapon or weapons of the type that the spells recipient will gain proficiency in.*

Protection from Chaos, 3 m Radius (Abjuration) Reversible

Range: Touch
Components: V, S, M
Duration: 2 rounds/level
Casting Time: 3
Area of Effect: 3 m radius sphere around creature touched
Saving Throw: None

This spell is the same as the first level spell *Protection from Chaos* (q.v.) except with respect to its area of effect.*

Rathe's Trigger (Conjuration)

Range: 3 m
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: 27 m³/level
Saving Throw: Special

The Trigger spell is designed as a defensive spell. When it is cast, the caster defines a volume which must be at least 15 cm in every dimension. This area begins to glow faintly. The caster then casts another spell directly upon the Trigger's area. The Trigger's area of effect must be touched by the caster when applying the second spell. The glow then vanishes, but both spells remain. The second spell is held by

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the Trigger until someone enters or touches the Trigger's area of effect. At this time the second spell will go off.

If it is an area effect spell (e.g. *Fireball*, *Web*) it will be centred on the centre of the Trigger area. Other considerations (the dimensions of the web, for instance) must be specified at the time of casting the second spell. Person-affecting spells (e.g. *Hold Person*, *Charm Person*) will be applied to the person who triggered the spell. A saving throw is applicable only if allowed by the second spell. If the caster is in or touching the Trigger's area of effect, it will not go off. This allows the caster to escort others safely through the trapped area.

One possible use for this spell is two triggers overlaid in a corridor, one with a *Fireball*, and the other, placed slightly behind the first, with a wall of force. If a person enters the regions from the wrong direction, the *Fireball* will go off, and the wall of force will instantly restrict the blast to one direction. If a person enters the regions from the other direction, the wall will trigger first and shield him from the blast. The spells will last until triggered, but if the second spell is not applied immediately, the trigger will only last one turn per level of the caster.

The material component is a black pearl of not less than 500 GP value per level of the second spell.*

Reconstruct (Divination)

Range: 0

Components: V, S, M

Duration: 1 round/level

Casting Time: 5

Area of Effect: One pound/level

Saving Throw: None

This spell temporarily resurrects an item that was shattered, burnt, or disintegrated, so that the forensic wizard may study it. He must gather as much of the debris as possible, for otherwise the object can be but partially reassembled, in which case it may be illegible or unidentifiable. The object will be very fragile, but it may be the subject of various divination spells such as identify or reveal owner.

The material component is a drop of honey.*

Resist Paralysis (Abjuration)

Range: Touch

Components: V, S, M

Duration: 1 turn/level

Casting Time: 4

Area of Effect: Creature touched

Saving Throw: None

For the duration of this spell, the recipient is immune to all forms of paralysis, including gaze attacks, paralytic poison, hold spells and dragon induced fear paralysis.

This spell does not remove paralysis already in effect, it just prevents the recipient from being paralysed in the future.

The material component of this spell is a feather, and an infusion of tea and ginger which is consumed by the caster.*

Rhuva's Spellscan (Divination)

Range: 0

Components: V, S, M

Duration: 4 hours + 1 turn/level

Casting Time: 1 minute

Area of Effect: 10 m/level radius

Saving Throw: None

Provided the caster is conscious and within the area of effect, he will be made aware of any spellcasting conducted in that area. The particular spell cast is not made known, but the location of the wizard is, precisely if the caster is familiar with the area, generally otherwise. The notification is sufficient to disrupt casting in progress, unless it is consciously suppressed before casting (if suppressed, caster does not realise the scan was triggered).

The material component is a handful of crystal dust.*

Sanh's Laser Bolt (Evocation)

Range: 18 m + 3 m/level

Components: V, S

Duration: Instantaneous

Casting Time: 3

Area of Effect: One creature

Saving Throw: Negates

Sanh's Laser Bolt is the most powerful of Sanh's simpler light ray spells. It inflicts 1d6 hit points per level of the wizard. A fumbled save results in permanent blindness in one eye, followed by 1d6 rounds of total blindness and 2d6 rounds in a dazzled state. As per the earlier spells, the light is both monochromatic and non-magical.*

Sanh's Slippery Surface (Alteration, Evocation)

Range: 3 m/level

Components: V, S, M

Duration: Special

Casting Time: 3

Area of Effect: Special

Saving Throw: Special

When cast, this spell covers a surface (usually a floor) with an unstable, rapidly shifting force field, rendering it extremely slippery. Anyone within the spell's effect must roll a Dexterity check for every action taken to avoid slipping and falling. The following penalties apply:

Action	Modifier
Standing	-1
Walking	-3
Running	-5
Fighting	-9

Anyone who falls will slide toward the edge of the area affected. Creatures with magic resistance roll each round to be unaffected for that round only.

The area of effect is one 3 by 3 m square per level (9 square metres), and the duration is one round. If the wizard wishes, area may be traded for duration, for instance, a tenth-level wizard may affect 90 square metres for 1 round, 45 square metres for 2 rounds, 22.5 square metres for 4 rounds, etc. The area affected must, however, be at least 0.9 square metres.

The surface the spell is cast on must be relatively smooth. A wooden floor with a loose board or two, or a slightly bumpy stone surface is ok, gravel, however, is not. It is also possible to cast Sanh's Slippery Surface on a wall (rendering it unclimbable) or a ceiling.

The material component for this spell is a small vial of oil, or a fresh banana peel. Using *Oil of Slipperiness* (one tenth of an ounce) doubles the effect of the spell and adds an additional -1 penalty to all Dexterity rolls.

Note: Using *Oil of Ethereality* as a material component is an invitation to disaster. If this is done, roll 1d100 on the following table:

Roll	Effect
01-85	Opens a rift to the ethereal plane, see below
86-95	Spell fizzles
96-99	Spell functions at half the wizard's level
00	Spell functions normally

The wizard must save vs. death or be destroyed. All within 6 m of wizard save vs. magic or be thrown into an Ether cyclone. The wizard is automatically sucked in. 6 m diameter rift to Ether lasts 1d6 turns + 1 turn per level of wizard. There is a 1% chance per level of the (very foolish) wizard that the rift will be permanent.*

Sarius' Golden Circles of Protection (Evocation)

Range: 0

Components: V, S, M

Duration: 1 turn + 1 round/level

Casting Time: 3

Area of Effect: One floating 0.6 m diameter circle/plate/level

Saving Throw: None

This spell creates golden, shimmering circular plates of force which move around the caster in a constant motion, deflecting any missile, hand, or weapon attacks directed at the caster. The AC of the mage is improved by a factor of 1 for every three circles still active and any successful physical melee attack (less boulders, ballista, or attack forms similar to dragon's belly flop manoeuvre) will be deflected automatically. Non-missile attacks by creatures with an effective strength of 21 or greater require a saving throw versus breath weapons to deflect.

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Each circle is able to sustain 6 hit points of damage before disrupting, so if a deflected attack does not cause enough damage to disrupt a circle (chosen randomly) the circle will remain active. For every 5 circles active, the effects of breath weapons directed at the caster will be reduced by 1 hit point per damage die, with 1 hit point damage per die being the maximum reduction allowable. Though, unless the breath weapon causes less damage than the current hit points of a circle it will assuredly disrupt the entire field of circles in the process.

While the circles orbit the mage he is at a -1 to hit penalty for every circle active whenever a hit roll is needed, including spells. The mage may create fewer circles than the maximum possible.

The material component of this spell is a single gold piece for every circle created. All pieces are thrown into the air where they disappear and are replaced by the floating circles.

The source of this spell is Sarius Mendlekin.*

Selective Defiling (Alteration, Necromancy)

Range: 20 m
Components: V, S
Duration: Special
Casting Time: 3
Area of Effect: Special
Saving Throw: Negates

As a preserver is avidly against defiling, the typical preserver, after sufficient experience, will realize what causes defiling, and why preserver spells don't defile. As such, he can learn to use this knowledge for his own good.

This spell may emulate any cantrip-like effect, the energy for the spell being drained from a specific plant source. The spell can be used for two specific purposes - any other use is strictly prohibited to one who wishes to preserve the land.

1) To kill a Carnivorous plant that is threatening. Because of the selective nature, the preserver can drain the plant's life without affecting the non-hostile plants around it, and will thus leave the soil nutrient rich.

2) To neutralize organic poisons. Organic poisons, since they are made from the basic elements of life, are also affected by defiling spells, but only if specifically targeted. Note that with this use, another spell effect should not be allowed.

Any other use of this spell condemns the wizard to the penalties normally associated with a preserver casting a defiling spell.*

Shadow Bridge (Illusion/Phantasm)

Range: 6 m
Components: V, S
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: 1.5 m × 1.5 m/level
Saving Throw: Special

This brings into being a shadowy construct that people who believe in it can see clearly. The wizard automatically believes in the spell, others have to save vs. spells to do so.

The bridge will support any weight put upon it, as long as that weight is put there by people who believe in the spell (physical objects dropped onto the bridge will fall through), even if there is no apparent support. The bridge can take on the form of a bridge, staircase or ladder.

The bridge lasts for the duration, but only as long as the wizard concentrates on it and has line of sight with it. The wizard can discontinue the spell at any time.*

Shadow Stave (Illusion/Phantasm)

Range: Touch
Components: V, S, M
Duration: 3 rounds/level
Casting Time: 8
Area of Effect: Special
Saving Throw: None

This spell brings into being a dark, hardwood quarterstaff, that gives of a slight, dark glow. The stave is weaved from wisps from the plane of shadow, and remains in existence for the duration of the spell.

The weapon is considered to be magical, with a +1 rating per every 5 levels of the wizard (+1 to hit, +1 to damage, -1 to speed). The wizard has the weapon ready to parry or attack at the end of the casting. (somatic components allow the action of a normal quarterstaff attack). Only the wizard can use the weapon. If the staff is dropped, only the wizard can pick it up. To all others it is insubstantial. The wizard can phase the weapon in and out of reality (this action is considered to be at speed 1, and can be combined with a normal attack, e.g., to phase the staff into reality, and perform a normal attack, the weapon speed is 1 higher than normal). While it is phased out of reality, the staff is only solid in the wizard's hands, it appears to be a shadow of its normal form, and it can pass through physical objects. While phased, it can hit incorporeal objects that are involved with the shadows.

The weapon does 1d6 + the pluses listed above points of temporary damage (that lasts for an hour) to physical beings. Illusionary beings and beings made from shadows take permanent damage.

Material components are powdered carbon, and at least a splinter of hardwood.*

Shup Up (Alteration)

Range: 36 m
Components: V, M
Duration: 1 round/level
Casting Time: 1
Area of Effect: One creature
Saving Throw: Negates

This spell causes the mouth of the victim to disappear (only skin will be present) for the duration of the spell. The victim may not talk (except in muffled noise), nor place any ob-

jects in his mouth. When cast against a wizard, a *Dispel Magic* will negate Shut Up; however, concentration of any previous spell in the works will be broken.

The material component is a plaster.*

Snowball (Evocation)

Range: 100 m + 10 m/level
Components: V, S, M
Duration: Instantaneous
Casting Time: 3
Area of Effect: 2 m radius sphere
Saving Throw: 1/2

A snowball is an explosive burst of cold gas, which comes into being with a loud „whoosh“ and delivers damage proportional to the level of the mage who cast it, i.e. 1d6 per level of the spell caster. The snowball doesn't expend a considerable amount of pressure, and it will generally conform to the shape of the area in which it occurs, thus covering an area equal to its normal spherical volume. [The area which is covered by the snowball is a total volume of roughly 900 m³].

Besides causing damage to the target, the snowball freezes all liquids within its radius. Items exposed to the spell's effects must make a saving throw to avoid being affected. Items with a creature which makes its saving throw are considered to be unaffected. The mage points his finger and speaks the range (distance and height) at which the snowball is to come into being. A streak flashes from the pointing digit and unless it impacts upon a material body prior to attaining the prescribed range, blossoms into the snowball.

If creatures fail their saving throws, they all take full hit point damage from the spell. Those who make their saving throw manage to dodge, fall flat or roll aside, and thus take only half damage from the effect of the spell.

The material component of this spell is a hollow crystal filled with water; suspended in the water are tiny white quartz flakes [cf. *Fireball*].*

Sonoric's Magic Tracker (Divination)

Range: Special
Components: V, S, M
Duration: 1d4 rounds + 1 round/level
Casting Time: 3
Area of Effect: 6 m radius sphere
Saving Throw: None

With this spell, the caster is able to illuminate the tracks of any being of which he has a some item that was in contact with the being a number of turns equal to the caster's level previously. The item could be anything from a shirt, to a scrap of hair, or drop of blood. The tracks are only visible to the caster, and only tracks within the area of effect are visible.

The spell only illuminates tracks within the spell's area of effect (which moves with the caster), and will only illuminate tracks made on a solid surface (i.e. if the being being tracked took to flight, or dove into water, the trail would end there). However, if the caster is able to

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reach the spot where the trail was resumed (i.e. the being being tracked wades out of a river at a certain spot), the caster may resume tracking.

It is up to the caster to determine which direction leads to the most recent tracks (i.e. which are coming and which are going), although the spell does illuminate a „footprint“ of the being which is being tracked. The spell will allow the caster to track the being if it climbed walls, and even if it tried to obscure its path, by throwing dirt over it. Objects over 1 m thick covering the path, however, do obscure it.

The material component of the spell is some thing which had been in contact with the creature to be tracked, up to the caster's level in turns previously. Once the spell is cast, the caster need not carry the item with him.*

Sonoric's Trance (Divination, Enchantment/Charm)

Range: Special

Components: V, S, M

Duration: 1 round/level

Casting Time: 3

Area of Effect: 3 m radius sphere

Saving Throw: None

This spell allows the caster to mimic the actions of a creature, provided the actions occurred within a number of turns equal to the caster's level. During the casting of the spell, the caster must touch some object which the target creature was in contact with for at least a round, and that contact must not have occurred more than the caster's level in hours previously.

Upon casting the spell, the caster goes into a trance, during which he loses all control of his actions (save vs. spells at -4 to break spell), and begins mimicking the most recent actions of the target, provided the actions occurred within the area of effect. The spell does not allow the caster to mimic actions of which he is incapable, such as climbing walls, or broad jumping 6 m, and the caster merely imitates any spells the target may have cast, and doesn't actually cast the spell (although observers may recognize the spell he is attempting to cast). If the target did something which would take it outside of the area of effect, such as rapid movement beyond the abilities of the caster, or teleportation, the spell is broken.

The caster must decide how far back in time he would like to begin mimicking the actions of the target. The actions of the target may take the caster beyond the original area of effect, but there is a 3 m radius sphere over which is determined whether or not the target left the area of effect.

The caster has the option of casting such movement spells as fly and feather fall, prior to Trance, to facilitate movement such as climbing, and even flying, and to take the pain out of such actions as falling (if the target was a clutz). The target must be man sized, and humanoid.

The caster's trance will be broken by such things as damage, slapping, and other unpleasant stimuli.*

Soul Safe (Abjuration, Necromancy)

Range: Touch

Components: V, S, M

Duration: 1 day/level

Casting Time: 1 turn

Area of Effect: One creature

Saving Throw: Special

With this spell, the Necromancer stores the soul of the recipient in a piece of jet, the material component. While his soul is thus protected, a character suffers a penalty of -2 to attack rolls and saving throws, he does not heal naturally, and magical healing functions on him at only half normal efficacy. If the character is slain by undead while under the effects of this spell, however, his soul cannot be corrupted and forced to rise as undead itself (though the body can still be animated as a zombie or skeleton). If the soul safe is destroyed, or if the spell expires, the soul will return (across any distance) to its body, unless that body is dead, in which case it will journey to its final resting place. This spell affects only races with souls: dwarves, halflings, and humans.*

Spirit Call (Conjuration/Summoning) Reversible

Range: 10 m

Components: V, S, M

Duration: 3 rounds + 1 round/level

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

This summons one incorporeal spirit of hit dice equal to one half the caster's level from the astral plane. The round after it is summoned, it will begin to perform services for the wizard. In its native form, it is a powerful *Unseen Servant* which can go up to 100 m from the wizard, lift 50 pounds per hit die, and fly at 18. This form has a punch for 1d6 damage, AC 0, and takes one point of damage from any weapon blow.

Secondly, it may provide animating force to a body or statue, in which case it uses whatever weapons or armour are available (a stone statue will be AC 0, damage 2d6 or by weapon, move 9 unless affixed or possessing wings).

Thirdly, it may attempt to take over the body of one enemy creature. The being so affected is allowed a save, and the spirit will be forced back to the astral plane immediately if the save is successful. If the save fails, effects are as a Domination spell for the duration of the Spirit Call, but the domination cannot force someone to use magic (the Spirit would not understand the instructions). A spirit who has less than 1/2 of its hit points left will be unable to possess someone.

The material component is a piece of candy.*

Stren's Improved Floating Disk (Conjuration, Evocation)

Range: 0

Components: V, S, M

Duration: 3 turns/level

Casting Time: Special

Area of Effect: Special

Saving Throw: None

This spell is an improved version of *Tenser's Floating Disk*. The big improvement is the speed of the disk - now 30. The disk can also move from 1-3 m off the ground/water. The disk movement is based relative to the caster, which prevents the caster from riding their own disk. However, if two casters use this spell, they can ride each others to travel. This travel can either be in the form of independent movement (tricky to communicate since somebody else is steering yours) or master-slave. In the master-slave travel, one caster steers a disk while he rides on a disk which stays the same distance from its caster.

S1 <—> S2 <—> M

Caster 1 is the master and riding in the back (caster 3's disk). Caster 2 is in the front riding on the master's disk - his own disk stays x feet behind him. Caster 3 rides in the middle and his disk also stays x feet behind him. Caster 1 steers the chain while the other two can sleep, eat, cast spells, etc. I have this written down at home, but I believe that all other parameters are the same as *Tenser's Floating Disk*.*

Strength of the Damned (Alteration, Necromancy)

Range: Touch

Components: V, S, M

Duration: 3 turns/level

Casting Time: 1 turn

Area of Effect: Person

Saving Throw: None

This is a variant of the second-level spell *Strength*. Unless otherwise noted it mimics the effects of the *Strength* spell. This spell can only be cast on a willing recipient.

This spell utilizes a creature's own life force, temporarily binding it with negative material plane energies, channelling the resulting energy flow to produce unholy strength in the spell recipient. Strength gained is based upon class as follows:

Class	Strength Gain
Priest	1d8 points
Rogue	1d8 points
Warrior	1d10 points
Wizard	1d6 points

All character classes, not just warriors, have the chance to jump into exceptional Strength ratings as if they were warriors providing that this spell gives the recipient greater than 18 Strength. Warriors, on the other hand, are allowed to advance as high as 19 Strength through the use of this spell.

The recipient of the spell will undergo a minor change in appearance as well while the spell's duration is in effect. Bright, white, pin-points of light will glow in the centres of the

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subject's eyes as a result of the large quantity of negative plane energy that is being utilized to augment the character's Strength.

At the end of the spell's duration, the recipient will experience a terrible backlash from the exertion upon his life energies and the terrible experience of such close contact with negative material plane energies. As the spell's duration ends, the recipient must make a save vs. death magic. Success means that he takes only 2d8 points of damage. Failure indicates that the life force of the character was damaged greatly and the character takes 2d8 points of damage and also loses one life energy level (experience level, HD, etc.).

Creatures without Strength ratings receive a bonus of +2 to attack and damage rolls on all attacks.

The material component for this spell is a bit of bone from a giant skeleton or a pinch of vampire dust.

Suggest Illusion (Illusion/Phantasm)

Range: 60 m + 10 m/level
Components: V, S, M
Duration: 4 rounds + 1 round/level
Casting Time: 3
Area of Effect: One creature/3 levels
Saving Throw: Negates

This devious spell causes a targeted creatures to believe that they have just discovered and successfully disbelieved an illusion. This is a bit of misdirection caused by the caster, as the item selected by the caster to be believed as an illusion could actually be real.

This spell could be great for causing enemies of the caster to walk into a pit because it „does not really exist“.

If the victim has a reason to believe that a so called illusion is actually not an illusion, then he get a saving throw vs. illusion to actually determine if the item is an illusion or not.

The material component of this spell is a bit of burning incense, which of course adds to a magical „atmosphere“, thus making the victims believe even harder that they are really seeing an illusion.*

Telepathic Familiar (Divination)

Range: 1 km + 1 km/2 levels
Components: V, S
Duration: 1 hour/level
Casting Time: 1 round
Area of Effect: One familiar
Saving Throw: None

This spell enables the wizard and his familiar to communicate mind-to-mind as though they were speaking with each other. It provides for greater understanding and depth of communication than is enabled by the empathic link automatically conferred by the find familiar spell. If the wizard and his familiar become separated by a distance greater than that allowed while the spell duration is still in effect, the spell does not wink out but begins functioning again if the distance is closed.*

Tenser's Deadly Strike (Enchantment)

Range: 0
Components: V, S, M
Duration: 1 round/level
Casting Time: 3
Area of Effect: Special
Saving Throw: None

This spell improves the martial prowess of the wizard. All melee attacks made by the wizard are at the usual chance to hit, but every successful attack does maximum normal damage to the opponent for the duration of the spell. The spell only affects hand-held melee weapons and hurled weapons, not device-propelled missile weapons.

The material component is a set of tiger claws.*

Timejump (Enchantment, Alteration)

Range: 0
Components: V
Duration: Special
Casting Time: 1
Area of Effect: The wizard
Saving Throw: None

Timejump allows the teleport ahead in time by (roughly) 60 seconds. When the spell is cast, the wizard disappears for 1 round, and then reappears in the same place. For the wizard, the shift in time is instantaneous, so he cannot prepare for "re-entry" in any way. The wizard reappears at the same time in the round that he disappeared (using initiative as a clock), and cannot take any actions during the round of "re-entry". If a solid object is blocking the spot where the wizard will reappear, then he will be trapped in the astral plane. Getting home is up to the wizard.*

Vanquil's Immunity to Pain (Illusion/Phantasm, Enchantment)

Range: 0
Components: V, S
Duration: 1 round/level
Casting Time: 2
Area of Effect: Creature touched
Saving Throw: Special

This spell is a mixed blessing. It prevents the subject from feeling any kind of pain, either from wounds or artificially induced (i.e., magic, psionics). Thus, wizards and psionicists can use their abilities regardless of what kind of damage they take in a round, and tortures and pain-inflicting abilities (like the psionic *Inflict Pain*) do not affect the recipient. On the downside, the recipient is unaware of any hit point losses, poisoning, disease, etc., and does not know if he has been hit or needs healing. The recipient could be down to 1 hit point and not know it. Low Intelligence creatures tend to feel invulnerable while under this spell (no pain, no injury), while higher Intelligence ones realize the danger of the situation.

Unwilling creatures get a saving throw versus spell.

Source: Joe Delisle.*

Vanquil's Snowball (Evocation, Enchantment)

Range: 25 m/level
Components: V, S
Duration: Instantaneous
Casting Time: 1
Area of Effect: One creature
Saving Throw: Special

This spell functions like improved version of *Snilloc's Snowball* (although developed without knowledge of Snilloc or his spells). When cast, it creates a blue-white snowball in the wizard's hand, which is then thrown in the same round, with a chance to hit equal to the wizard's THACO plus 3. As it flies towards the target, the snowball expands to become a one metre diameter mound of snow. Neither *Shield* nor *Protection From Normal Missiles* (or similar spells) will stop the Snowball, but a *Minor Globe of Invulnerability* will. Immunity to cold will not prevent damage, nor being knocked over if the save is failed, but will prevent the target from being unable to cast spells.

If the target makes his saving throw vs. spell, he takes 1d2 points of damage per wizard level (maximum 8d2 points of damage), and cannot cast spells in that round or the next round.*

View Past (Divination)

Range: 0
Components: V, S, M
Duration: 1 turn/level
Casting Time: one hour
Area of Effect: 1.5 m/level radius
Saving Throw: None

The spell is cast on an area, and allows the caster to create a three-dimensional image of the past in that location. The caster specifies the time in the past by the material component: one gold piece equivalent of gold dust is used for each hour back that is viewed. Thus if the caster uses 24 GP worth of dust, he can view a period starting roughly 24 hours in the past through the duration of the spell (a tenth level caster could view the period from 24 hours in the past to 24 hours - 100 rounds, that is 22 hours and 20 rounds, in the past).

After the spell has been cast, the DM rolls 1d20 - 10 to determine the error in the time frame. Thus if the DM rolls 5 - 10 = -5, the time viewed is actually N hours and 5 rounds in the past; a roll of 10-10 = 0 indicates exactly the right amount of gold was consumed.

The caster should roll 1d20 to determine the clarity of the casting. A 1 indicates that the scene comes through as shadows in a fog; a 20 indicates a crystal-clear picture. This roll can be repeated in subsequent castings, and represents the difficulty of seeing through time.

Events that were cloaked by spells that hide themselves from Clairvoyance also mask out View Past, and can never be seen using this spell.*

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Warboulder (Alteration)

Range: 0
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

This creates a similar enchantment as the *Warstone* on a single boulder (up to large catapult size). The wizard can then make this boulder hurl itself up to a distance of 3 m per level, doing damage as if hurled by a catapult. Upon striking, the boulder shatters and inflicts 2d8 damage in a 9 m radius.*

Wimply's Enwrapment (Alteration)

Range: 5 m/level
Components: V, S, M
Duration: 1 round/level
Casting Time: 3
Area of Effect: One creature
Saving Throw: None

When this spell is cast, a little blob of a sticky, weblike material flies toward its target and completely wraps it in a very strong, very sticky webs. The webs cannot be broken unless the target creature has at least a 23 strength.

To determine if the blob hits, roll the attack as if the blob was a monster of hit dice equal to the caster's level.

There are 3 applications of this spell:

- 1) As a glowing sigil drawn in the air by the caster and pointed at the intended target;
- 2) As a glyph marked on a surface that is touched or gazed upon;
- 3) As a small character written on some magic work to protect it.

The material components of this spell are some strands of web that a giant spider uses to bind up its captured prey.*

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Acid Bolts (Evocation)

Range: 60 m + 10 m/level
Components: V, S
Duration: Instant
Casting Time: 4
Area of Effect: Up to two creatures
Saving Throw: None

This spell summons two teardrops of flesh-corrosive force that dart forth from the caster's hands to strike their targets unerringly.

Each target must be a single creature that the caster can see and distinguish from others during casting, though a bolt will follow a fleeing target out of the caster's view. It will dodge around obstacles and other creatures, even those who move to intercept it. The caster cannot aim the bolt at specific body parts, areas, or carried items. Any being struck by an

acid bolt suffers 4d4 points of damage. Undead and nonliving objects (even wood and cloth) are unaffected by an acid bolt.*

Acid Spray (Evocation)

Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 4
Area of Effect: See below
Saving Throw: 1/2

When this spell is cast, it causes a cone shaped spray of acid to extend outwards from the casters hand. The length of the cone is 5 m per level of the caster and the cone terminates with a circular area with a radius of 1.25 m per level of the caster. The start of the cone is a circular area of 1 m radius.

The damage from the acid is 1d4 + 1 per level of the caster.

The material component of the spell is a vial of acid which is thrown in the direction which the cone will go.*

Advanced Magic Mouth (Alteration)

Range: 3 m
Components: V, S, M
Duration: Special
Casting Time: 4
Area of Effect: One object
Saving Throw: None

This spell is identical to *Magic Mouth* except in that the maximum activation range is only three metres and that it will continue to function as instructed, over and over, until the object is destroyed or the dweomer dispelled.*

Alcoreax's Ictrail (Evocation)

Range: 0
Components: V, S, M
Duration: 1 round/level
Casting Time: 4
Area of Effect: See below
Saving Throw: Negates

This spell creates a wave of hardened ice which the caster actively directs. After casting, the wizard simply taps the ground to activate the spell. The wave of ice begins where the caster taps the ground, and reaches its full dimensions after advancing only 3 m. It travels at a speed of 12 m per round. The crest of the wave is 3 m high and 4.5 m wide; after the crest of the wave has passed, the height of the remaining "trail" is only 1 m high.

Creatures coming into contact with the crest suffer 2d6 points plus 1 point damage per level of the caster, or half this amount if the creature is cold-using (in general, cold-dwelling creatures take half damage from this spell, rounded down, and cannot suffocate as a result of this spell). In addition, creatures of less than large size must save against paralyzation or be buried under the crest. Buried individuals take an

additional 1d3 points of cold damage each round and must initially make another save against paralyzation or start to suffocate under the ice (use the rules for drowning). Trapped creatures may break free, taking 1 more point of damage per level of the caster from sharp ice.

The crest of the wave can be disrupted by 30 or more points of fire damage, or negated by a wall of fire in any case. At the end of the spell duration, the crest of the ice wave immediately loses all momentum and melts; the spell will cause no more damage, and trapped creatures can easily break free taking no damage.

The material components for this spell are a steel pin and a glass of icewater.

Alcoreax is the headmaster of Talarin Niulivius, one of the better magical schools on the continent of Niulivia. Alcoreax's Ictrail is the only spell he has researched. This one took him over five years to develop.*

Alpha's Acid Rainstorm (Conjuration/Summoning)

Range: 240 m
Components: V, S, M
Duration: Instantaneous
Casting Time: 5
Area of Effect: 9 × 9 m square
Saving Throw: 1/2

This spell, which functions only out of doors, causes thin streams of hissing violet acid to fall within its area of effect. All within the area must save vs. spells or suffer full damage. The spell inflicts 1d8 per two levels of the caster (rounded up). All exposed items in the area must also save vs. acid or be destroyed.

Characters under heavy cover which is not destroyed by the acid are fully shielded from the effects of the spell. The acid, once it strikes the ground, harmlessly disappears.

The material component for the spell is a small vial of aqua regia and a strip of zinc.*

Alpha's Acid Resistance (Abjuration)

Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 1 round
Area of Effect: Creature touched
Saving Throw: None

This spell grants the subject complete immunity to acid, up to a point. The spell's basic duration is 10 rounds per level of the caster. However, for every point of acid damage that would have been suffered by the character (after saving throws and any other protections have been considered), the duration of this spell is reduced by one round for every point of acid neutralised by the spell. This spell also protects the subjects equipment from needing to make any Item Saving Throws vs. acid for as long as the spell is in effect.

The material component is a small glass vial containing lye and water.*

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Alpha's Ball Lightning (Evocation)

Range: 10 m + 10 m/level
Components: V, S
Duration: 4 rounds
Casting Time: 5
Area of Effect: Special
Saving Throw: 1/2

The caster of this spell can create one to four spheres of glowing electrical energy. These spheres resemble *Dancing Lights* (q.v.), and the caster can control them in the same way. The spheres can be moved up to 120 m per round. Each ball is about 1.5 m in diameter, and any creature(s) approaching within 1.5 m will dissipate that ball's charge. A save vs. spells results in half damage, indicating that contact was across an air gap. Note that more than one creature approaching within 1.5 m in a single round can be affected by the ball if that occurs. The charge values are:

Number of balls:	Damage per ball:
1	4d12
2	5d4
3	2d6
4	2d4

Note that if this spell is cast underwater, the size of the balls doubles as well as the distance needed to discharge.*

Alpha's Chill of the Void (Alteration, Evocation)

Range: 0
Components: V, S, M
Duration: 1 round
Casting Time: 5
Area of Effect: 6 m wide, 1.5 m/level long path
Saving Throw: None

This spell brings forth a wave of supernatural cold, rolling forth from the caster's outstretched arms to the maximum area of effect. Its cold vacuum kills all normal vegetation in the area except for trees, which have a 50%-100% chance to survive (DM's discretion, based on size and native environment). This cold inflicts 3d4 damage and the vacuum an additional 3d4 to all living creatures within the area of effect. Vegetable and fungoid monsters suffer double damage from this spell.

The material component is a piece of ice.*

Alpha's Elemental Form (Alteration)

Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: One creature
Saving Throw: None

Use of this spell enable the spellcaster to transform the matter of a creature's body into the stuff of a particular elemental plane. The elemental form enables the character to engage in normal combat with an elemental of the same or opposite form (i.e. water would allow combat vs. water or fire elementals), or an elemental creature, without needing a magical weapon to hit. It also provides protection vs. the same element as if a ring of warmth (+2 on saves, -1 per die of damage, regenerate 1 HP of elemental-caused damage per turn). The subject can also exist without danger on the appropriate elemental plane, and can move normally there. It does not empower the subject with perceptions not normally possessed (e.g. seeing through the rock of elemental earth), but it does prevent elemental damage. A character possessing a *ring of elemental command* who assumes Elemental Form of the same type gains the cumulative effects of both, and IS empowered with senses on the appropriate plane as if in normal air.

If this spell is cast on the prime material, the spell will last 1 turn per level of the caster. If cast on the appropriate elemental plane, or in the border Ethereal of that plane, it will last 12 turns per level. If cast while on an elemental or para-elemental plane different from the form assumed, start with the base of 12 turns per level and halve the duration for each plane removed. An Elemental Form in opposition to the plane the caster is on (air vs. earth, fire vs. water) cannot be assumed at all.

The material component is a small amount of the appropriate element on hand (a handful of clay or earth or a torch flame will suffice).*

Alpha's Firefall (Alteration)

Range: 10 m/level
Components: V, S, M
Duration: Special
Casting Time: 4
Area of Effect: Special
Saving Throw: Special

This spell is an improved version of the 2nd level *Pyrotechnics* spell (q.v.), specifically the "fireworks" application of that spell. That portion of the spell functions exactly as the *Pyrotechnics* spell does with respect to duration, area of effect, saving throw, and the blinding effect created. However, the "fireworks" created by this spell are more along the lines of a geyser of brightly burning liquid fire, arcing upwards approximately 18 m into the air and raining down within a 9 m area surrounding the perimeter of the basic fire source. All in this area of effect suffer 2d6 fire damage with no saving throw allowed. Further, a central prominence of flame is thrown upwards by this spell, and the caster may direct this column of fire at a single target within 18 m of the fire source. This plume of fire will inflict 4d10 damage to the victim, although a saving throw vs. breath weapon is possible to halve this damage.

The liquid fire continues to burn during the following round, under the same conditions as during the first round, although the fire is less intense and causes only half the damage caused during the first round. Combustibles in

the area of effect must save vs. normal fire (if struck only by the burning spray) or magical fire (if the victim of the central plume fails his saving throw or if the central plume is directed at an inanimate object) to avoid being set afire. A creature who is within the area of the spray who is targeted by the central plume will not also suffer fire damage from the spray, as this minor flame is all but lost in the fury of the central prominence. The spray does not fall within the area of the original fire source, but only within 9 m of the perimeter of the fire source. An aerial creature flying within 18 m above the rising geyser of liquid fire is affected just as a creature on the ground would be, and may also be targeted with the central plume, if the caster so desires.

The material component for this spell is a lump of pitch mixed with sulphur, saltpetre, and magnesium, as well as an existing fire source.*

Alpha's Flames of Falroth (Alteration, Evocation)

Range: 10 m
Components: V, S, M
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: Special

This spell conjures an extra-dimensional black flame to surround a single object or creature within range. This fire has exactly the opposite effect of normal fire, in that it restores creatures or objects burned to destruction by fire or acid to their original state. This will not restore life to a person slain by a *Fireball* spell, but it will restore the body to full health, such that a *Raise Dead* spell will bring the character back to full physical health (though an amount of time equal to the time dead must be spent recovering from the psychological shock). Similarly, it will not restore enchantment to a once-destroyed magic item, though a *Limited Wish* spell is capable of restoring the lost enchantment to the item reconstructed by the Flames of Falroth.

In order to restore an item or creature, the target must fail a saving throw of the same type that resulted in its destruction. Hence, plate mail destroyed by the breath of a black dragon must fail a saving throw vs. acid, and an adventurer felled by a *Fireball* must fail a save vs. spells. For effects against which there is no save (e.g. *Wall of Fire*), assume the save to be as against breath weapon for creatures or magical fire for items. It is thus more difficult to restore items that were more difficult to destroy in the first place. One such save may be attempted each round, and as many saves as desired may be attempted during the use of this spell. No object can ever be affected by this spell after the spell has been used on it once, whether or not it was successful. Once the save is failed, the object will take 2 rounds to be fully reconstructed from its remains. The Flames of Falroth may be moved to another object or creature at any time during the spell's duration, with 1 round of concentration on the part of the caster.

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The Flames of Falroth are very hostile to ordinary fire. They may be used as a fire extinguisher or sorts, and will extinguish a 3 m cube of normal flame every round. Magical fire spells must be checked as per *Dispel Magic*, but multiplying the caster's level by 2 for the purposes of determining whether the target spell has resisted the effects of the Flames of Falroth. If this Dispelling attempt is unsuccessful, the Flames of Falroth will vanish back from whence they came.

If cast at an elemental fire creature of any sort, the Flames of Falroth will automatically cause 6d6 damage to that creature. After this initial attack, the target creature may make a save vs. spell at -3. If successful, the Flames disappear without causing further harm. If failed, however, the Flames continue to attack the creature's very substance, causing 3d6 damage every round. A new saving throw is allowed each round, the chance to save improving by 1 each round (-2 after the second round, then -1, etc.). This continues until the creature is dead, the caster moves the flames away (after which time that creature will no longer be affected by the Flames of Falroth), or until the spell expires or a save is made—in both of these cases, the Flames disappear.

A fire-using or dwelling creature that uses fire but is not native to the Elemental Plane of Fire (e.g. fire giant, red dragon, chimera) will not be harmed by the Flames of Falroth, but any external fire powers (fire breath, spells, immolation, etc.) will cause only half normal damage, as their effectiveness is mitigated by the Flames.

The material component is a bit of green wood, a handful of ashes, a smoky quartz crystal, and a piece of obsidian.*

Alpha's Hunting Pack (Conjuration/Summoning)

Range: 30 m
 Components: V, S, M
 Duration: 5 rounds/level
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None

This spell summons into the caster's vicinity a pack of canines who will fight on behalf of the caster, if such is required. The composition of the pack will be as follows:

1d100	Number in pack:	Type of canines:
01-10	4d4	Jackals
11-60	3d4	Wild dogs
61-90	2d4	Wolves
91-00	1d4	Dire wolves

The pack will follow commands to the best of its ability, so long as they are relatively simple (attack, return, heel, etc.). If attacked by the caster or his fellows, all creatures summoned will instantly disappear. The hounds can track as well as a 5th level ranger, and can be commanded to perform this activity if it is requested of them (such as by allowing them to

smell an article of clothing from the creature to be tracked, etc.). The hounds will arrive 1-10 rounds after the spell is cast.

The material components are a piece of fresh, uncooked meat and a finely crafted silver or ivory hunting horn, worth not less than 100 GP, which must be sounded during the casting of the spell.*

Alpha's Rainbow Blast (Evocation)

Range: 0
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 4
 Area of Effect: 0.3 m wide, 3 m + 1.5 m /level long beam
 Saving Throw: Negates

This spell is very much like the second level *Rainbow Beam* spell, but is much more powerful. Besides a slightly larger area of effect, and the fact that a solid object will not stop the beam unless larger than 0.6 m wide and formed of solid stone or some such similar dense material, i.e. the beam is not stopped by mere flesh, even if armoured, but would be stopped by a stone wall.

The spell does 2-7 (1d6+1) points of damage per level of the caster. The swirling, coruscating tendrils of multi-hued light also have properties as listed under the Rainbow Beam spell. A target resistant to one or more of these forms of attack takes -1 point of damage per die per attack that it is resistant to. The obverse applies for creatures that are particularly vulnerable to a certain form of attack (e.g. a frost giant is immune to cold, but is not particularly vulnerable to fire, so it would take -1 point of damage per die. A green slime, vulnerable only to fire and cold, would take -5 points of damage per die.) The indigo (holy water) beam does normal damage except to creatures affected by unholy water (paladins, lammasu, etc., who are considered as being resistant), and those affected by holy water (undead, demons, etc., who are considered as specifically vulnerable).

The victim is entitled to a saving throw, which, if successful, indicates that the beam has missed. It may hit another target, though. Also, if a target is struck by the beam, he must save vs. petrification or be struck in the face and blinded for 3-6 rounds.

The material component for this spell is a small diamond worth not less than 100 GP.*

Alpha's Ray of Paralysis (Alteration)

Range: 10 m + 5 m/level
 Components: V, S, M
 Duration: 2 rounds/level
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Negates

The caster extends his arm, points his finger, and speaks a word to cast the spell. A thin, light blue ray leaps from the caster's finger. The intended target must save vs. petrification. If the save is failed, then the creature is struck

by the beam and, unless the creature possesses some innate magic resistance, is paralysed for 2 rounds per level of the caster. If the save is made, the pencil-thin ray has missed its original target and continues on in a straight line to the extent of its range. Any creature in the path of the beam must make the same saving throw or be struck and paralysed. If the ray actually strikes, there is no save vs. its effects.

The following list shows modifications applying to the size of the affected creature:

Size of creature:	save modifier:
Tiny	+3
Small	+1
Medium	-
Large	-1
Huge	-2
Gargantuan	-4

The ray can affect only one target in any event.

The material component is a clear gem or a piece of amber worth at least 100 GP.*

Alpha's Shadowfire (Evocation, Necromancy)

Range: 0
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 4
 Area of Effect: 0.3 m diameter, 1.5 m /level long ray
 Saving Throw: 1/2

This spell calls forth a seething black ray shot through with veins of green fire. All creatures in the path of the spell will suffer 1d4 damage per level of the caster, up to a maximum of 20d4. A successful save vs. breath weapon will result in only half damage. A creature that is immune to fire or to energy drain will suffer only one-half damage (one-quarter if a successful save is made). If the damage rolled exceeds a target's remaining hit points, that target is disintegrated.

The material component is a black opal worth at least 500 GP.*

Alpha's Sheet Lightning (Evocation)

Range: 30 m
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 4
 Area of Effect: 3 m/level square area
 Saving Throw: Special

This spell creates a very bright flashing jolt of sheet lightning within the area of effect. All those in the area receive 4d4 electrical damage with no saving throw. In addition, those within must save vs. petrification to avoid being blinded for 1d3 rounds and must save vs. breath weapon to avoid being stunned for 1d3 rounds. Those carrying large, mostly metallic

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weapons (e.g. swords, battle axes) or wearing partial metal armour (studded-chain) save at -2 vs. the stunning and suffer +1 per die of damage. Those in full metal armour (splint or better) save at -4 vs. the stunning and suffer double damage.

The material component is a bit of fur and a sheet of fine crystal worth at least 50 GP.*

Atom Blast (Invocation/Evocation)

Range: 1.5 m/level
Components: V, S
Duration: Instantaneous
Casting Time: 1
Area of Effect: 1 pound/level
Saving Throw: None

This spell causes any solid, non-animate, nonmagical, nonliving substance to explode from within causing 1d4 points of damage per level of the wizard to creatures within three metres of blast.*

Attacking Mist (Conjuration/Summoning)

Range: 10 yards
Components: V, S, M
Duration: 1 round/level
Casting Time: 3
Area of Effect: Special
Saving Throw: None

This spell can summon a Class II type of intelligent mist from the elemental plane of air. The creature is summoned when an event triggers the spell (similar to *Magic Mouth*). The spell attacks first person encountered. The mist will stop an attack after it has been summoned upon conditions set by the wizard.

The mist is actually a being from the elemental plane of air (albeit a low powered one). The difference between intelligent mists and other summoned creatures is that the mists actually have access to the knowledge of their summoner. This includes 1 language (chosen by the wizard) and information (not spells) dictated by the casting wizard.

For a detailed description of the different types of intelligent mists, see the monster description provided with the level 5 spell, *Magic Mist*.

Whether the mist stops attacking or wins the battle, it will not return to its own plane until either dispelled or the spell duration expires.

For example, Raji casts an Attacking Mist spell. He states that a mist will be summoned when anyone comes into this room, and will cease to attack anyone who speaks his name.*

Bands of Ice (Evocation)

Range: 10 m/level
Components: V, S, M
Duration: Special
Casting Time: 3
Area of Effect: One creature
Saving Throw: Negates

When this spell is cast, the wizard is able to trap a chosen victim in thick bands of ice. The spellcaster can create bands sufficient to hold a creature 0.3 m tall for every level that he possesses, e.g., a 10th-level spell caster may capture any being of 3 m height or less. If the affected being is very broad, such as an umber hulk, add 0.3 or 0.6 m to its effective height for the purposes of determining who or what the wizard can capture.

The victim immediately receives a saving throw to determine the effectiveness of the bands of ice. If the save is successful, the ice is brittle and easily broken, allowing the creature to escape in one combat round. Otherwise, the being is trapped for at least one turn. Once a turn has passed, the victim is allowed a bend bars/lift gates roll to determine if the ice has melted to the point where the creature can escape. If the roll is successful, the creature breaks free of the ice and is no longer effected by the spell. The normal duration of the bands of ice is two turns. If the spell is cast in a cold environment (22° Celcius or lower), the duration is doubled two four turns, and if the surroundings are very cold (-18° Celcius or below) the duration is increased to six turns (one hour).

Applying a torch to the bands will shorten the duration by one round for each round that heat is applied. Magical fires such as a *Fireball* will melt the ice, but the trapped being will be injured in the process.

Creatures trapped within the bands of ice suffer 1d6 points of frost damage each turn the ice encircles them. Cold-dwelling creatures do not receive any damage while fire-dwelling beings suffer double damage. The extra damage suffered by heat-based creatures is offset by the monster's body heat, which will cause the ice to melt twice as fast, halving the spell's effective duration.

The material components for this spell are several chain links made of nickel, a piece of iron in the shape of a hoop, and a bit of snow.*

Bergil's Fire Bolt (Evocation)

Range: 20 m + 5 m/level
Components: V, S, M
Duration: Instant
Casting Time: 4
Area of Effect: Special
Saving Throw: 1/2

The spell creates a powerful bolt of plasma that inflicts 1d8 points of damage per level to anyone in its area of effect (maximum damage is 12d8). This bolt is 18 m long by 1.5 m wide, it cannot be forked. It streaks outward much like a *Lightning Bolt*. It does not reflect, however. If the Firebolt hits a wall the plasma spreads out in 1.5 m radius hemisphere, anyone in the hemisphere takes damage. Thus it is possible to hit someone standing near a wall twice with the Firebolt, once with the bolt and once with the hemisphere. The Firebolt automatically sets fire to anything combustible in the path or in the hemisphere. The bolt has the same penetration ability as a *Lightning Bolt*.

The material components are: a stick, a bit of sulfur, and a dab of royal honey. All are consumed.*

Branit's Backstabbing Surprise (Conjuration)

Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: One person
Saving Throw: None or 1/2

This spell provides protection against backstabbing. When the recipient of the spell is backstabbed, a cloud of acid is created behind the spell recipient which blows back and out to form a semi-sphere 2.4 m in radius. All within the area of effect, the recipient not included, take 6d4 + 6 points of acid damage. Note that the backstabber gets no save (due to surprise and proximity), all others receive half damage upon successful save.

A backstabbing attack is any physical attack or combination of attacks initiated from behind which causes damage equal to 1/5 or more of the victims hit points at the time of the attack, assuming the attacker is within 2.4 m of the victim when the attack is initiated. The spell is in effect until dispelled or discharged. This spell will work in combination with other defensive spells.

The material component is 100 red ants which must be rolled in the casters hands, the husks then thrown over each shoulder of the recipient, and the juice rubbed into the recipients back.*

Broom (Enchantment)

Range: Touch
Components: V, S, M
Duration: 1d6 hours + 1 hour/level
Casting Time: 1 turn (s.b.)
Area of Effect: Broom touched
Saving Throw: None

A witch uses this spell to enchant her broom with the power of flight. The broom flies with a movement rate of 30, minus 1 per 14 pounds above 182 pounds which it is carrying, and it can climb and turn at an angle of 30 in response to the verbal command of its mistress. While the enchantment lasts, the witch can summon the broom from up to 300 m away.

The long casting time is necessary to set the command words, but if the spell is recast on an already enchanted broom, it has a casting time of 3.

The material components are a broom, which is not used up by the casting, and a feather, which is.*

Chaos Vision (Illusion/Phantasm)

Range: 10 m/level
Components: V, S
Duration: 1 turn/level
Casting Time: 2 rounds

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Area of Effect: 10 m/level radius sphere

Saving Throw: None

This spell offers some protection from teleport spells by constantly shifting and shaping what an area looks like. Thus a mage cannot use information gathered previously to teleport to the effected area as the surroundings will have seemingly changed. Objects located in this environment or entering it will be effected also, first appearing as one object or animal and then shifting to another.

Another use found for this spell is as a trap. Slimes, molds and other creatures that don't need senses to attack can be placed in this environment and effectively are invisible.

Any attacks on anything in the area of effect is hindered by a -4 modifier to hit. Note that true seeing and similar magics that see through illusions will likewise penetrate this one. No damage will be taken by being in the illusion. (Unless from something else physical also there of course!) The main purpose is simply to constantly conceal.*

Cheffield's Kingly Feast (Alteration)

Range: 30 m

Components: V, S, M

Duration: Permanent

Casting Time: 1 turn

Area of Effect: One person fed/level

Saving Throw: None

This spell is similar to *Cheffield's Major Feast* except that it brings into existence food and drink which is of extremely high quality. The food is excellent and nourishing. The drink is rich and tasty. This meal is truly fit for a king and his kind. In addition to the main meal are appetisers to serve before and desserts to be eaten afterward. Nobody who is being served by this spell will be unable to finish their food.

The material components of this spell are rich spices (40 GP) and a good quality wine (minimum 10 GP) which must be mixed together when the spell is cast.

As a final note it must be pointed out that the four and twenty black birds baked in a pie is an optional feature.*

Circle of Protection (Alteration, Necromancy, Summoning)

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

By means of this spell, the necromancer inscribes a circle of protection (usually with magically prepared chalk) to which he "ties" a thaumaturgic triangle into which a demon or spirit or elemental may be summoned by other spells. Inside the circle, the wizard cannot be hurt by the summoned creature, nor can that

creature be loosed except by the wizard's will. A save versus Intelligence must be made to determine if the circle was properly inscribed.

The circle (along with any other merged inscriptions) may be temporarily neutralized by simply rubbing a break. In this way, no creatures may find their way into the wizard's plane, though the circle may be easily restored by casting a *Restore Circle* spell and inscribing out the break.

The material component for this spell is some incense to be burnt, worth at least 1000 GP.*

Continual Ambience (Alteration)

Range: 60 m

Components: V, S, M

Duration: Permanent

Casting Time: 4

Area of Effect: 36 m radius globe

Saving Throw: None

This spell is the same as the second level magic user spell *Ambient Light* (q.v.), except as noted above.*

Damian's Insulated Envelope (Abjuration)

Range: 0

Components: V, S, M

Duration: 2 rounds + 1 round/level

Casting Time: 4

Area of Effect: Caster

Saving Throw: Special

Due to his personal dislike of lightning the archmage Damian crafted this spell to specifically counter its harmful effects. When cast, this spell seems to cover the caster in a pale blue light resembling an envelope. Once cast the caster gains 2 benefits (much like *Fire Shield*).

1) A save vs. lightning at + 2 indicates no damage to the caster. A failed save merely indicates half damage. If at any time the caster is hit by any acid or acid spell the caster must save normally or take double damage.

2) If any melee attacks are made on the caster, on a successful strike the caster takes normal damage but so does the attacker.*

Deaden Senses (Alteration, Illusion/Phantasm)

Range: 10 m/level

Components: V, S, M

Duration: 3 rounds + 1 round/level

Casting Time: 4

Area of Effect: One creature

Saving Throw: Special

This spell causes a temporary sensory overload to occur in all the sensory nerve endings of the target creature. Because of this overload of all the senses (sight, smell, touch, taste, hearing) will be "burnt out" for the duration of the spell. The creature will find himself in a state of total sensory deprivation for the spells duration. This means that the creature will not be able

to see, hear, taste, feel or smell anything. The creature will remain completely helpless for the duration.

There is an additional side effect of this spell. Because the loss of the senses can be so shocking an experience to some creatures, there is a 1% chance per point of intelligence and wisdom that the creature will suffer from the insanity of *Catatonia* for a duration of 2-8 weeks afterward. This can be cured with a *Cure Insanity*.

If the creature makes its saving throw vs. spells, then the spell does not completely take effect. Only 1 to 4 of the creatures senses are affected (determined randomly). Note that some combination of lost senses could leave the creature helpless anyway.

The material components for this spell are a small leather hoof, a shrill whistle several sharp pins, smelling salts, and a drop of lemon juice.*

Deadly Strike (Enchantment)

Range: 0

Components: S

Duration: 1d6 rounds

Casting Time: 1

Area of Effect: The wizard

Saving Throw: None

This spell causes all successful hits on hand-held or hurled weapons to strike for maximum damage vs. opponents.

Deadthought (Divination, Necromancy)

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 1 turn

Area of Effect: One corpse

Saving Throw: None

This is essentially telepathy with a corpse, as the forensic wizard probes the brain of the deceased for specific data. The dungeon master must decide if the information sought is basic, well known, merely known, or forgotten. The table below lists the chance of finding the information and the amount of time required by the search (if location is in fact possible), but the DM can alter these numbers if the body is in a particularly advanced state of decomposition.

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Type of Info	Chance of finding	Time Required (rounds)	Examples
Basic	96%	1	Name and profession
Well Known	70%	2d4	Relating to current mission
Known	30%	3d4	Relating to previous mission
Forgotten	2%	1d10+10	Overheard once

This spell will continue as long as the wizard concentrates, but on every round there is a 1% chance of that he will go insane.

The material component is a pair of metal helmets, linked by a copper wire.*

Deja Vu (Divination)

Range: 20 m

Components: V, S, M

Duration: Permanent

Casting Time: 1

Area of Effect: One creature

Saving Throw: None

This spell throws the victim back to the location he occupied at a point in the recent past. It does not turn back time, it merely teleports back along the victim's "time line." This restriction makes the resistance that the magic must overcome much less than a full *Teleport Other* spell would have to fight. *Deja Vu* sends the victim to the position he occupied 1d6 hours in the past per level of the caster.

If the victim would be placed inside another object or creature, the victim is placed in a random direction along his time line until an unobstructed location is found.

The material component is a timekeeping device which is destroyed at the time the spell is memorized by the caster.*

Detect Spellcasting (Divination)

Range: 10 m/level radius

Components: V, S, M

Duration: 1 round/level

Casting Time: 4

Area of Effect: Special

Saving Throw: None

This spell allows the caster to scan a surrounding area for spells being cast by other magic users. The affected area has a radius of 10 m per level of the caster (up to a maximum of 200 m); the caster may make the area of effect smaller if he wishes. Any wizard spells that are currently being cast, will be detected (priestly magic is not affected). The caster is instantly aware of the school of magic of all spells in this area; the name of the spell will also be known, if it has already been learned

by the caster; in addition, the caster gains a general feeling of the location of the caster of each of the spells (i.e. approximately 9 m east).

The relative strength of two spells from the same school will also be detected. For example, if a *Meteor Swarm* and a *Burning Hands* spell are both being cast in the area of effect, this spell will detect which is more powerful (this will also work for two *Fireball* spells cast by two wizards of different levels); the actual level of the spell is not revealed, and two spells of different schools cannot be compared in this way.

The caster may choose one spell to target for specific information; this includes: the name and level of the spell (as well as the caster's level, if that is relevant to the strength of the spell), the spell's target (object, location, creature, etc.), and the exact location of the caster. Illusions of level 4 or less are revealed, as long as the caster is of higher level than the caster of the illusion. Illusions of level 5 or higher will return a false reading (i.e. what the caster believes the spell to be) unless the caster has already disbelieved that illusion.

This spell does not detect spells which are already in effect. It does however detect all spells as they are cast, as long as the duration lasts (i.e. if this spell is cast by a 10th level wizard, it will detect all spells that are cast in the following ten rounds).

This spell does have a drawback: the maximum number of spells that can be processed safely is equal to the caster's intelligence divided by three (round fractions down). If there are more than this number of spells being cast inside the area of effect, the caster must make a successful system shock roll or fall unconscious for 1d6 rounds (this roll must be made every round this condition exists).

The material component for this spell is a powered gem worth at least 100 GP which must be tossed in the air when the spell is cast.*

Delusion (Enchantment/Charm, Illusion)

Range: 3 m

Components: V, S, M

Duration: 1 turn/5 levels

Casting Time: 4

Area of Effect: One creature

Saving Throw: None

This spell causes the affected character to be deluded into thinking that one or more of his statistics or powers have been modified (either positive or negative, at the wizard's option).

The material component for this spell is a drop of perfume.*

Dheryth's Monomorph (Alteration)

Range: 0

Components: V, S, M

Duration: 1 day/3 levels of experience

Casting Time: 4

Area of Effect: The wizard

Saving Throw: None

This spell was designed to allow a wizard to look like something he does not for an extended period of time. It grants the nonmagical locomotive powers, senses, and metabolic processes of the race of creature whose form is taken. However, a significant part of the spell is dependent on the specific creature whose shape the wizard wishes to assume. Thus, only one shape may be taken on by the wizard using this spell - ever.

When this spell is found (for instance, on a scroll or in another person's spell book), it already was custom designed by some other wizard to adopt a certain form (race, height, weight, hair colour, etc.), and nothing the finder can do will make it do otherwise. This is because the choice of creature vastly changes the structure of the Monomorph, and thus the choice of shape may only be made when re-searching the spell from the ground up.

When this spell is independently researched by a wizard, he gets to decide the specifics of the form the spell grants.

If any wizard wants to "change" an existing Monomorph so that a different shape can be assumed, he must head into a library and re-search this change as if it were an entirely new spell. The costs for this, though, are at -25% because the wizard has a copy of the other form of Monomorph as a model. There is no reason why a wizard with enough time and money could not possess several "versions" of this spell.

When this spell is cast, the wizard is able to assume the form of a single bipedal humanoid (human, demihuman, faerie, goblin, etc.) with which race the wizard is familiar, but not any quadruped (e.g. centaur), wholly magical being (e.g. golem, demon), or other creature not relevantly humanoid. The wizard assumes the shape of one such creature upon casting the spell, and retains that shape until the spell ceases to function. He may cancel the spell before it would normally elapse, but may not alternate between the Monomorphed and regular forms while the spell is functioning.

Monomorph will allow changes as follows:

Wizard Level	Weight Min./Max.	Races	Age
7 or 8	-10%/+10%	*	-
9 or 11	-20%/+25%	**	+/-10%
12 or 13	-30%/+50%	**	+/-20%
14 or 15	-50%/+80%	**	+/-40%
16 or 17	-70%/+125%	**	+/-60%
18+	-90%/+200%	**	any

*Same as wizard

**Any known

The colour of eyes, skin, and hair can be changed to any possible value, as can hair length, sex, and other details.

The body whose shape is assumed has the same physical statistics as the wizard, subject to all racial and age modifiers, minimums, and maximums (of the form adopted, of course). The new form will not radiate magic, but it may be dispelled.*

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Disguise (Illusion/Phantasm)

Range: 0
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 turn
Area of Effect: The wizard
Saving Throw: None

This spell allows the wizard to assume the appearance of any humanoid, provided he is familiar with the person whose appearance he wishes to assume. The spell may change the height of the wizard by up to one foot, sex, facial features, colour and length of hair, build, and even voice. However, it does not change the wizard's clothing, skills, or personality traits. Someone familiar with the "real" person has a $(3 \times \text{Level} + 2 \times \text{Wisdom})\%$ chance of seeing through the disguise by noting subtle changes in personality. Actions entirely out of character would allow all to make a Wisdom check to detect the disguise. In order to affect this spell, the wizard must keep in his possession an item from the body of or an item constantly worn by the person to be assumed.*

Displacement (Illusion)

Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 4
Area of Effect: One creature
Saving Throw: Negates

When cast on a subject, this spell causes the subject to appear to be 2 metres to the left or right (50% chance of each at time of casting) of his actual location. The subject will appear to react to attacks aimed at his apparent position as if they had actually hit him. If the subject appears to have been killed by an attack aimed at his apparent position, he cannot move more than 2 metres from the apparent location of his corpse without cancelling the spell. Duration is 24 hours or until dispelled or destroyed.*

Dragonstrength (Alteration)

Range: Touch
Components: V, S, M
Duration: 2 turns/level
Casting Time: 5
Area of Effect: One person
Saving Throw: None

This spell increases the strength of a character. For the duration of this spell the recipient gains all benefits of a higher strength, i.e. a better chance to hit, more damage or a greater chance to pry bars. Regardless of the character's class and actual strength he gains the strength of the dragon whose claw is used as material component. If the recipient has already a girdle of giant strength or another magical item that increases strength in use, the effects are not added. If a claw of a Crystal Dragon is used, and the charmed character is

equipped with a Girdle of Storm Giant Strength, for example, he only gains the higher boni, in this case the boni of the girdle.

Kind of Dragon Claw:	Strength*:
Gold	25
Silver	24
Bronze	23
Copper	22
Brass	21
Amethyst	23
Sapphire	22
Emerald	21
Topaz	20
Crystal	19
Red	24
Blue	23
Green	22
Black	21
White	20

*Strength values based on *Council of Wyrms*.

The material components for this spell are a piece of a dragon claw and a powdered black gem (minimum worth of 500 gp).*

Dreamoore's Eldritch Shield (Abjuration)

Range: 30 m
Components: V, S, M
Duration: Special
Casting Time: 1
Area of Effect: One creature
Saving Throw: None

This spell protects the recipient from any magic energy based attacks. Each individual manifestation (e.g. *Magic Missiles*, *Eldritch Spheres*, etc.) directed at the recipient is absorbed by the shield, whether or not they successfully hit. The eldritch shield can withstand up to $1d4 + 1$ attack per three levels.

Note that regular attacks also reduce an eldritch shield without any penalty, and the shield may only absorb spells which the caster has sufficient levels to cast. (e.g. a 9 hit die eldritch shield can protect from 4-7 *Magic Missiles* or similar spells, while a griffon would take off three from the shield and still inflict normal damage).

The material component is sapphire and diamond dust which is sprinkled upon the creature to be protected.*

Dreamoore's Warding Shield (Abjuration)

Range: 10 m
Components: V, S, M
Duration: Special
Casting Time: 4
Area of Effect: One creature
Saving Throw: None

The warding shield is a unique magical screen which encompasses one creature and protects it from harm. The shield remains completely invisible until struck by any attack, including weapons and spells which cause direct damage. Then it then flares pale blue, absorbing part or all of the attack (any damage which is not absorbed goes directly to the character using the shield).

The warding shield may absorb up to base $1d4$ HP damage + 2 points per level of the caster. If a magic resistant creature attacks the spell's host, then its resistance is checked first. Success indicates that the shield is bypassed during that attack, and damage goes directly to the person being protected. However, the shield remains intact until it loses all hit points, gets dispelled, or until all hit points elapse, at a rate of 1 hit die per turn. A person may have only one warding shield at a time.

The material component is 50 GP worth of diamond dust which is thrown into the air as the spell is cast.*

Dust Devil (Alteration, Conjunction)

Range: 9 m
Components: V, S, M
Duration: 1 round/level
Casting Time: 2
Area of Effect: Special
Saving Throw: None

This spell enables the wizard to conjure a dust devil, a weak air elemental, (AC 2, 2d8 hp, MV 18, Dam. $1d4$, magic weapons inflict double damage). The dust devil appears as a small whirlwind, 4.5 m tall, 1.5 m in diameter at its base and twice that at its top. It will move as ordered by the wizard but vanishes if ordered more than 9 m from the wizard or if ordered to attack a native of the plane of elemental air or a creature with magic resistance. It can hold a gaseous cloud at bay, and its winds are sufficient to put out small fires. While skimming along the ground, it will pick up loose particles (if any) and create a dust cloud 9 m in diameter in which normal vision is obscured, and a wizard caught within the cloud must make a save versus magic or have their concentration broken.

The material component of this spell is a small fan.

Eldarr's Flameshroud (Abjuration, Invocation/Evocation)

Range: Special
Components: V, S, M
Duration: 1 round/level (s.b.)
Casting Time: 4
Area of Effect: Caster
Saving Throw: Special

When this spell is cast, the caster is enveloped in an invisible shroud of flames; a *True Seeing* spell or similar magic will reveal the shroud, and a *Detect Magic* will reveal strong lines of abjuration and evocation magic. The

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spell imparts on the caster, the equivalent of fire resistance for the duration of the spell (see description of *ring of fire resistance*).

In addition to the protection aspect of this spell, the caster may also use it offensively: any target that comes within 3 m of the caster may be attacked using the shroud; a small finger of (clearly visible) flames shoots from the shroud and strikes the victim, inflicting 1d4 points of damage, plus 1 point per level of the caster (up to a maximum of 1d4 + 20). A successful save vs. spell reduces the damage by half. Only one such attack may be made per round, and each attack reduces the spell's duration by one round (thus, an attack may not be made the last round the spell is in affect).

Anyone who scores a successful melee hit on the caster while he is under the protection of this spell, suffers damage equal to that inflicted by an attack from the shroud (1d4 + 1 per level); again, a successful save vs. spell reduces the damage by one half. The duration of the spell is not affected in this case.

The material component for this spell is any normal cape with a chunk of sulphur placed in the pocket; the cape must be worn throughout the duration of the spell; if it is removed, the spell ends prematurely. The cape is not affected by the casting of this spell, but the sulphur is consumed when the spell ends.*

Eldarr's Shockshroud (Abjuration, Invocation/Evocation)

Range: Special

Components: V, S, M

Duration: 1 round/level (s.b.)

Casting Time: 4

Area of Effect: Caster

Saving Throw: Special

This spell is nearly identical to *Eldarr's Flameshroud*; it covers the caster in an invisible shroud of electricity; the shroud is detectable by the same means covered in the *Flameshroud* description. This spell provides the user with immunity to lightning and other electrical attacks for the duration of the spell.

The caster may use the shroud to conduct electrical attacks in the same manner as that for the *Flameshroud* spell; damage is identical, and each attack reduces the duration by one round. The shroud will also provide protection vs. melee attacks as per the *Flameshroud*, with electricity again replacing flames.

In addition to the cape (which is not harmed), this spell requires a specimen of any electricity-using creature, such as an electric eel; this specimen is consumed when the spell ends.*

Elemental Geyser-Spells (Evocation)

Range: 3 m (+0.6 m/level)

Component: V, S, M

Duration: 1 round

Casting Time: 4

Area of Effect: 2.25 m² (+ 2.25 m²/level)

Saving Throw: 1/2 damage

Specialist/School: Elementalist

Height of Geyser: 9 m (+ 3 m/level)

The following four spells will cause a fissure or crack to open in the ground at a spot indicated by the caster. The designated spot can be anywhere within the spell range. The fissure will then erupt in one of the four methods listed below. While these spells are listed as variations, they are all individual spells that must be acquired, learned and memorized as such. ex. possessing the *Flooding Font* spell will not allow the mage to cast the *Crack of Doom*.

Flooding Font

The spell causes a 1.5 m round hole to open in the specified location. Any creature within 1.5 m of the geyser will suffer 4d4+4 points of damage from the concussion of the release of the high pressure water. The other danger from this spell is that the area of effect will be flooded to 1.5 m within 1 round. The rate of dissipation will depend on the actual layout of the area. If the spell takes effect in a closed room, for example, the victims will find themselves in a swimming pool.

Crack of Doom

This spell will cause a crack 1.5 m long and 0.3 m wide to open and a geyser of flame will erupt forth. Any creature within 3 m of the crack will suffer 4d4+4 points of damage from the heat. Anyone else within the area of effect suffer half damage from falling cinders.

Stone Spout

This spell will cause a ragged hole approx. 1.2 m in diameter to appear. From the hole will erupt a geyser of dirt, sand, and gravel. Anyone in the area of effect of this spell is not only subject to 4d4+4 points of damage from flying stone and sand, but anyone losing more than half their current HP must make another saving throw vs spells or be buried under the mound of debris.

Wind Tunnel

This spell creates a 0.6 m high 1.5 m diameter cone from which bursts forth hurricane force blast of wind. Any object not securely fastened down will be hurled about (including any creatures). Anyone within the area of effect will suffer from 4d4+d points of damage due to being blown about and impact with flying debris.

The diameter or length of each crack or hole will increase by 0.3 m per level of the caster. Any victim of the above spells who is standing directly on the spot where a geyser erupts, will suffer from double damage.*

Enemy Blink (Alteration, Enchantment/Charm)

Range: 30 m

Components: V, S

Duration: Instantaneous

Casting Time: 4

Area of Effect: 4d6 creatures

Saving Throw: Negates

This spell makes 4 to 24 creatures blink, if their saving throws fail. Otherwise it works like *Blink*. Note that this spell is good for use, if an enemy is near a cliff or large body of water.

No creature can be targeted twice by this spell, i.e., "I've got 12, I use them all on him, have him save 12 times".*

Fellstar's Flaming Water (Alteration, Evocation)

Range: 10 m/level

Components: V, S, M

Duration: 2 rounds/level

Casting Time: 4

Area of Effect: 3 m/level radius area

Saving Throw: 1/2

This spell will cause an area of water to instantly burst into flames as if covered with oil and set alight. The centre of the area of effect may be as far away as 10 m per level of the caster; the area of burning water has a radius of 3 m per level of the caster, but may be smaller if the caster desires. The spell must be cast on an open body of water, such as a lake, river, or ocean; it may not be cast at a container of water on the person of an individual.

If the centre of the area of effect is on the surface, the flames will remain only on the surface; if the spell is cast underwater, the flames will form a sphere (if the distance between the surface and the center of the area of effect is less than 3 m per level of the caster, the flames will obviously not form a perfect sphere; in this case, the surface of the water will burn as well).

The fire will last 2 rounds per level of the caster, or until extinguished; the flames may not be doused with water, as this added water will burn as well. The fire must be extinguished by magical means (i.e. dispelled or via a *Fire Quench* or similar magic), or allowed to expire. If cast underwater, the duration of this spell is halved.

The flames from this fire are sufficient enough to start ships on fire, and any creature caught in the area of effect suffers 3d6 points of damage, plus 1 point per level of the caster (to a maximum of 3d6+20). A successful save vs. spell reduces the damage by half. If this spell is used to attack a water elemental or similar creature, the damage is doubled, and there is a -4 penalty to the save.

The material components for this spell is a vial filled with a water and oil mixture.*

Fog Warrior (Conjuration, Evocation)

Range: 0

Components: V, S, M

Duration: 1 round/level

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

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This spell creates a creature much the same in appearance of that created by the second-level *Fog Phantom* spell (q.v.). This creature however can do damage (1 to half the level of the wizard hit points of damage per successful hit). It has a THACO equal to that of the wizard, and a Strength equal to the wizard's level. The Fog Warrior has a -2 AC and can be hit only by weapons with a magical +1 or greater. It has 10 hit points + 1 hit point per level of the wizard. It cannot be dispelled by wind or fire, although fire and ice will do damage to it.

The material component of this spell is some smoke.*

Force Bolt (Alteration, Evocation)

Range: 0
Components: S, M
Duration: Instantaneous
Casting Time: 2
Area of Effect: Special
Saving Throw: Negates

This spell causes an invisible bolt to launch forward from the wizard's fingertip. The bolt does not explode on contact with whatever it is directed at, but rather burrows through almost any object (note that a +5 or better magic armour deflects it). The bolt has 10 hit points + 2 hit points per level of the wizard, these hit points being "burrowing points." For each 10 hit points of damage a normal magical item takes it will lose a plus.

A normal shield or splint mail or leather armour will use up 5 hit points, chain mail will use up 7 hit points, and full plate will use up 10 hit points. For some reason standard elven chain will always cause this spell to reflect (magical elven chain does not have this effect unless it is +5 or higher). Items do get a saving throw, and once an item makes its save, the spell is lost.

The material component for this spell is a bit of iron.*

Glamden's Mixer (Alteration)

Range: 3 m/level
Components: V, S, M
Duration: Instantaneous
Casting Time: 4
Area of Effect: One potion
Saving Throw: None

This spell requires the caster to have a potion of any type in his or her possession. The potion is held in the caster's hand, and when the spell is cast, the contents is instantly removed from its container and reappears in a potion container in the target's possession. The DM then makes a potion compatibility check (DMG 2ed. pg. 135) for the target potion and applies the results normally. If the target has one or more potion containers in sight, the caster may choose which one to affect. If the target has no containers in sight, then one is affected randomly; if the target has no potion containers in his possession, then the spell has

no effect. This will also work on a potion that is just about to be quaffed, as long as the caster gains the initiative.

The only material component for this spell is the potion to be mixed with the target's potion.*

Hand of Time (Necromancy)

Range: Touch
Components: V, S
Duration: Special
Casting Time: 6
Area of Effect: Creature touched
Saving Throw: Negates

After casting this spell, the death master's hand will bear a baneful curse, for the next creature he touches (possibly requiring an attack roll) will instantly become 4d10 years older. The spell lasts for one round per level of the caster or until discharged, and it cannot be reversed.*

History (Divination)

Range: Touch
Components: V, S, M
Duration: Instantaneous
Casting Time: 1 turn
Area of Effect: One object or place (up to 90 m²)
Saving Throw: None

This spell allows the wizard to "tune in" to the psychic impressions left on an object or small area. This power gives the wizard the ability to divine hidden purposes, prior owners, secret compartments, and powerful alignment bends.

The spell will not identify a magic item per se, but would for instance tell the wizard that the ordinary looking golden ring he holds is in fact the signet ring of a long deceased noble house. Further, use of the History spell doubles the chance that the value of an antique or relic will be correctly guessed.

This spell is usually used on nonmagical plunder, books, and items sold at auctions (to verify claims made about their antiquity). Although the casting time is long, it is unobtrusive, and only a single touch is required to make the spell work.

The material component for this spell is a page from an encyclopedia.*

Hydro Shield (Alteration, Evocation)

Range: 0
Components: V, S, M
Duration: 2 rounds + 1 round/level
Casting Time: 4
Area of Effect: Caster
Saving Throw: None

By casting this spell, the mage appears to be covered in a mist of water. Variation A is coloured blue or green; variation B is coloured violet or blue. Any creature striking the spell caster with body or hand-held weapons will inflict nor-

mal damage upon the mage, but the attacker will take double the damage so inflicted! The other powers of this spell depend on the variation being used:

Version A: Any electrical attacks will be saved at +2 on the die, and will do either half damage (if save is failed) or no damage at all (if save is made). Acid based attacks are normal, but if the mage fails the required saving throw, he sustains double damage! The material component for this version is a bit of tree gum.

Version B: Any acid attacks will be saved at +2 on the die and will do either half damage (on an unsuccessful save) or no damage (if save is successful). Electrical attacks are normal, but if the mage fails to make the required save he sustains double damage from that attack.

The material component for this version is an alkaline substance.*

Illumine (Alteration)

Range: 60 m
Components: V, S, M
Duration: 1 turn/level
Casting Time: 4
Area of Effect: One or more 3 m radius globes (s.b.)
Saving Throw: Special

The Illumine spell acts as a multiple light spell. The wizard may create two globes of light, with an additional globe per two levels of experience of the wizard above the 7th. Immediately after casting, two globes appear where the caster wills. The additional globes appear in the following round. The wizard must spend that round specifying the centres of spell effect, and may take no other action in that round or all succeeding globes are lost. The caster may permanently dispel some or all of the globes at any time during the duration of the spell. The material component for the spell is one piece of phosphorescent moss for each globe. In all respects other than the ones above, this spell conforms to the restrictions of the light spell.

Illumine is the fourth of six spells researched by the mage Auralon Deathrin in his lifetime. It was developed as a partial solution to the annually increasing crime rate in the capital of Travinthia. (They make good streetlights with some form of spell extension!)*

Improved Charm Person (Enchantment/Charm)

Range: 24 m
Components: V, S
Duration: Special
Casting Time: 4
Area of Effect: One creature
Saving Throw: Negates

This spell will cause any humanoid to regard the wizard as a trusted friend and ally to be heeded and protected. Although this does not grant the wizard the ability to command the affected humanoid as a robot, it does assure

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that anything the wizard says to the affected creature will be taken in the most favourable way. If the initial saving throw is made, the creature will not realize that a spell had been cast on him. Otherwise, the affected creature must recheck his save vs. magic once per (20 - Intelligence) days until the spell is broken (creatures with a twenty or greater Intelligence are not affected).

It is, however, possible to double or triple charm creatures, so even if they break the first charm, they must still contend with others (for the purpose of saves, each charm is handled separately from the others). It has been known, however, for members of the opposite sex to on occasion become amorously attracted to the wizard, thus continuing the charm indefinitely. The wizard may negate the charm at any time, unless such attraction has occurred. One *Dispel Magic* will break all the charms on a creature, and if the wizard attempts to harm the charmed creature, this will also break the magic. To further confuse matters, a creature may become charmed to more than one wizard.*

Improved Magic Mouth (Alteration)

Range: Special
Components: V, S, M
Duration: Special
Casting Time: 4
Area of Effect: One object
Saving Throw: None

Like *Magic Mouth* but can speak command words to activate magical items, *Stash* spells etc. (but can not cast spells).*

Independent Spectral Hand (Necromancy)

Range: 30 m + 5 m/level
Components: V, S
Duration: 2 rounds/level
Casting Time: 2
Area of Effect: One opponent
Saving Throw: None

This spell causes a ghostly, glowing hand, shaped from the caster's life force, to materialize within the spell range and move as the caster desires. Any touch attack spell of 6th level or less that is subsequently cast by the wizard can be delivered by the spectral hand. The spell attacks as the caster at a +2 bonus to hit. The caster may perform other actions. The hand is AC -3 and may be hit by magic only. Any damage dispels it and does 1d6 points to the caster.*

Inertia (Alteration)

Range: 20 m/level
Components: V, S, M
Duration: 1 turn/level
Casting Time: 4
Area of Effect: One creature or object
Saving Throw: Negates

This spell allows the caster to freeze one creature or object up to 100 pounds per level, limit regardless of orientation. Creatures flying through the air would be frozen in place (remaining in the air), immovable until the second command word. The caster is free to cast this spell upon himself. If the subject of the spell is unwilling, it receives a saving throw vs. magic, a successful save negating.

The caster must point at the creature or object to be stopped, and utters the first command word. If the spell is successful (guaranteed in the case of objects within the caster's weight limit), the item is frozen in the air, immovable, unless a dispel magic, or other such spell is cast, or until the caster utters the second command word. Upon saying the second command word, the object or creature resumes its initial motion. For example, cast upon a falling chest, would stop the chest in the air. Upon the second command, the chest would resume falling, even if someone had climbed on top of it. If some poor slob happened to be standing directly beneath the chest at the time of the second command... If cast at a knight on a horse, for example, the caster must specify mount or rider. If cast at the mount, the rider would probably continue in his original direction, just without his mount. Cast on the rider, he would stay hanging in the air, as his mount ran away.

Physical force is insufficient to move frozen objects, so they could, for example, be used as anchors for ropes, etc. The caster must be able to see the majority of the object of the spell, so he couldn't, for example, cast it upon something in somebody's backpack.

The material component of the spell is a silver whistle, which is blown prior to shouting the command word.*

Jadwin's Concentration Conspiracy (Alteration, Illusion)

Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 4
Area of Effect: One spell
Saving Throw: None

By means of this spell, the wizard may transfer the concentration requirement and control ability of any illusion spell to the creature touched. The *Illusion* spell must be cast the next round or this spell is wasted. The creature touched must possess the Intelligence to concentrate and control the spell. Non-spellcasters and spellcasters who have never cast illusion spells will require practice before they can control the illusion. In addition, creatures of low Intelligence will produce low quality illusions that will be easier to detect and disbelieve. Spell control may only be passed to willing subjects.

The material component is a 200 GP worth gem that is given to the spell's subject by the wizard at the completion of this spell and before the next spell is cast.*

Jadwin's Item Exchange (Illusion)

Range: 10 m/level
Components: V, S
Duration: 1 turn/level
Casting Time: 4
Area of Effect: 68 dm³/level or 1 item/2 levels
Saving Throw: Negates

This spell enables the wizard to alter the appearance of objects. Each affected item within spell range can take on the appearance of another item within the range of the spell. If only a single item is affected it may be given a completely illusory appearance, not one copied from another item. This spell does not affect creatures.

This spell is commonly used to swap appearances such as to exchange the appearances of two gems or two scrolls. A wizard able to affect 5 items could exchange their appearances in a random pattern. The wizard could choose to make a scroll appear as a gem and a gem appear as a scroll but this would be instantly detectable by touch. The spell effects all senses listed with the *Spectral Force* spell. This spell is complete enough to copy nonmagical writings and fool the divination spells *Detect Magic* and *Locate Object*. Magical writings are only superficially copied and any attempt to read them causes the illusion to end. Once the spell is cast the effected items may be separated beyond the spell range without causing the spell to end.*

Jamye's Greased Pig (Alteration, Conjunction)

Range: 30 m
Components: V, S, M
Duration: 4 rounds + 1 round/level
Casting Time: 3
Area of Effect: One creature + 1 creature per 4 levels of the caster
Saving Throw: Special

This spell is a more powerful version of the third-level *Haste* spell, with the first-level *Grease* spell thrown in too. The people that the spell is cast upon suffer none of the side effects of the grease (i.e. they don't drop their weapons, they don't slip, etc.) but those that try to attack or grab them will. It negates special attacks by creatures that inflict damage automatically every round after a successful hit (i.e. stirges or executioner's hoods) - the creature must roll to hit every round due to the slipperiness of the target. Otherwise, it conforms to the normal *Haste* spell (-2 on initiative, double movement rate, double number of attacks per round, ages recipient 1 year). It is not cumulative with *Haste* or other *Greased Pig* spells.

The material components for this spell are a bit of butter and an anis seed for each recipient.*

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Jamye's Headless Flying Roasted Pig (Enchantment, Summoning)

Range: 60 m
Components: V, S, M
Duration: 1 round/level
Casting Time: 4
Area of Effect: Special
Saving Throw: Negates

This spell summons a pre-prepared headless flying roasted pig. The pig flies at a rate of 30, and is under the control of the caster (who must give it his full attention). The pig is magically funny; anyone who looks at the pig (except the caster) must save vs. spell every round that the pig is in his field of view or fall down laughing until the pig leaves. Laughing victims are at a -2 "to hit" until the spell expires.

Victims with an intelligence of 4 or less, that are meat-eaters, will be attracted to the pig's delicious aroma and must save at a -6 or spend the rest of the spell's duration trying to catch it. If they are vegetarians, they are unaffected. Those with Intelligences of 5-9 save vs. the laughter effect at a -4. Those with Intelligences of 10-14 save at a -2. Those with Intelligences of 15-19 save normally, and those who are more intelligent than that are unaffected.

The pig cannot be caught or attacked; those attempting to do so automatically succumb to the laughter. The pig has no other attacks besides its magical nature. It can be banished or abjured; *Dispel Magic* merely terminates the caster's control over it. If the *Dispel Magic* is successful, the pig will leave 50% of the time and stay 50% of the time, the magical laughter effect will not be dispelled, and the caster will become vulnerable to the laughter's effects.

The material components are a baked, spiced apple and a hummingbird feather. Additionally, a pig of no less than 50 pounds must be beheaded, roasted and otherwise prepared ahead of time; this pig does not have to be carried with the spellcaster but must not be eaten, as it is consumed by the spell at the time of casting.*

Jamye's Morning After (Alteration, Enchantment/Charm)

Range: Touch
Components: V, S, M
Duration: 1d6 rounds/level (s.b.)
Casting Time: 4
Area of Effect: One intelligent creature
Saving Throw: Negates

This spell takes effect after the victim has had a minimum of two hours of sleep. The victim loses all memory of events that occurred between the time the spell was cast and when he awoke.

The victim will remember the existence of any material components used in the spell.

The effects of the spell last 1d6 rounds per level of the caster. The caster should not be told the duration of the spell.*

Jibril's Anti-Magic Shield (Alteration)

Range: 0
Components: V, S, M
Duration: 1 round/level
Casting Time: 1
Area of Effect: One mage/three levels
Saving Throw: None

The recipients of this spell are made more aware of the magic around them and are also more able to affect it. They therefore have a magic resistance of 5% per level of the caster. A *dispel magic* is only half as likely to dispel this spell. Note: this spell only effects Mages.

The material component for this spell is a clear gem (at least 100 GM worth), which is consumed by the casting of the spell.*

Justin's Mental Map (Divination)

Range: 1 mile
Components: V, S, M
Duration: Permanent
Casting Time: 10 minutes
Area of Effect: 1-mile radius area
Saving Throw: None

Outdoors only, this spell gives the caster an aerial view of the countryside within 1 mile of the caster. Only large features visible from above are noted, like rivers, woods, fields, large buildings, and clearings, but not people, caves, small streams, or the like.

The material component is powdered pineal gland.*

Kiri's Container (Alteration, Enchantment)

Range: Touch
Components: V, S, M
Duration: 1 day + 1 day/3 levels
Casting Time: 1 hour
Area of Effect: One container
Saving Throw: None

This useful spell will turn one appropriate container (sack, backpack, etc.) into a Bag of holding of 5000 GP capacity for the duration of the spell.

Anything not removed by the end of the spell's duration is lost in the astral plane.

The material components are the container and berry juice that must be stained upon the insides of the container.*

Kiri's Energy Field (Invocation/Evocation)

Range: 3 m/level
Components: V, S, M
Duration: 1 round/level
Casting Time: 4
Area of Effect: One 3 m × 3 m × 3 m cube/
level
Saving Throw: ½

When cast, this spell brings into being a field of energy wherever the wizard wants within the area of effect. The distribution of the cubes is also under the wizard's control with the exception that they must all be contiguous. The field itself can be cold, hot, or electrical at the wizard's discretion. It causes 1d6 damage plus 1 point per level of the wizard (e.g.: a tenth-level wizard would cause 1d6+10 hit points of damage). The damage is delivered once per round to any being in it with a save for half damage.

The material component is a tinder box which is destroyed when the spell is cast.*

Kiri's Smarter Servant (Conjuration/Summoning)

Range: Special
Components: V, S, M
Duration: Permanent until dispelled
Casting Time: 3 rounds
Area of Effect: See below
Saving Throw: None

After this spell is cast, a magical and very skilled servant is called into existence. This servant is a combination of butler, chauffeur, cook, etc. who can perform as well as any normal servant. They are usually created to "keep house" when the wizard is away for long periods of time or to help in magical research (feeding, fetching etc.).

The servant is AC 6 with 1 hit point per level. It has no attacks.

The material component for this spell is a butler suit and a length of gold wire worth 200 GP. The components are reusable.*

Kiri's Toy Soldiers (Enchantment)

Components: V, S, M
Range: 3 m
Casting Time: 5
Duration: 1 round/level
Saving Throw: None
Area of Effect: Special

This spell causes small, specially crafted toy soldiers to become full size warriors under the wizard's command. One figure can be animated per 4 levels of the wizard (maximum of 4). The armour class of the soldier depends on the material that it is made out of:

Matter	AC
clay	8
wood	6
stone	4
metal	2

Each figure has 3 hit points per level of the wizard to a maximum of 45. They attack twice per round as fighters of half the wizard's level with whatever weapons they were created with. Being mindless, they cannot be charmed, put to sleep, dominated, etc....

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The material component is a number of toy soldiers worth not less than 10 GP each.*

Knots and Binds (Enchantment)

Range: 5 m
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

This is an advanced version of the second-level spell *Weave Knots* (q.v.). It has all functions listed there, and more.

The second spell must be cast immediately after Knot and Binding is cast (add the two casting times together). Alternatively, two wizards can work on such knots - one casts this spell, the other casts the intended spell, then they combine their efforts.

If the added spell is instantaneous, the second spell will not activate when it is cast, but rather, its potential will be stored in the thread. The wizard has the option when the Knot spell is cast as to whether permanent or special duration spells are activated when the knot is tied, or when the knot is untied. In such cases, the target is the person to whom the knot is tied, or the person who untied the knot.*

Mimic (Enchantment/Charm)

Range: 3 m/level
Components: V, S, M
Duration: 1 round/level
Casting Time: 4
Area of Effect: One creature
Saving Throw: Negates

This spell forces some humanoid creature in the caster's line of sight to begin mimicking his actions. The creature's actions will directly reflect those of the caster, regardless of position or orientation. The creature will be frozen momentarily at the onset of the spell, but after that segment of inaction, the creature begins mimicking the caster.

This can be potentially harmful for the target, if say for example, the caster waves his hand in the vicinity of his neck, and the target happens to be wielding a sword.

Once the spell is cast, the caster need not be able to see the target for the target to mimic his actions. The target does get a second save if forced to do actions that are obviously lethal, such as the aforementioned hand waving example. If the target passes outside of the range of the spell, the spell is broken.

The material component of the spell is a small ivory figurine, which is broken to bits in the casting of the spell.*

Missile Multiplication I (Alteration, Evocation)

Range: Touch
Components: V, S
Duration: 1/5 round
Casting Time: 6

Area of Effect: One missile
Saving Throw: None

A missile must be fired within the next twelve seconds. This spell makes 3-18 missiles out of one. Only normal missiles are affected.

The stuff disappears one round after shooting, but their effects stay. A nasty assassin in my game used the fifth-level version of this spell with sleep-poison darts to capture a PC.

You have to roll to hit for each missile, by the way. However, if your first missile hits, you have a +3 on all thereafter.*

Mystyk's Backlash (Abjuration, Invocation/Evocation)

Range: 0
Components: V, S, M
Duration: 1 round/2 levels
Casting Time: 4
Area of Effect: Caster
Saving Throw: None

When this spell is cast, the caster is surrounded by an invisible shell of energy; this shell is invisible to the naked eye, but a *True Seeing* spell or similar magic will reveal it, and a *Detect Magic* spell will detect strong lines of abjuration magic with weaker evocation lines. While under the protection of this spell, if the caster is hit in melee, the shell will emit a burst of pure energy that lashes out at the attacker. The energy will inflict an identical amount of damage as that inflicted on the caster by the melee attack (the caster still receives normal damage). If the attacker makes a successful save vs. spells, he will only suffer half damage. The shell will continue to emit energy bursts on attackers as long as the spell's duration lasts, or until the shell is dispelled.

The material component for this spell is a small, metal shield and a gem worth at least 400 GP. Both components are destroyed when the spell is cast.*

Necromantic Runes (Abjuration, Evocation)

Range: Touch
Components: V, S, M
Duration: Permanent until discharged
Casting Time: 1 turn
Area of Effect: Object touched
Saving Throw: 1/2

This spell mimics the fourth-level spell *Fire Trap* in many respects. Unless otherwise noted, follow the description of the *Fire Trap* spell for effects.

This spell places mystical runes over the area to be warded. Chance for detection of these runes is as per detection of a *Fire Trap* spell.

Anyone not attuned to these runes (as per the *Fire Trap* spell) who disturbs them will cause a violent explosion of negative planar energy which will sap life energy from all in the area of effect.

Damage is thus the same as per *Fire Trap*, but as the damage is not fire-based it is damaging only to living creatures. This spell has no altered effects underwater as does *Fire Trap*.

The material component for this spell is a bit of wraith or spectre essence.*

Negative Bolt (Evocation)

Range: 20 m + 3 m/level
Components: V, S
Duration: Instantaneous
Casting Time: 4
Area of Effect: One creature
Saving Throw: 1/2

This combat spell projects a bolt of negative energy. Some practitioners believe it to be merely energy from the negative material plane. Said Spellcasters are wrong. The spell actually projects raw antimatter in a bolt of anti-energy. Materials affected by the bolt tend to disintegrate and be consumed. Spell wards and defences tend to dissolve also. Specific defences exist for the genre of spells similar to this one but they are secrets kept for self-defence.

The bolt only does 1d3 per level of the caster but it also has the effect of dispelling first and second level defensive spells. Spells third through fifth need to make a saving throw based on that of their caster to save and sixth level spells only fail on a 1. Though the duration of any such affected spell is usually reduced on a ratio to the level of the spell (GM decision as to what, though I wouldn't suggest more than 1/2 duration).*

Noska Trades' Endoplasmic Quagmire (Conjuration, Necromancy)

Range: 10 m/level
Components: V, S, M
Duration: 1 round/level
Casting Time: 4
Area of Effect: 24 m diameter
Saving Throw: Special

When this spell is cast, a clear mucous-like substance rains down upon the area of effect for one round, in which it reaches a depth of 1.2 m. Any creature in the area of effect must save vs. spell or be knocked to the ground by globs of slime and must take 1d3 rounds to regain their feet. Movement through the slime is 3 m per round and it is 50% probable that a creature trying to move in the area slips and falls. Creatures with their head(s) beneath the slime must make a Constitution check each round or take 1d4 points of drowning damage.

Dispel Magic, *Disintegrate*, or *Transmute Water to Dust* will eliminate the Endoplasmic Quagmire.

The material components are a piece of flesh, taken from a human within one round after death, and a vial of organic material rotten to the point of liquidification.

Source: Ted Dreibelbis.*

Orko's Gaseous Form (Alteration)

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Range: Touch
Components: V, S
Duration: 1 round/level
Casting Time: 4
Area of Effect: Creature touched
Saving Throw: None

This spell allows the recipient and gear he carries to assume solid or gaseous form, at will, for the duration of the spell. Each change requires a full round, with no other actions permitted. Gaseous form is transparent and insubstantial and flows at a base speed of 3 per round. A creature in gaseous form cannot be harmed by magical fires or lightning, but air attacks cause double damage.*

Orko's Geyser (Evocation)

Range: 0
Components: V, S, M
Duration: 1 round/level
Casting Time: 5
Area of Effect: 5 m wide, 60 m long stream
Saving Throw: Special

This spell creates a jet of steaming water, that extends 60 m in a straight line and is 5 m wide, from the wizard's hand. All fires, normal and magical, will be extinguished. Any creature struck by the stream must save vs. petrification at a -1 or be blinded until the stream is moved or stopped. Regardless of the save there will be a substantial amount of damage done due to the heat (2d6 hp of damage).

The material component of this spell is a drop of water.*

Pain (Necromancy)

Range: 15 m
Components: V, S
Duration: 3 rounds/level
Casting Time: 1
Area of Effect: One creature
Saving Throw: Negates

The victim suffers from excruciating pain and is unable to cast spells or to move at greater than half speed. The wizard must concentrate on the target for the spell to remain in working.*

Pander's Whirlwind Travel (Conjuration/Summoning)

Range: 0
Components: V, S, M
Duration: Special
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None or special

This spell encapsulates the caster and possibly more people and/or equipment inside a conjured whirlwind. One of two variations of this spell may be cast without prior preparation at the option of the caster.

The first variation is used by the caster for personal transportation or protection. While encapsulated in the whirlwind's eye the wizard can view the outside normally and cause the whirlwind to travel over any relative continuous surface with short hops over ditches or small obstacles not over 1.2 m in height being possible. The caster may not carry more than his normal encumbrance and all equipment must be on his person (exceeding this limit causes the whirlwind to fizzle). No other creature may occupy the whirlwind unless it is carried. On solid ground the whirlwind can move up to 240 m + 10 m per level above 5th level. Rate of movement is the same whether moving uphill, downhill, or on stairs. Over loose sand or marsh the movement rate is 2/3 of normal and over water the movement rate is 1/2 of normal. Wind velocities can affect the rate of speed. Although the caster may cast any spell from within the eye, none will breach the barrier of the winds and spells such as *Magic Missile*, *Fireball*, or *Lightning Bolt* will bounce back towards the caster, possibly ruining an otherwise fine day.

This variation's duration is 1 turn per level and can be turned on and off any time during the duration. It takes 5 segments to turn the winds on or off (a good mage would calculate a spell so that it goes off the segment after the whirlwind stops). The mage is still susceptible to outside damage from spells, but only takes 1/2 or no damage if saving throws are made while inside the whirlwind. Projectiles of a small nature will not penetrate the winds and the mage's Armour Class and saving throws vs. dodging have a +4 bonus while inside the eye of the whirlwind.

The second variation is not as fast and cannot be turned on and off (it is only good for a one-way trip). But, its area of effect is a 6 m diameter column which is 3 m high (centred on the caster) and it can carry along anything in the area of effect on a relatively safe ride over long distances. Movement conforms as above but the base rate is 120 m + 10 m per level of the spellcaster over 5th level and the duration is 1 hour per level. All spells cast from inside conform as above, as do effects of area spells cast at the whirlwind. All inside have a +4 Armour Class bonus since they cannot be seen but there are no dodging bonuses and saves vs. dodging are based on the caster for the entire group. Weight is not a factor when determining what is picked up for the ride. Anything not securely rooted to the ground will be picked up. Once started, the winds may only be exited or penetrated after start-up by making a successful saving throw vs. spell at a penalty of -1 for every two levels of the caster, rounded down. Flying creatures who enter or exit from the top have no penalty on their save. Creatures larger than the area of effect will simply push the whirlwind away if they try to enter it. The caster may stop the winds at any time.

The material component of this spell is a piper's flute which is played to bring the whirlwind from the elemental plane of Air.

The source of this spell is Pander Pillma.*

Paranoia (Enchantment, Illusion/Phantasm)

Range: 10 m/level

Components: V, S, M
Duration: 1 hour + 3 turns/level
Casting Time: 6
Area of Effect: One creature
Saving Throw: Special

Paranoia is a spell used to unnerve and frighten humanoid creatures. If the target makes a saving throw vs. spell with a -3 penalty (adjusted for Wisdom), then he will greatly desire to leave his present location, but will suffer no other ill effects. Elves have a 5% chance to resist the effects of the spell, but still get a saving throw.

Creatures who fail the saving throw are convinced that "everyone is out to get them". The spell creates a hallucinatory person who follows the target everywhere, but disappears when looked for. The target also has the feeling that he is being watched, and in fact has a chance (5% per wizard level) of thinking someone nearby is spying on him. The target believes that everyone is talking about him, especially those whose conversations he can't hear. *Remove Curse* or *Heal* will restore the person's mind, but *Dispel Magic* will not. Furthermore, any action that requires concentration (spellcasting, turning undead, using a psionic ability or thief skill, etc) has a chance to fail to the victim's highly emotional state. The chance of failure is: (level Paranoia's wizard * 5%) - 30%.

The final result of this spell is that anyone who fails their saving throw will be branded insane or bewitched, and treated appropriately. NPC's who are subjected to this spell will spend at least the next day sulking, still afraid of everyone (this is not a magical effect, simply an aftereffect). If an NPC knows who cast the spell, they will either be afraid of the wizard (for weaker NPC's) or very angry (stronger NPC's).

For example: Two wizards cast Paranoia at Strongarm and Bloodaxe, who are in a large dining room. Bloodaxe makes his saving throw, and becomes aware of something being "wrong" in the room. He leaves, wary of what might be out there, but more afraid of what is inside. Bloodaxe suffers no other ill effects. Strongarm fails his saving throw, and becomes convinced that everyone in the room is either plotting against him, or spying on him. In fact, he's certain that the Duke is spying on him. Not willing to fight everyone in the room ("they're all out to get me!"), Strongarm flees. As he runs down an empty hallway, he gets the feeling he's being followed, and actually sees someone in the corner of his eye. When Strongarm tries to confront his shadow, he finds nothing. Once the spell expires, he will still feel uneasy (memories of having everyone against you are not easily forgotten!), but will no longer act abnormally.

This spell was developed by Vanquill as a response to another wizard's powerful mental spell, which caused great pain in its victims (specifically, Corinna and her Psiblade. Corinna has yet to experience a Paranoia spell...). This

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spell does not carry Vanquil's name since he does not wish it to be traced back to him (for good reason).

The material components are either a lock of hair from a madman or a drop of blood from an assassinated noble or official.*

Peace and Quiet (Alteration, Enchantment)

Components: V, M

Range: 0

Casting Time: 1 round

Duration: Special

Saving Throw: None

Area of Effect: 3 m diameter sphere

To cast the spell, the wizard places a piece of unspun cotton and a piece of grey glass (the material components) within his hands and casts the spell.

The spell is centered upon the wizard's hand, which contains the components. The sphere is a hazy grey which cuts out most, but not all, of the light. The sphere also cuts out most, but not all, of the sound. It creates the effect of being in a darkened room with the doors and windows closed. Once cast, the sphere does not move.

Notes: Great for sleeping in after a late party.*

Pilpin's Band (Conjuration/summoning)

Range: 60 m

Components: V, S, M

Duration: 3 turns/level

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

This spell summons into existence up to 50 instruments that will play any piece of music for which sheet music is present. The specific instruments summoned are decided by the wizard, so the non-weapon proficiency of artistic ability, or musical instrument is required by the wizard, or a consultant. The sheet music is placed on a music stand before the band, and as the music is played the pages are flipped automatically. When the piece of music is over, placing new music or flipping the present one to the first page will start the band playing again. The sound volume of the band is controlled by the wizard.

The material components are a single, golden, miniature replica for every type of instrument summoned, a full sized silver music stand, and the appropriate sheet music. Everything but the sheet music is consumed in the casting.*

Pilpin's Fire Carpet (Evocation)

Range: 60 m

Components: V, S, M

Duration: Concentration or 1 round/level

Casting Time: 4

Area of Effect: 6 m square/level

Saving Throw: 1/2 or Negates

The fire carpet brings forth an immobile, blazing carpet of magical fire of shimmering colour — violet or reddish-blue. The spell covers an area of the ground equal to one 6 m square per level of the wizard and the flames are 1.2 m high.

The carpet sends forth waves of heat, inflicting 1d4 points of damage upon creatures within 3 metres. In addition, the carpet inflicts 2d6 points of damage, plus 1 point of damage per level of the wizard, upon any creature within the area of effect. For creatures moving through the area, the fire inflicts 2d6 points of damage per 6 m of the area of effect crossed. A successful saving throw vs. spell (modified by Dexterity bonus) will reduce damage to half, or none if the creature was close to the edge of the area of effect.

For example; a tenth-level wizard centres the spell on a fighter. The area of effect is 15 × 12 metre. The fighter fails his save and takes 2d6+10 points of damage. The warrior then runs out of the area toward the closest edge which is 6 m away. If the warrior was surprised he must again roll a saving throw. He again fails his save and takes another 2d6+10 points of damage.

Creatures more than 2.4 m tall take only half damage. Creatures especially subject to fire may take additional damage, to the DM's option, and dead always take twice normal damage. The wall of fire lasts as long as the wizard concentrates on maintaining it, or one round per level of experience of the wizard, in the event he does not wish to concentrate upon it.

The material component of the spell is phosphorus.

Pobithakor's Alarm (Divination) Reversible

Range: 0

Components: V, S, M

Duration: 1 day/level

Casting Time: 1 round

Area of Effect: One person

Saving Throw: None

This spell, when cast, will detect and instantly alert the caster whenever the caster is the subject of information gathering spells or divination spells such as *ESP* or *Know Alignment*. The caster will have a general idea of what is being used (mind reading, truth detection, etc.) upon him.

The reverse of the spell will cause the caster to have no chance to discover that such spells are being used upon him, i.e. the caster would not be able to detect someone scrying upon him.

The material components of the spell is an eye from a very keen eyed creature such as a hawk or a dragon. The reverse of the spell requires that the eye be punctured.*

Protection from Domination (Abjuration)

Range: Touch

Components: V, S

Duration: 5 rounds/level

Casting Time: 4

Area of Effect: One creature

Saving Throw: None

This spell protects the effected creature from all sorts of domination attacks. This includes psionics and spells which do domination.*

Rathe's Mage Lock (Alteration)

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 1 round

Area of Effect: One portal

Saving Throw: None

The Mage Lock spell is an advanced form of the *Wizard Lock* spell. There are two main changes from the latter. First, while the spell is in effect, the portal cannot be damaged or destroyed by any physical (not magical) means short of an elemental. Note, however, that magical means of destroying the door (e.g. *Fireball*, *Disintegrate*, etc) still work as normal, and if the door is destroyed, the spell is broken. If the spell is dispelled or negated by any means whatsoever (even temporarily), the portal will crumble into dust.

Second, the spell has another application; it can be placed upon an object. The effect of this is to allow anyone wearing or carrying the object to open any Mage Locks by the same caster. For example, if one of Rathe's Mage Locked bracelets was worn, the wearer could open any door Mage Locked by Rathe (but not by any other mage).

The material component is half a pound of iron filings for the first application and 100 GP worth of diamond dust for the second.*

Resist Acid (Alteration)

Range: Touch

Components: V, S, M

Duration: 1 turn/level

Casting Time: 1 round

Area of Effect: Creature touched

Saving Throw: None

This spell is similar to the third level mage spell *Resist Electricity* (q.v.), except this spell provides some protection from acid and acid based attacks.

The material component for this spell is an alkaline substance.*

Reverse (Alteration)

Range: 0

Components: V, S, M

Duration: Instantaneous

Casting Time: 4

Area of Effect: One spell

Saving Throw: Special

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This spell will change any reversible spell up to fifth level previously cast into its reversed form. Spells cast by the wizard are automatically reversed, but those cast by others can resist the spell's effects as per *Dispel Magic*.

The material component is a small silver mirror.*

Rhuva's Counter-Scry (Divination)

Range: 0

Components: V, S, M

Duration: 8 hours

Casting Time: 4

Area of Effect: 20 m radius sphere

Saving Throw: Special

The caster will automatically detect any scrying attempt in the area of effect. The scryer must make a save vs. spells to realise that the scrying is being tampered with. If he does not immediately terminate the scrying, the caster of the counter-scry gets a clear image of the spy and a general location. He can cast any ranged spells through the link at the scryer, who receives all normal saves. The caster of the counter-scry can also simply jolt the scryer, causing the connection to be terminated. The detection of a scrying attempt will interrupt spellcasting. (It is suggested that "detect scrying" be made a second level spell, with a more limited duration and vaguer description of the scryer.)*

Rhuva's Tracker (Divination)

Range: 10 m/level

Components: V, S, M

Duration: 1 day

Casting Time: 4

Area of Effect: One creature or object

Saving Throw: Negates

The mage casts this spell, and hurls a small carved scarab at a target within range. A creature or object in a creature's possession gets a save to avoid the scarab. It clings invisibly to its victim, noticed only in a determined search. The caster then always knows where the victim is (distance & direction), provided it is within one mile per level, and the target is not enclosed in lead. The tracker can be renewed each morning by recasting the spell.*

Rune I (Enchantment)

Range: Special

Components: V, S, M

Duration: Until Discharged

Casting Time: 1 turn/spell level

Area of Effect: Variable

Saving Throw: Variable

This spell allows the wizard to inscribe a rune containing the energies of one spell up to third level. Instructions of up to 1 word per level may be given to control the conditions under which the spell contained in the Rune is discharged.

The material component is 100 GP worth of gems and inks per level of the spell contained in the rune.*

Sarius' Golden Triangles of Protection (Evocation)

Range: 0

Components: V, S, M

Duration: 1 turn + 1 round/level

Casting Time: 4

Area of Effect: One floating 0.6 m high triangle plate/level

Saving Throw: None

This spell creates golden, shimmering triangular plates of force which move around the caster in a constant motion, deflecting any missile, hand, or weapon attacks directed at the caster. The AC of the mage is improved by a factor of 1 for every three circles still active and any successful physical melee attack (including boulders, ballista, or attack forms similar to dragon's belly flop manoeuvre) will be deflected automatically. Deflected creatures of large-size (or higher) who are deflected must still land somewhere, possibly injuring friend or foe. Non-missile attacks by creatures with an effective strength of 23 or greater require a saving throw versus breath weapons to deflect.

Each triangle is able to sustain 8 hit points of damage before disrupting, so if a deflected attack does not cause enough damage to disrupt a triangle (chosen randomly) the triangle will remain active. For every 5 triangles active, the effects of breath weapons directed at the caster will be reduced by 1 hit point per damage die, with total protection from breath attacks becoming a possibility, though, unless the breath weapon causes less damage than the current hit points of a triangle it will assuredly disrupt the entire field of triangles in the process.

While the triangles orbit the mage he is at a -1 to hit penalty for every triangle active whenever a to hit roll is needed, including spells. The mage may create fewer triangles than the maximum possible.

The material component(s) of this spell is a single gold piece for every triangle created. All pieces are thrown into the air where they disappear and are replaced by the floating triangles.

The source of this spell is Sarius Mendlekine.*

Sarius' Mage Ward (Enchantment, Alteration)

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 1 round

Area of Effect: One amulet

Saving Throw: None

This spell is used to create a magical amulet which, when worn or possessed by a creature, will cause all spells cast by the amulet's creator to affect the creature with different variables of power. All defensive or beneficial

spells will have a +2 (on any applicable die or 10% if a percentage die) bonus applied to duration, areas of effect, ranges, or any increases in which the bonus would benefit the creature. All attack or detrimental spells from the mage would apply with a -2 (or -10%) penalty applied to their operation against the creature. For example, if the mage accidentally caught an ally (in possession of his Mage Ward) in the area of effect of his *Fireball* the creature would have his needed save reduced by 2 and all damage dice against the creature would suffer a -2 penalty, possibly negating the effect on that creature.

Also, having the amulet in their possession (knowingly or unknowingly, but not forcibly against their will) a creature's base magic resistance will automatically be reduced by 2% per level of the mage (at the time of the wards creation). Possession is considered to be within 5 cm of the creature's body.

The amulet may also be used to negate any portal or device protections created or cast by the mage for a one round period. After 10 uses of this nature the amulet crumbles to dust.

The material component of this spell is 10 GP weight of platinum, and a special mold made of wax and a crushed sapphire worth at least 500 GP. Once molten, the platinum is poured into the mold and then the spell is cast on the cooling metal.

Note that the amulet does not have to be any certain shape, and can later have gems (whether magical or not) mounted into it through shaping and/or settings made at the time of molding, but the amulet must not be injured by this or one 1-7 of the charges will be used.

The source of this spell is Sarius Mendlekine.*

Shadow Wall (Abjuration, Conjunction)

Range: 1 m/level

Components: V, S, M

Duration: 1 turn/level

Casting Time: 1 round

Area of Effect: 9 m²/level

Saving Throw: None

This spell is exactly like *Astral Wall*, except that it additionally forbids magical or mystical sensing through the wall. Thus, *Clairvoyance*, detect spells, mystical detection abilities, a basilisk's gaze, etc. will not be able to pass through a shadow wall. Other effects (including the duration increase) are as *Astral Wall*.

The material component is a piece of paper with a *Blindness Glyph of Warding* or *Symbol* inscribed thereupon.*

Sillvatar's Dragon Wings (Conjunction/Summoning)

Range: 0

Components: V, S, M

Duration: 2 rounds/level

Casting Time: 4

Area of Effect: Caster

Saving Throw: None

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When this spell is cast, the caster conjures a shadowy pair of dragon wings that appear on his body; these wings provide the caster with the movement (flying) rate of the dragon that produced the material component. For example, if the material component was taken from a blue dragon, the caster would be able to fly at a rate of 30 with an MC of C. The colour of the wings' scales will also correspond to the appropriate type. The wings will last for 2 rounds per level of the caster, or until dispelled.

The material component for this spell is the wing muscle from any type of dragon; this component is consumed when the spell is cast.*

Sleep II (Enchantment/Charm)

Range: 60 m
Components: V, S, M
Duration: 5 rounds/level
Casting Time: 3
Area of Effect: Special
Saving Throw: None

This spell is the same as the first level *Sleep* except as noted. All creatures to be effected by the sleep spell must be within the 12 m radius sphere created upon completion of casting. The sphere must be centered on a creature or object within sight and not an area; in addition the area of effect can not be reduced, although the caster can specify during its casting that creatures closest to the center be effected first dependent upon the hit dice of those creatures.

The number of creatures that can be effected is a function of the caster's level: for every 2 levels of the caster, 1d6 hit dice, rounded up, can be effected. Example: A fifth level wizard could affect 3d6 hit dice of monsters. Monsters with 6 + 1 hit dice or more are unaffected. The centre of effect is determined by the caster although the caster may not be in the area of effect upon spell completion or risk its effects. The creatures with the least hit dice are affected first (dependent upon the casters wishes, additionally creatures below a certain hit dice may be excluded), and partial effects are ignored.

The material components for this spell is a pinch of fine sand and rose pedals, or a live cricket.*

Sleepcloud (Evocation)

Range: 10 m
Components: V, S
Duration: 1 round/level
Casting Time: 4
Area of Effect: 12 m x 6 m x 6 m cloud
Saving Throw: None

This spell is identical in every way to *Cloudkill*, except that instead of slaying its victims, they are put to sleep for 1 hour per level of the wizard, up to a maximum of 12 hours. They cannot be awakened by any normal means until at least 1/4 of the sleep time has passed.

There is an up side to it, however: if the victims are not disturbed, they will awaken completely refreshed, and will have healed at double the normal rate due to the depth of their rest. Consequently, this spell has many beneficial uses.

The gas created by this spell is a deep indigo, and has a pleasant sweet smell as opposed to *Cloudkill's* vile green fumes.*

Song of Fear (Enchantment/Charm)

Range: 0
Components: V, S, M
Duration: 1 round/level
Casting Time: 4
Area of Effect: 30 m radius
Saving Throw: Negates

By use of this spell, the wizard sings a song of blood-curdling horror, inspiring terror within 30 metres his person. All creatures within ear-shot (including allies) must save vs. spell or flee in panic until beyond the radius of effect.

The material component for this spell is a piece of wood that must be broken.*

Sonoric's Animal Awareness (Divination, Enchantment/Charm)

Range: Special
Components: V, S, M
Duration: Special
Casting Time: 4
Area of Effect: One animal
Saving Throw: Negates

With this spell, the caster is able to take control any small (size Tiny) creature of less than 1+ HD in his line of sight. If the creature is above animal intelligence, it gets a saving throw versus spells, a successful save indicating spell failure. The creature is at -4 to save if the caster has a good grip on it for the duration of the spells casting. Those creatures of a nonmagical nature of less than animal intelligence do not get a save. Those of a magical nature get a save at -4.

Once the caster has control of the animal, while concentrating he can see, hear, etc through the animal's senses. He can also control the animal's actions, even special movement, such as flying, swimming and burrowing, although the if the caster attempts to get the creature to attack something not below itself on the food chain, the animal has a (75 - minus caster's level) percent chance of escaping the grip of the spell. While concentrating on the animal, the caster is incapable of any other action.

The caster can maintain control of the animal up to 100 m away, per level of the caster. Those seeing the controlled animal will notice any strange behaviour it may be exhibiting, if they make the appropriate perception checks (i.e. INT check, or save versus paralyzation). The spell is broken if the caster ceases concentration, or if the animal takes more than 4 HP of damage. Otherwise, the spell lasts for a turn per three levels of the caster (i.e. two turns at fourth, three at seventh, etc).

The material component of the spell is a bit of food, which the target animal would find appetising, which is consumed by the caster in the casting of the spell.*

Sonoric's Fly on the Wall (Divination, Necromancy)

Range: Special
Components: V, S, M
Duration: 2 rounds/level
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

This spell creates a spying device out of an ordinary flying insect. Upon casting the spell upon an insect, living or dead, the spell grants the abilities of limited clairaudience and clairvoyance, centered on the insect. The mage, while concentrating on the insect, can hear any noise within 4.5 m of the insect. Clairvoyance through the insect, however, is rather disorientating, and the mage is -2 to hit and AC for three rounds after breaking concentration. The insect has a flying movement rate of 6, and its movement is controlled by the concentrating mage.

If concentration is broken before the end of the spell duration, the fly drops to the ground, and there is a 75% chance that, if the mage resumes concentration, it will be too damaged to fly again, although the clairaudience and clairvoyance will still work for the remainder of the duration. If the fly takes any damage during the spell, such as being swatted or stepped on, the insect will no longer fly, but, provided that at least half of the fly remains, the clairaudience and clairvoyance will still work.

The material component of the spell is the body of a winged insect, living or dead, which is slain in the casting of the spell.*

Sonoric's Spying Minions (Conjuration/Summoning, Divination)

Range: Special
Components: V, S, M
Duration: 1 hour + 1 turn/level
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

This spell summons minor etherlings from the Ethereal Plane, to serve the caster's wishes. Etherlings, being rather stupid and weak, are only suited for simple tasks, such as spying. Upon summoning the creatures, the caster must detail, in simple language, what he service he wishes the etherlings to perform. The etherlings, in their stupidity, will be honoured by the request for service, and will perform the task to the best of their abilities and comprehension.

A minor etherling (AC: 2 MV: 60 HD: 2 #AT: 1 D: 1-3), is a small, vaguely humanoid appearing creature, formed of the stuff of the plane ethereal. On the prime material plane, it appears as a hazy, humanoid- shape ghostly apparition, about 1 m tall. It moves by flying, and is unobstructed by walls and solid objects,

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save lead, the touch of which sends it back to the ethereal plane. It is fairly stupid (INT: 5), although extremely talkative, and puppyish in its affection of the caster. The etherling will do its best to please the caster, to the point of becoming annoying. It does have some special abilities, making it particularly useful, however. It has a photographic memory, and will never forget what it saw and heard during its period of service. It also has the ability to turn small objects (one at a time), weighing less than five pounds, ethereal, allowing it to transport the item. It can also turn itself invisible at will, although those able to see onto the ethereal plane will be able to see it clearly. It can push its movement rate up to 120, for up to a turn at a time. It can only attack things on the ethereal plane, and even there not very effectively. Finally, the fact that it only partially exists on the Prime Material plane during the spell means that it is only hit by magic weapons, and spells.

The spell summons one etherling per three levels of the caster, one at first, two at fourth, three at seventh, etc. The caster can detail separate tasks for each individual etherling summoned, and may cast the spell more than once during its duration (allowing him to summon a virtual horde), as the spell requires no concentration after the initial casting. An etherling's instructions can be facilitated by pictures (as in "Follow this *point* man... The one in the painting" or "Follow her *point*"... The one in this Phantasmal Force"). It is up to the DM to decide the chance of the etherling getting confused, and screwing up the task. I suggest that it has a 100% chance of getting the task right, -1% for each word in the description (i.e. 10 words, 70% chance), giving a bonus for things such as pictures, and other helpful examples. If the etherling should encounter any mentally straining problems, such as if its "mark" (he whom it is tailing or spying upon) teleports away, or disguises its features, casts illusions, etc, make an intelligence check for the etherling, modified by the situation. If the etherling fails, it is hopelessly confused, and returns to the Ethereal plane. The caster must take care to give the etherling tasks which it can complete within the duration of the spell, as the etherling returns to the Ethereal Plane at the end of the spells duration.

Some examples of tasks given to etherlings would be "Go to the chamber at the end of the hall, stay there, and return to me in 20 minutes, to tell me what you heard and saw.", or "Go to this room in the tower of the castle, and bring me back a book that looks like this...", or "Find this man, follow him for half an hour, and return to me, telling me what you witnessed.", or "Find this man, and tell him 'Va banque. The game is thick' ", and similar such things. Etherlings are intelligent enough to follow the spirit of the commands, provided they are simple enough. Etherlings have an innate sense of direction, and will not get lost on the Prime Material plane. They have the mentalities of young children. They will only perform service on the material plane.

The material components of the spell are small figurines, one for each etherling to be summoned. They must be fairly detailed, and are consumed in the casting of the spell.*

Spell Tell (Alteration)

Range: Line of Sight
Components: V
Duration: 1d6 rounds + 1 round/level
Casting Time: 1
Area of Effect: The wizard
Saving Throw: None

When the wizard casts this spell he is able to "Spell Craft" with 100% accuracy. He is able to tell exactly what spell a wizard or priest is casting, no matter what level the spell, type of spell, or nature of the spell. He is also able to discern the intended effects of the spell. A wizard that has cast Spell Tell and wishes to determine spells other wizards are casting is penalized in the initiative roll. He may freely view one wizard and take whatever other action he wishes, but for each wizard over one that he observes, the wizard is at another +1 to his initiative. For example, the wizard rolls a 5 for initiative, he views 3 wizards to determine what spells they are casting, then his modified initiative roll is an 8.*

Spiritual Triangle (Abjuration, Necromancy)

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

By means of this spell the wizard may inscribe a Spiritual Triangle (a triangle inscribed in a circle). While within this triangle, the wizard cannot be magically influenced or controlled by any sort of *Charm*, *Suggestion*, or *Hypnosis*; nor can the wizard be psychically or spiritually assaulted. The beneficiary of the spell will likewise be unable to cast such spells from within the triangle. An Intelligence check must be made to determine if the inscriptions were made correctly.

The material component for this spell is some incense, worth at least 400 GP.*

Spirit Skill (Enchantment)

Range: Touch
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 round
Area of Effect: Person touched
Saving Throw: None

This spell transfers skills from a specially prepared vessel into a willing recipient.

The material component is a symbol prepared using *Steal Skill*, which must be carried by the recipient and disappears upon completion of the spell.*

Star Shield (Evocation)

Range: 10 m + 1 m/level

Components: V, S, M
Duration: 3 rounds + 1 round/level
Casting Time: 4
Area of Effect: Caster
Saving Throw: None

During casting of the spell the caster has to throw a piece of basalt, the size of a fist, into the air high above her or his head. Upon reaching the climax of the chanting, the rock splits into several smaller fragments, which begin to rotate around the recipient. The fragments increase in speed until the chanting ends, spinning round the recipient within a distance of one metre.

If a creature tries to pass this shield of whirling stones, it suffers 1d4 points of damage per level above 6th. The shield *Protects from Normal Missiles* (as per the spell) with a chance of 80%. This means that for every incoming missile a check is made whether it is deflected (s.a.) and in which direction (use scatter diagram). Note that this applies also to enchanted arrows, bolts, stones, etc. (per magic "plus" chance of deflection is decreased by 5%, i.e. a sheaf arrow +4 has a chance of 40% to penetrate the star shield). The star shield protects from melee weapon attacks, too. Every creature trying to attack the shielded person, receives a penalty of -4 on all to-hit rolls. If the attacker hits, he has to make a DEX check at -3. In case of failure, the fast spinning basalt fragments snatch away the weapon, which is hurled at a random direction (use again the scatter diagram). Anyone who uses a small or medium weapon to attack, suffers 1d6 points of damage from reaching into the whirling rocks.

The shielded person may move around at half the normal movement rate, with the star shield following. Any faster movement means that the person moves into the rotating fragments and thus suffers the damage from above. On concentration the person may stop the rotation of the basalt fragments, for example he could halt the rocks, in order to pick up an item. Note the star shield follows, even if the rotation has stopped. If the recipient of this spell tries to bring any living being of size small or larger into the protected area, the spell ceases. Note that if the shielded person tries to oppress someone with the star shield, the spell ends abruptly.

The source of this spell is Dalin Najare.*

Steal Skill (Conjuration)

Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

This spell lets a wizard steal the class-related skills of a willing humanoid victim and transfer them either to the wizard or to a special container. The victim drops to first level, and regains levels at the rate of 1 per four hours thereafter. The caster gains 1/2 the class-related skills of the victim (if stealing from a fighter, the caster will gain the ability to wear

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armour and attack with a THAC0 halfway between the fighter's and the default 20 with any weapon with which the fighter is proficient; if stealing from a thief the caster will gain thief abilities which are the average of the thief's abilities and the base of 4; in no case will abilities go down because of this). Abilities which are granted by a deity cannot be transferred this way, nor can spellcasting abilities. The transferred abilities fade after one turn per level.

The material component is a symbol of the class to be transferred, specially prepared and costing not less than 10 GP per level of the target. If the caster wishes, he may imbue the symbol with these skills rather than using them at the time (in which case it will not disappear). The primary purpose of this use is to provide the material component for *Spirit Skill*.*

Sting (Alteration, Evocation)

Range: 50 m/level
Components: V, S, M
Duration: 1 round/level
Casting Time: 2
Area of Effect: One magical dagger
Saving Throw: None

This spell requires a +1 dagger as a component. The spell causes the dagger in question to disappear and attack the victim for the duration of the spell. The dagger attacks as a fighter of a level equal to that of the wizard including attacks per turn and so on. The dagger does not get its magical bonus to attack, unless a dagger better than +1 is used (+2 = +1 to attack, +3 = +2 to attack, etc.). The Sting however does negate the use of a shield, if the victim has one.

A *Dimension Door*, *Astral Spell*, *Blink* or other location blinking spell or spell-like effect will successfully avoid the Sting. The wizard need not concentrate on the spell for the dagger to attack. The dagger is consumed by the spell.*

Stone Bridge (Alteration)

Range: 3 m
Components: V, S, M
Duration: 1 turn/level
Casting Time: 6
Area of Effect: Special
Saving Throw: None

This spell creates a bridge of up to 4.5 square metres + 2.25 square metres per level, across any gap the wizard desires. It is sturdy and safe to walk across, and can bear the weight of an elephant.

The material component of this spell is a piece of rope, which should be knotted together when the spell is cast.*

Suppress Magic Resistance (Abjuration)

Range: 10 m/level
Components: V, S
Duration: 1 round/level

Casting Time: 1 round
Area of Effect: One source of magic resistance
Saving Throw: None

By means of this spell, the caster can temporarily suppress the magic resistance emanating from one creature or object, thus allowing other spells and magical effects to have an increased chance of effect. The spell affects one creature or object and the area that its magic resistance protects. For example, this spell can be cast a paladin wielding a holy sword that provides magic resistance in a 1.5 m radius, and the magic resistance can be suppressed in the entire area of effect. If there are multiple sources of magic resistance affecting the same area, this spell may only target one of them.

This spell can suppress up to 5% magic resistance per level of the caster. Partial effects are possible. For example, if a 10th level mage is casting the spell at a creature with 80% magic resistance, that creature's magic resistance will be lowered to 30% while this spell is in effect. Of course, this spell will not go into effect unless the creature fails its magic resistance roll.

The caster must maintain some concentration in order to preserve the spell's effect. The caster may not perform any actions except moving at up to half his normal movement rate. If the caster is successfully attacked, then his concentration is also broken. If concentration is broken, the spell's effects terminate immediately.

The caster, however, may choose to terminate the spell in a controlled manner, and during the last round before the spell is terminated, the spellcaster, in addition to moving at up to half his normal movement rate, may also cast one spell whose casting time is up to one round. The target's magic resistance remains lowered when making its resistance check against this spell. Of course, other spellcasters and devices may also cast spells while the target's magic resistance is lowered, and such magic does not terminate the suppress magic resistance spell.

This spell will totally negate a magic resistance spell if it is successful at suppressing magic resistance of a percentage at least as high as the percentage given by the magic resistance spell. In such a case, concentration by the caster is not necessary.*

Teleport Trace (Divination)

Range: 10 m/level
Components: S
Duration: 10 rounds + 1 round/level
Casting Time: 3
Area of Effect: One creature
Saving Throw: None

The wizard casts this spell on a character or creature who is likely to teleport or employ similar magic in the near future. If the recipient does cast *Teleport* (or *Dimension Door*, *Word of Recall*, etc.), then the wizard who placed the teleport trace will receive a mental image of the target location. The caster of the trace will then know his location relative to that of the

teleporter, and he will be able to use his own teleportation or scrying magic with maximum accuracy.*

The Nimbleton Hold (Alteration, Enchantment)

Range: 0
Components: V, S, M
Duration: 1 day
Casting Time: 1 turn
Area of Effect: The wizard
Saving Throw: None

By means of this spell, the wizard places a number of spells "on hold" for the next day. The spell is intended for casting at night, before sleep. The held spells are stored in the wizard's memory for the evening undisturbed. If the wizard is awake, the spells are available to him, and are used up normally when cast. In the morning, the spells are still retained, and will remain with the wizard as though he had spent the time to memorize them that morning.

The wizard may retain a number of spell levels equal to 9 + 2 per wizard level. (i.e. a ninth-level wizard may retain 27 spell levels worth of spells).

The material component is any form of headpiece (hat, hairnet, comb, skull cap, whatever) and must be specially enchanted by the caster of the spell. The cost to construct this item is 500 GP. The item must be worn both while memorizing the spells to be retained, and when the Hold spell is cast, though not while casting the spells.

Note that because a cast spell is lost as per usual, the Nimbleton Hold must itself be memorized and cast every day. (Therefore, a ninth-level wizard saves himself 270 minutes memorization time in the morning, but at some other time during the day spend 50 minutes to memorize and cast the Hold. Thus, his total savings are 220 minutes, or three hours forty minutes. In addition, the wizard may defend himself with the held spells during the night or morning before memorizing the next day's list).*

Thorgon's Faithful Steed (Conjuration/Summoning)

Range: 0
Components: V, S
Duration: Special
Casting Time: 4
Area of Effect: Special
Saving Throw: None

When cast, this spell creates a horse within 3 m of the wizard. The horse can pass over nearly any surface and even fly short distances (wizard's level × 6 m). The horse lasts 1/4 day per level of the wizard, or until the wizard loses consciousness. The horse can run at speeds up to 40. The steed will respond perfectly to the wizard. It has 10 hit points + 2 per

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level of wizard, and can be hit only by +2 or better weapons. As the power of the wizard increases, so does the appearance of the steed change, i.e. a ninth-level wizard would get a good steed, a 20th-level wizard would get a pegasus or similar creature. It can kick for 1 to the wizard's level hit points in damage. The steed is immune to normal magical attacks such as *Fireball*, lightning and magical ice.*

Time Warp (Alteration)

Range: Special
Components: V, S, M
Duration: 3 rounds + 1 round/level
Casting Time: 4
Area of Effect: 12 m cube, 1 creature per level
Saving Throw: Special

This is a combined *Haste* and *Slow* spell. At the time of casting, the caster chooses which application to use. The effects, as well as range, saving throw, and material components are as per the appropriate spell.*

Tsugua's Uncontrollable Hiccups (Abjuration, Evocation)

Range: 0
Components: V, S, M
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: 0.3 m/level radius globe
Saving Throw: Negates

This spell causes the affected creatures to hiccup uncontrollably for the duration of the spell, during which time they will be able to do little other than hiccup. Persons entering the area of affect after the spell is cast will still be affected, and leaving the area will not stop the hiccups until the spell expires. The wizard and all others in the area are affected (all fighting is at minus half the level of the wizard).

The material component for this spell is a wart from a warthog.*

Turn Acid to Water (Alteration)

Range: 20 m + 1 m/level
Components: V, S, M
Duration: Instant
Casting Time: 4
Area of Effect: Special
Saving Throw: Special

This powerful spell enables a magician to dissolve any kind of acid. Also the acid of magical potions can be transformed into water, but a saving throw must be made for the potion. In case of a failure all containing acid is turned to water. Else, the spell has no effect. If cast on pools, affected surfaces, weapons and items, no saving throw has to be made. Up to ten litres or one potion per level can be turned to fresh water, or the acid of one weapon or item per level can be removed.

For example, a 10th-level mage can turn two pools of acid from killed Kapak into water, make ten potions useless, or remove acid from ten swords or ten affected items in a backpack.

The caster cannot dissolve acid of breath weapons (such as Black Dragons, Giant Slugs, etc. have). After an acid attack he is able to render the remaining acid harmless (e.g., on corroding items). But he can try to destroy the acid shields of some creatures, such as Disirs have. In this case the affected creature is allowed to save vs. spells with a penalty of -2.

The material component which is used up during spellcasting is a piece of soap.*

Uldark's Conjured Fireball (Conjuration/Summoning)

Range: 10 m + 10 m/2 levels
Components: V, S, M
Duration: Instantaneous
Casting Time: 4
Area of Effect: 4.5 m radius sphere
Saving Throw: 1/2

This spell duplicates the 3rd level spell *Fireball* in most respects; however, instead of shaping the Fireball from magical energy as the evocation version does, this spell actually conjures a ball of fire directly from the elemental plane of fire. When the spell is cast, a small interdimensional connection opens between the plane of fire and the caster's plane; the Fireball enters through this opening and strikes the targets as directed by the caster. There is a chance that an extraplanar creature may enter through the opening as well. The chance of this occurring is: 20% - 1% per level of the caster (to a minimum of 1%).

This spell has the same effects (including damage) as the evocation version, but it is slightly harder to produce these effects in this manner; this is reflected in the higher spell level and the reduced range and area of effect.

The material components for this spell are a piece of flint and a pinch of sulphur.*

Uldark's Conjured Frost Bolt (Conjuration/Summoning)

Range: 20 m + 10 m/2 levels
Components: V, S, M
Duration: Instantaneous
Casting Time: 4
Area of Effect: 15 m long x 3 m wide bolt
Saving Throw: 1/2

This spell is similar to *Uldark's Conjured Fireball* [q.v.]. It conjures a bolt of frost and ice from the para-elemental plane of ice. The chance that an extraplanar creature enters the caster's plane is the same as that of the *Conjured Lightning Bolt* spell. The bolt is 15 m long and 3 m wide; anyone hit by the bolt suffers 1d6 points of damage per level of the caster (up to a maximum of 10d6). A successful save vs. spells reduces the damage by half.

The material component for this spell is a large chunk of ice or snow; this is consumed with the casting.*

Understanding (Divination)

Range: 1.50 m/level
Components: V, S
Duration: 1 round + 1 round/level
Casting Time: 4
Area of Effect: One creature
Saving Throw: Negates

This spell allows the wizard get use both ESP and Empathy on a creature if it fails a saving throw vs. spell with a -2 penalty. For more detailed information, like memories or motivations, someone else must ask the wizard the question. The wizard's player can under no circumstances supply questions for other people to ask! Doing so ends the spell immediately (forcing the wizard back into his own mind). One question per round is reasonable for easy questions, but long or complicated questions can take longer (up to the DM). A common language is not needed between wizard and target, and the wizard always replies in the tongue he uses most. While the spell is in effect, all the wizard can do is answer questions without ending the spell. The spell can be ended at any time, simply by willing it to end.

For example: a wizard casts Understanding on a dragon attacking a town, and learns (by ESP and Empathy) that it is angry and plans to destroy the town. The wizard's apprentice asks the wizard why the dragon is attacking, allowing the wizard to probe the dragon's memories, and to discover some humans stole the dragon's eggs. The wizard lets the spell end, to try to bargain with the dragon.*

Vander's Librarian (Conjuration/Summoning)

Range: 20 m
Components: V, S
Duration: 6 hours
Casting Time: 1 round
Area of Effect: One minor spirit
Saving Throw: None

This spell conjures a minor knowledge spirit to search for books and references for the wizard. It can search for titles, specific references, or general subject matter, finding books in the time it would take a reasonably skilled librarian (depends on case). The wizard is freed to concentrate on more interesting matters, so this spell roughly doubles a wizard's research efficiency.*

Vandergast's Forcetraps (Invocation/Evocation)

Range: 5 m/level
Components: V, S
Duration: Special
Casting Time: 4
Area of Effect: One creature
Saving Throw: Negates

When this spell is cast, a shimmering, blue bolt shoots from the caster's finger towards the target; when the target is struck, the bolt erupts

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into multiple bands of force that envelop the victim. If a successful save vs. spell is made, the spell dissipates and has no effect; otherwise, the bands of force will render the target completely immobile by normal means, as his hands, feet, etc. will be snugly bound. The target may still levitate or employ other means of magical movement, but may not walk, cast spells requiring a somatic component, or fight. Any size target may be affected by this spell.

The bands of force may not be harmed by weapons or most spells, but may be dispelled; a *Wish* or *Limited Wish* will also destroy the bands. The only other way to escape the bands is to roll a successful bend bars check. The victim may make one such attempt each round; in addition, *one* attempt may be made each round from an external source; if anyone touches the bands after the first external bend bars attempt (including another bend bars attempt, striking the bands with a weapon, etc.) the person touching the bands is immediately trapped as well, with no save. If two or more persons are trapped by this spell, each earns a bend bars roll each round; however, no external attempts may be made, or that person will also become trapped. In any case, if a bend bars roll is successful, the bands break, and the spells ends immediately.*

Vanquill's Backbiter (Abjuration, Evocation)

Range: 0
Components: V, S, M
Duration:
Casting Time: 2 rounds
Area of Effect: The wizard
Saving Throw: None

Vanquill's Backbiter is a way of protecting against a thief's backstab attack. The spell is triggered when any non-missile, non-energy (i.e., magic, psionics, breath weapon, etc.) hits the wizard from behind without his knowledge. A backstabbing thief or an invisible or silenced fighter counts, so long as the wizard is surprised. The spell is considered activated when the weapon of such a person comes within 8 cm of the wizard's back. Activation requires no thought or effort from the wizard, but the Backbiter cannot be consciously activated. When activated, the spell instantly creates a brief *Stoneskin* effect on the wizard's back, preventing the weapon from doing any damage (on the first attack). It then releases a burst of energy missiles (similar to a *Magic Missile*) at the backstabber, causing 1d2 hp of damage per level (up to a maximum of 10d2). The energy missiles never miss, and a *Shield* or *Protection From Normal Missiles* will not prevent damage. Duration is 4 hours plus 1 hour/level or until the spell is discharged.

Only one Backbiter can be in effect at any one time. If another is cast before the first is used, it is lost.

The material components are a small diamond of any size and the eyes of a common housefly.

Source: Joe Delisle.*

Vanquill's Cellular Regeneration (Necromancy)

Range: Touch
Components: V, S, M
Duration: 4 rounds
Casting Time: 4
Area of Effect: One creature
Saving Throw: None

Cellular Regeneration is a spell that increases the growth rate of the body's various tissues, causing them to mend together faster. Once the recipient is touched, the spell begins to work, restoring damage according to the table below:

Round	Healing
1	1 hp of damage
2	1d4 hp of damage
3	1d4 hp of damage
4	1 hp of damage

If the recipient performs any strenuous activity during the spell duration (like combat, casting spells over third level, or using a psionic power that requires a Constitution check), the spell is immediately aborted. All hit points are gained at the end of the appropriate round. Due to the stress of regeneration, this spell cannot be cast more than once per person for increased healing. For the spell to be effective again, the recipient must take more damage.

The material component is a piece of troll flesh that has been burned in acid.

Note: this spell is intended to give wizards some curative abilities, not to replace priests. The spell is much less powerful than the equivalent *Cure Serious Wound*, both in terms of damage and limitations. I would suggest that DM's limit the spell to be useful to a single person only once per day (regardless of injuries). If you wish to increase the level of the spell, that's up to you. I would not recommend banning it - unless all the NPC necromancers in your world are murderous scum with an obsession for dead things.*

Vanquill's Iceball (Evocation or Conjunction)

Range: 100 m + 10 m/level
Components: V, S
Duration: Instantaneous
Casting Time: 4
Area of Effect: 6 m radius sphere
Saving Throw: ½

There are actually 2 different Iceball spells: an evocation version and a conjunction version. Both versions do 1d6 hp of damage per level, up to 10d6 of damage, with a saving throw for half damage. The area of effect is a sphere with a 6 m radius. The spells differ as follows:

Evocation version: The spell drains thermal energy from the affected area, producing intense cold. There is no pressure caused by the Iceball, so unlike a *Fireball*, the chilled area conforms to the surroundings (like *Snilloc's*

Snowball Swarm). Therefore, it can be used in confined areas without the danger of a backfire. The evocation Iceball will freeze all exposed liquids and, if cast underwater, will create a 12 m diameter ball of ice (creatures inside the area may save vs. paralyzation to avoid entrapment). The ball of ice will immediately float to the surface. Creatures immune to cold take no damage from this version.

Conjunction version: This version draws forth ice and cold from the para-elemental plane of ice, causing a destructive blast of ice. The conjured Iceball will not conform to its surroundings, and will expand to its full area of effect, just like a *Fireball*. Underwater, this version does only 1d4 points of damage per level, and does not create any large pieces of ice. Fragile objects (vials, mirrors, etc) must save vs. crushing blow to survive the ice barrage. Creatures immune to cold will still take 1d2 hp of physical damage per level (unless immune to normal missiles). Because this version accesses an elemental plane, it will not function while spelljamming in the Flow or in other situations where access to the elemental planes is cut off.*

Vanquill's Lightshed (Alteration)

Range: 60 m
Components: V, S
Duration: 1 turn/level or until used up
Casting Time: 3 rounds
Area of Effect: Special
Saving Throw: None

Lightshed is a spell that creates multiple *Continual Light* spheres, one per level. The wizard can create one *Continual Light* sphere per round, and can take any actions while the spell is in effect (except cast other spells). *Continual Light* spheres can be created as often as the wizard wishes, up to the spell's limits. The spheres created by Lightshed are permanent and essentially the same as *Continual Light*, but Lightshed cannot be used against a living creature (attempting to do so will end the spell).

Lightshed was created so that a wizard could quickly and easily "cast" multiple *Continual Light* spells per day, without wasting every second-level spell available. This spell is also useful for wizards who wish to earn money by lighting up local castles or dungeons, since the "average" price of a *Continual Light* is 50 GP per sphere.*

Vanquill's Milling Crowd (Conjunction/Summoning)

Range: 5 m/level
Components: V, S
Duration: 5 rounds/level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: Negates

Milling Crowd summons people to enter a crowd and interact with the people in the crowd. The conjured people can try to impart one opinion or emotion of the wizard's choosing,

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thus changing the crowd's mood or opinion. Thus, a group of angry protesters could be made to riot, become less violent, or protest a different (but related) topic. The spell summons one "person" per level, who can only be used to influence crowd reactions. Any attempts by the wizard to attack the summoned people, use them as barriers, or use them in any way not associated with interaction will terminate the spell immediately. The people will be of the same racial mix as the crowd they must infiltrate (a crowd of 75% humans and 25% gnomes would result in 75% of the summoned people to be human, 25% to be gnomish).

The spell can influence a crowd in one of two ways: it can either change the reaction adjustment of the crowd by one factor, or it can be used to give the crowd another direction. For example, Milling Crowd can either make a group more hostile or less hostile, or it can change the group's focus in some minor way. If the group wanted to hang someone at noon, the spell could "suggest" an alternate means of execution, or a change in the time of execution, etc.

The saving throw for the crowd uses the average hit dice for the saving throw vs. spell. If the wizard is trying to influence reactions, the crowd has a -3 penalty on the saving throw. If the spell is trying to give the crowd other ideas, the saving throw is made without penalty. Depending on the nature of crowd and their focus of attention, it is not unreasonable to have saving throw modifiers from +5 to -5 (ranging from agreement with the wizard's purpose to considerable opposition). The spell is not guaranteed to work if it encounters some form of absolute resistance (for example, a local custom dictating the means and time of execution). If the crowd makes its saving throw, it is unaffected. If the roll is a natural 20, the crowd is aware of attempts to manipulate it. It is important to note that the spell does not directly affect the crowd in any way, so magic resistance is useless and spells like *Detect Charm* will reveal nothing.*

View Past (Divination)

Range: 0
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 hour
Area of Effect: 5 m/level radius area
Saving Throw: None

When this spell is cast on an area, it allows the caster to create a three-dimensional image of the past in that location. The caster specifies the time in the past through the use of the material component.

Ten gold pieces worth of gold dust is required for each hour back into the past the caster wishes to go. Thus, if the caster uses 240 GP worth of dust, then he will be able to view the period from 24 hours to the end of the duration of the spell (e.g., if the caster was 10th level, then the duration of the spell would be from 24 hours in the past to 22 hours and 20 minutes into the past).

After the spell has been cast, the DM rolls 2D10 - 11 to determine the error in the time frame in turns from the specified time.

The caster should roll 1D20 to determine the clarity of the casting. A die roll of one indicates that the scene comes through as shadows in a fog. A die roll of 20 indicates a crystal clear picture. This roll can be repeated in subsequent castings, and represents the difficulty in seeing through time.

Both the following dice rolls can be modified by the casters desire based on the following modifiers:

Modifier:	Situation:
+10	caster participated in the event
+6	caster very well informed in event
+4	caster knows an exact quote during the event
+2	caster knows something that was said at the time

Events that are cloaked by spells that hide themselves from *Clairvoyance* also mask out View Past, and thus cannot be seen by this spell.*

Wax Impressions (Enchantment)

Range: 0
Components: V, M
Duration: Special
Casting Time: Special
Area of Effect: As far as the sound carries
Saving Throw: None

To cast the spell, the wizard places a length of waxed string and some copper coins (the material components of this spell) in a cloth bag and casts the spell. All the sound heard after the spell is cast, during a time interval of 1 minute per copper coin is "recorded" on the string. The wizard can record on one string per level.

Burning the string will release the sounds in the same order, frequency, and decibel range in which they were recorded.*

Wind Blast (Alteration, Enchantment)

Range: 9 m
Components: V, S, M
Duration: Special
Casting Time: 7
Area of Effect: 3 dm³/level
Saving Throw: None

This spell creates a wall of wind. The wall moves forward at a base movement rate of two times the wizard's level. The wall will rip all loose materials along with it. This wall will pull along leaves, papers, twigs, small flying creatures, loose tapestry, and will cause an opponent to lose balance on a 3 in 6 (depending on size and weight). The wall of wind puts out fires in

its path and will stop nearly any sort of breath weapon or similar area effect spell or spell-like effect.

If cast in an enclosed area it will cause an explosion (DM discretion on damage). If cast at a door, it will likely blow the door down and cause an explosion (treat as Strength = level of the wizard). When cast in an enclosed area, remember that walls and ceilings may collapse and cause further damage. If two walls of wind happen to be cast at each other add the levels of the wizards and roll 1d6 per level for damage as an explosion reducing in damage by 10 hit points per 1.50 m from impact. The wall of wind will last for 1 round per four levels of the wizard.

The material component for this spell is a fan, which is not consumed in the casting.*

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5-Mile Carrier (Alteration)

Range: 0
Components: V, S
Duration: Instantaneous
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

Extends the range of any other spell up to 5 miles. Can shoot around corners but not in a zig-zag shape, e.g. you could cast it with *Lightning Bolt* to start the bolt on the other side of a hill 2 miles away, but the size of the bolt is still the same.*

Absorb Level Drain (Abjuration)

Range: Touch
Components: V, S, M
Duration: 3 turns/level or until dispel
Casting Time: 5
Area of Effect: One creature
Saving Throw: Negates

When cast on a subject, this spell absorbs the next level drain attack on the subject and is then used up. E.g., if the spell were cast on a target who was then later hit by two spectres in the same round, the first hit would only do damage and not drain levels but the second hit would drain levels as normal.j

Alpha's Aurora Borealis (Evocation)

Range: 0
Components: V, S, M
Duration: Special
Casting Time: 3
Area of Effect: 0.3 m per level radius ring
Saving Throw: Special

This spell causes a sheet of dancing, shifting light to spring up around the caster, encompassing any area up to the maximum indicated by the caster's level. The Aurora will last as long as the caster concentrates on it (concentration can be maintained while moving at half-speed,

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but the caster cannot fight or cast other spells, though speech is allowed), and for an additional 1 round per level after he or she ceases concentration.

Any intelligent creature which views the shifting, dancing patterns of light must save vs. spells or stand fascinated, watching the interplay of colours and lights [cf. *Hypnotic Pattern*]. A maximum of 2 HD of creatures per level of the caster can be so affected.

Any creature actually touching the Aurora will suffer 2-12 points of damage, +1 point per level of the caster. Fungoid monsters, undead, and creatures native to the plane of shadow suffer 2-12 points of damage, +2 points per level, from the effects of this spell.

The material component of this spell is a clear gemstone or crystal prism worth not less than 100 GP, a glowworm, and a pinch of phosphorus.*

Alpha's Balefire (Conjuration/Summoning)

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 5

Area of Effect: 1.5 × 9 × 4.5 m cone

Saving Throw: Special

This spell draws upon a nearly colourless arcane effluvium from the Plane of Shadow. This mystical stuff burns very hot and is extremely viscous, but rapidly dissolves in the thick substance of the Prime Material Plane. Those in the area of effect may attempt a save vs. breath weapon to avoid being covered in the stuff. If this save is successful, they are merely splashed with it. Even this small amount, however, is sufficient to cause half damage for the initial round, but it burns out in that single round. Those that fail to save and are struck fully by this ghastly stuff suffer d6 fire damage per two levels of the caster (rounded up), up to a maximum of 12d6. The Balefire clings to these poor victims and continues to inflict damage. The damage is reduced by 2d6 each round, and the it burns until all damage potential is exhausted. This shadow-stuff burns with a colourless fire that can only be extinguished by magical means (e.g. *Wand of Flame Extinguishing*, *Fire Quench*, *Dispel Magic*, or a magical cold spell such as *Ice Storm*, *Cone of Cold*, *Wall of Ice*, or *Otiluke's Freezing Sphere*, although spells involving ice may also cause impact damage to the would-be rescue); even total immersion in water will have no effect on it. This flame is so hostile to natural (i.e. Prime Material) matter that it will burn through one inch of wood or soft metal, one quarter inch of hard metal, or one eighth inch of stone per die of damage that it would inflict to living targets each round it is active. Any individual who is struck fully (i.e. fails to save) must make item saving throws vs. magical fire for all exposed equipment in each round that the Balefire clings to him, though these saves are at +1 cumulative for each round after the first. Occasional dark green or red flickerings can be observed in an active Balefire.

The material component is a standard opal (not a black or fire opal) worth at least 500 GP and a bit of pitch.*

Alpha's Blue Blaze (Evocation, Conjuration)

Range: 0

Components: V, S

Duration: Instantaneous

Casting Time: 5

Area of Effect: 15 m long, 6 m wide at

terminus fan-shaped area

Saving Throw: Special

By utterance and extending either arm, the caster causes a fanlike sheet of heated, purplish, acidic vapours and blue flames to leap forth from his outstretched hand. Any creature in the area of effect must save twice (once vs. the fire, once vs. the acid) or suffer 1d6 per 2 levels of the caster (rounding up) from each effect.

All exposed items must save vs. acid, regardless of the result of the save. Item saves vs. magical fire are only necessary if the victim fails his save vs. that effect.*

Alpha's Incantation of Elemental Domination (Abjuration, Enchantment)

Range: 0

Components: V, S, M

Duration: 3 turns/level

Casting Time: 1 turn

Area of Effect: Caster

Saving Throw: None

In the casting of this spell, the wizard must choose one element to have dominance over. Elementals of this plane cannot approach within 1.5 m of the caster or attack the caster in any way. The caster can forego this protection if desired, and attempt to charm the elemental [cf. *Charm Monster*], applying a -2 penalty to the save. If this is attempted, than this total ward against elementals is lost.

In any event, any elemental creature (water weird, xorn, etc.) is at -1 to hit and -1 per die of damage when attacking the caster. The caster makes all saves vs. their attacks at +2. The casters own attacks are at +4 to hit (or -4 to the target's save) and +6 to damage. He can further affect any elemental creature with any weapon, regardless of its level of enchantment.

The caster may converse with creatures of the chosen element, and they will respect him if alignments are similar, or fear (if the caster appears strong) or hate and desire to slay (if the caster appears weak) if alignments are dissimilar.

The spell's association with one element results in a saving throw penalty to the caster while the spell is in effect, depending on which element is chosen:

Air	-2 vs. fire
Earth	-2 vs. petrification
Fire	-2 vs. water or cold
Water	-2 vs. electricity

The material component is a substantial amount (at least 90 dm³) of the element in opposition to the element the caster desires to dominate.*

Alpha's Lightningarmour (Abjuration, Evocation)

Range: Touch

Components: V, S, M

Duration: 3 rounds/level

Casting Time: 1 round

Area of Effect: Creature touched

Saving Throw: None

The subject of this spell cannot be wearing metal armour of any sort, nor carrying a metallic weapon larger than a short sword. Bracers are permissible. The creature touched is completely protected from electrical damage of any sort so long as the spell is in effect. This protection is not absolute, having a maximum absorption of 10 points of electrical damage per level of the caster. Damage is absorbed by the Lightningarmour after saving throws and any other protections have been taken into account. The creature under the effects of this spell carry a negative electrical charge, and skin-to-skin contact with another creature will cause 1d4 electrical damage with no saving throw, as will contact through a conductor. Anyone striking the protected creature with a conductive object must save vs. paralysis at +1 or drop the object due to temporary numbness in the member holding the weapon. Those within 1.5 m of a character with this spell in effect may catch a faint scent of ozone and feel their hair standing a bit on end. The material component of this spell is a bit of copper wire and glass thread wrapped in clay.*

Alpha's Moons of Munnopoor (Alteration, Invocation/Evocation)

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 2 rounds

Area of Effect: Special

Saving Throw: None

By the use of this spell, the caster calls upon the magical influences of the other-dimensional Moons of Munnopoor. The caster can call upon the power of one, two, or all three of the Moons. This spell always creates an area of light equal to the Moonlight spell, centred on the caster and moving with him. However, the area of effect is only 50% that of the normal Moonlight spell if one moon's power is invoked, 100% normal is two moons are called upon, and 150% normal if all three moons are utilized. This Moonlight has all of the effects of actual moonlight under a full moon, including effects on lycanthropes. The duration of this spell is also determined by the number of Moons called upon: if one Moon, the duration is 2 rounds per level of the caster; if two, it's 1 round per level; and, if all three, it's 1 round per 2 levels of the caster. Besides the light produced

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by the images of the appropriate Moons appearing above the caster, each Moon provides a specific magic-enhancing effect as follows:

Blue Moon: All water-related (including fog-, ice-, and steam-related) spells used by the caster gain a bonus of +1 per die of damage (though not exceeding the normal maximum—e.g. an Ice Storm spell would inflict 3d10+3 damage, up to a maximum of 30) if the spell causes physical damage, including the damage caused by summoned water elemental creatures; applies a penalty of -4 to saving throws and -20% to magic resistance to targets of spells which cause no hit point damage but do affect an unwilling target in some way; or increases the duration of other spells of this genre which do not fall into the above categories (e.g. *Water Breathing*, *Wall of Fog*), doubling duration if a 1st-3rd level spell, increasing by 50% if the spell is 4th-6th level.

Bright Moon: All spells relating to stars, moons, and other astronomical phenomena are affected in the same way that water-related spells are affected by the Blue Moon.

Silvery Moon: All mind-controlling and influencing spells used by the caster apply a -4 penalty to saves and a -20% penalty to magic resistance checks by targets of such spells.

The material components for this spell are a white pearl or sapphire to invoke the Blue Moon, a diamond for the Bright Moon, and a silver pearl or moonstone for the Silvery Moon. Whatever the combination of moons invoked, the spell also requires a piece of black velvet along with a crushed pearl and a crushed moonstone, and a pinch of diamond dust.*

Alpha's Saint Elmo's Fire (Evocation)

Range: 5 m/level
Components: V, S, M
Duration: 1 round/2 levels
Casting Time: 5
Area of Effect: Special
Saving Throw: Special

This spell ionizes the air around the target of the spell, surrounding him with a blue-white, glowing nimbus of electrically charged air in a 1.5 m radius. The target of the spell may save vs. breath weapon at -2 to avoid the spell. This save is at an additional -2 if the target is carrying large, mostly metallic weapons (e.g. swords, battle axes) or wearing partial metal armour (e.g. studded, ring), and at -4 if wearing full metal armour (scale or heavier). If successful, the target will suffer only 3d6 electrical damage as he dodges out of the area of effect, and the spell will then dissipate that round without a focus to coalesce about. If the save is failed, the victim will suffer 5d6 damage every round until a save vs. breath weapon (with modifiers as for the initial save, but with a +1 cumulative per round bonus) is successful, at which point the spell will dissipate. Any creature entering the 15 m radius nimbus suffers 1d6 electrical damage with no save. Any creature that touches or is touched by the victim of the spell will suffer 3d6 damage with no save if the contact was skin-to-skin, or 2d6 if it was through a conductor. If the target is in water, the electricity will inflict 3d6 damage with any contact,

2d6 within 15 m, and 1d6 within 45 m. The target of this spell may, if desired, intentionally try to use the nimbus of electricity and the personal electrical charge as a weapon. The caster may end this spell at any point, if desired. The material components are phosphorus, a bit of fur, amber, and a bit of cold iron.*

Alpha's Shooting Stars (Conjuration/Summoning)

Range: 15 m/level
Components: V, S, M
Duration: Instantaneous
Casting Time: 5
Area of Effect: Special
Saving Throw: Special

This spell creates glowing missiles with flaming trails, one for each six levels of the caster (dropping all fractions). The victim of the spell receives no saving throw, and suffers 4d6 damage from the impact and 8d6 from the fiery blast that accompanies the impact. All within 1.5 m of the impact point are also in the blast radius, but they may save for half damage. The original intended target may attempt to save vs. petrification to avoid being struck, this save at -4 if within 6 m and at -2 if within 12 m. If this save fails, he suffers as above. If he succeeds, however, the shooting star(s) directed at him continue on in a straight line to the extent of their range, at which point they explode in a fiery burst as above. Anyone else in the path of the shooting star(s) must save as for the original intended target, or become the victim of the spell. If the caster has more than one missile, he may direct them at one or several targets as desired. Anyone within 15 m of the path of the missile will suffer 2d6 (save for half) fire damage simply from the heat of the passage of the shooting star.

The material component is a bit of meteoric iron and a piece of igneous rock.*

Alpha's Spectral Hound (Conjuration, Phantasm)

Range: Special
Components: V, S, M
Duration: 6 turns/level
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

This spell brings into being a quasi-real beast appearing as a war dog with black fur, gray ruff and tail, milky gray eyes, and insubstantial paws which make no sound. The creature will have average (8-10) intelligence and can converse with the caster in the common tongue. The creature can fight, attacking as a 2+2 HD monster and inflicting 2-8 points of damage per hit. It can, however, affect creatures struck only by magical weapons. The beast itself is AC 0, and can take up to half the caster's full hit points (rounding up) before being dispelled.

The Hound can track any creature known to the caster, provided the caster concentrates on a mental picture of the figure for 2 full rounds. The Hound can follow the trail of such a crea-

ture with 100% certainty, -5% per hour the trail is old. The Hound also has infravision to 90', can spot hidden (such as in shadows) things 80% of the time, invisible objects 65% of the time, and astral, ethereal, or out-of-phase things 50% of the time. The Hound normally moves at 12, though it can run at 24 for 3 rounds each hour. Further, the Hound may cross muddy or swampy ground, or even water, as if were solid, dry ground. The Hound leaves no tracks.

By concentrating for 1 full round, the caster can make use of the Hound's sensory abilities for as long as desired, though this does not allow communication beyond normal vocal range.

The Hound is unaffected by any spells which alter its form (*Flesh to Stone*, polymorph, etc.) or restrict or affect its movement (*Haste*, *Slow*, hold, etc.). If a mind control spell is cast upon the creature and it fails its save (saving throws of the Hound are as for the caster), then it will itself out of existence. It is further immune to poison and death magic. The hound will speak only to the caster, and, if the caster is killed, feeble-minded, charmed, or otherwise mentally incapacitated, then the hound will immediately cease to exist.

The material components of this spell are three canine statuettes; one of ivory or alabaster, one of silver or platinum, and one of jet, onyx, obsidian, or ebony. These statuettes must be worth at least 200 GP each, and, in the course of the spell, the three merge to become the Spectral Hound. When the spell ends, the Hound simply fades slowly out of existence.*

Alpha's Star-Powered Magery (Invocation)

Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: Special
Area of Effect: Caster
Saving Throw: None

This spell can only be cast outdoors under a night sky where stars are visible. The spell requires 2 turns to cast for each level of spells the caster is able to cast (e.g. a 12th level wizard can cast 6 levels of spells, and so would require 12 turns). Upon completion of the spell, the caster's mind and body are refreshed and restored as though the caster had rested a full day. 1-3 hit points, plus the caster's CON bonus, if any are restored if the caster is at less than full health. The power of the spell also allows the caster to memorize spells in one-half the usual time, save for first level spells, which may be memorized in a single round. During the lengthy casting of this spell, the wizard is suffused with a pale white glow, and is fully aware of things going on nearby. If the spell is interrupted, either by being struck by an attack or voluntarily by the caster, then the effect is wasted and the caster must sleep for spells as usual.

The material component is a diamond worth at least 1,000 GP.*

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Alpha's Starshield (Alteration, Abjuration)

Range: 0

Components: V, S, M

Duration: 4 rounds + 1 round/level

Casting Time: 1 round

Area of Effect: Caster

Saving Throw: None

When this spell is cast, the wizard's body is sheathed in a nearly skintight magical screen. This screen has the appearance of a black night sky filled with stars. Whenever a light-related spell of any sort is cast at the creature using the Starshield, the spell will be harmlessly absorbed and redirected back at the caster of the spell. This includes such spells as *Light* (if cast so as to blind), *Colour Spray*, *Sunray*, and *Prismatic Spray*. An area-effect spell where the caster is the sole target will automatically be reflected in this way. Area-effect light spells in which others are also targeted have a chance of being intercepted and redirected by the caster as above equal to the caster's chance to negate the spell with a *Dispel Magic* spell.

The protected wizard will be unaffected by the spell in any event and, if the spell is successfully absorbed, those behind the caster who would have been in the area of effect are spared the effects of the spell. By making a successful check as if to *Dispel Magic*, the caster may attempt to pass through a *Prismatic Sphere* or a *Prismatic Wall*. Darkness spells (e.g. *Darkness 4.5 m radius*, *Nystul's Blackmote*, priest's *Continual Darkness*) will also be reflected, just as light spells are, and the caster may attempt a saving throw vs. death magic each round to attempt to see through any area of magical darkness within normal vision range. If outdoors under the night sky, the caster can see as if in broad daylight, even through magical areas of darkness, and also absorbs stellar radiation, regenerating 1 hit point per round that the spell is in effect.

The material component for this spell is a black sapphire and a star sapphire, both of which must be worth not less than 1000 GP.*

Alpha's Wizard Light (Alteration, Evocation)

Range: 10 m/level

Components: V, S, M

Duration: 1 turn/level

Casting Time: 1 round

Area of Effect: 9 m radius sphere

Saving Throw: None

This spell creates a pearly-white globe of light equivalent to *Continual Light* (q.v.). Within the area of effect, all shadow and darkness (even of magical origin) is dispelled, and all hidden or invisible creatures or objects are outlined in a pale blue radiance which lasts as long as the Wizard Light itself, even if the object or creature so outlined moves out of the area of effect. Further, all glyphs of warding, symbols, and other magical writings and wards are revealed, glowing a luminous blue, and the area of effect of such wards is similarly outlined.

This spell does not reveal astral, ethereal, or out-of-phase creatures, nor does it reveal purely mechanical traps and secret doors, although traps or secret doors disguised by or utilising magic will be revealed. A mage using the *Duo-Dimension* (q.v.) spell would appear as a thin line of blue radiance in midair. This spell does not reveal what an illusion is hiding nor the appearance of an invisible creature (except for its outline), but merely reveals its presence and location. Hence, a *Cloak of Displacement* is useless within the Wizard Light. The light does not "set off" magical guards, but it does reveal the form of glyphs and such things for possible identification and deactivation.

The material component for this spell is a diamond worth at least 500 GP.*

Anti-Anti-Magic Shell (Evocation)

Range: 0

Components: V, S

Duration: 1 turn/level

Casting Time: 1

Area of Effect: 1-foot/level diameter

Saving Throw: None

This spell prevents the effects of an Anti-Magic Spell within its area of effect, provided that this spell is cast prior to the casting of the Anti-Magic Shell.

This spell was researched by Grimbor.*

Auralon's Deflective Plates (Evocation)

Range: 0

Components: V, S, M

Duration: 1 turn/level

Casting Time: 5

Area of Effect: Caster

Saving Throw: None

Casting of this spell creates up to five glowing, circular plates of force which hang in the air in a 1 m radius around the spellcaster. These plates move to deflect magical energies aimed at the spellcaster of which the latter is aware. The plates are effective against magical rays, beams, bolts and missiles from both spells and magic items. The target of these offensive spells has only a cumulative 15% chance per plate to be protected against totally accurate spells (such as magic missile), but a 19% chance per plate of avoiding magic requiring a "to hit" roll (such as lightning bolt).

Upon impact with the plates, the offensive magic is deflected at full strength in a random direction away from the target:

1d4	Direction of deflection (height):
------------	--

1-2	Same height
-----	-------------

3-4	Up
-----	----

1d6	(relative to defender):
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1	Left
---	------

2	Left and front
---	----------------

3	Up in front/Back at rival caster
---	----------------------------------

4	Right and front
---	-----------------

5	Right
---	-------

6	Straight up, or absorbed and destroys a plate
---	---

The plates can be brought down by *Disintegrate* or *Dispel Magic*, impact with a *Rod of Cancellation* or *Shatter* (destroys one plate), or a *Limited Wish* or *Wish*. The plates do not protect against nonmagical attacks or magical attacks of a type not listed above.

At the end of the spell's duration, the plates disappear two per round until all are gone.

The material components for this spell are tiny disks cut from 50 GP gems, one for each plate to be invoked; the disks are used up in the casting.

Auralon's Deflective Plates is a spell Auralon devised in his spare time while serving under the Mageoclave, and before becoming a member of that group.*

Azura's Death Shadow (Conjuration/Summoning, Necromancy)

Range: Touch

Components: V, S, M

Duration: 1 day/level

Casting Time: 1 round

Area of Effect: One person

Saving Throw: None

Upon casting a death shadow, the magic user brings forth a special creature from the elemental plane of shadow. The recipient of the death shadow feels a chilling sensation followed by warmth as it merges with his actual shadow. Thereafter, once a situation occurs where the recipient takes a death stroke of any sort (failing to save vs. poison, taking damage from an attack which causes death etc.) the shadow pushes him to a place of safety and takes the death stroke itself, disappearing in a black puff of smoke. The spell may last up to one day per spell level of the caster before the shadow departs.

Note that the death shadow does not provide an instant escape route from certain death (e.g., being immersed in acid, falling off a cliff, etc.). It merely takes one death blow which would have normally killed the character, and there must be an immediate place of safety within 3 m for the shadow to place its host.

The material components for this spell are coal, special incense (value 200 GP), and a drop of blood, all of which are burned at the start of casting.*

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Azura's Soul Whip (Evocation, Necromancy)

Range: 20 m
 Components: V, S, M
 Duration: 1 round/2 levels
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: None

When the magic-user casts the soul whip, he creates a shimmering ebony tendril which lashes out at one specific creature within 6 m. A "to hit" roll is necessary, but the whip strikes once per round as a monster of the caster's hit dice, and on an unmodified roll of 20, the whip entangles its victim for 2-5 rounds (no "to hit" needed during that time). Whenever the weapon touches its target, it inflicts 1d8 + 3 damage points, and these points are immediately gained by the spell caster and heals any damage previously incurred. If the caster's hit points rise above maximum normal hit points, then the extra points will remain for only 1 turn.

The material component is a small leather whip.*

Bigby's Strangulation (Evocation)

Range: 5 yards/level
 Components: V, S, M
 Duration: 1 round/level
 Casting Time: 6
 Area of Effect: One creature
 Saving Throw: Special

Bigby's strangulation creates a pair of disembodied hands sized for the victim (up to 1 foot tall per level of the wizard). These hands materialize around the victim's throat and commence strangulation. The victim suffers 1 point of damage the first round, and each round thereafter, sustains double the last round's damage.

Saving Throws: A save is permitted at the beginning of the attack, and if successful, the spell is ruined. Each round after the first, a save for half damage (for that round) is permitted, as the victim is struggling to keep his windpipe open. Needless to say, the victim may engage in no other activity.

The hands cannot be attacked physically, but a successful *Dispel Magic*, a wand of negation, a hungry disenchanter, etc. will destroy them. The material component is a pair of gloves made from the skin of a constricting snake, such as a python or boa constrictor. Upon casting, the gloves vanish (and are worn by the strangling hands). Once the spell is cast, the wizard need not maintain concentration for it to work.*

Blizzard (Evocation)

Range: 10 m/level
 Components: V, S, M
 Duration: 1 round/level
 Casting Time: 5

Area of Effect: 1.5 m/level radius area (30 m maximum)
 Saving Throw: Special

This spell causes a blizzard to hit the area of effect, resulting in the following: movement rate is cut in half due to drifts and wind, no missile fire or flying due to wind, and all normal flames are extinguished. This will negate a heat metal spell, and affects magical fires as if they had been hit with a *Dispel Magic*. There are no saving throws vs. these effects.

In addition, great chunks of ice and snow fall within the area of effect, causing 3d12 points of damage per round to anyone caught inside. A successful saving throw vs. spell reduces this damage to 1/2 the normal amount.

The material components required for this spell are five acorns and any semiprecious gem worth at least 100 GP.*

Bone Splinter (Evocation)

Range: Touch
 Components: V, S, M
 Duration: 1 round/5 levels
 Casting Time: 5
 Area of Effect: One creature
 Saving Throw: Special

Once this spell is cast, it will affect a single target that must be hit in melee by the caster. The target will suffer a minor bone fracture when affected by this spell. If the caster misses, additional attacks may be made in following rounds, as long as the spell duration allows. The spell ends when a hit is scored, or when the duration expires, whichever comes first.

The wizard uses his normal THACO with a +1 "to hit" bonus, but must make a called shot (see *The Complete Fighter's Manual* for details) to one of the hit locations listed below; the appropriate "to hit" modifier must be applied to the combat roll. Normal attacks are not considered accurate enough to do any real damage with this spell.

The possible hit locations, along with their combat modifier, restrictions, and effects are as follows:

Location	To-hit mod.	Effects
Head	-8	Minor skull fracture: 2d8 points of damage (save vs. spell for 1/2 damage)
Arm*	-4	Minor broken arm: -2 to STR & DEX when using this arm; -2 to hit, or shield worthless 50% of the time
Leg*	-4	Minor broken leg: -2 to DEX when using this leg (i.e. defensive adjustment); movement rate is at 3/4 normal
Ribs	-4	Racked rib: loss of 1d4 CON points and suffer 1d6 points of damage (no save)
Spine**	-8	Cracked vertebrae: save vs. spell or become paralysed for 2d10 rounds
Pelvis	-4	Minor hip fracture: -4 to DEX when using legs; movement rate is at 1/2 normal.

* If attacking from the side, only the nearest appendage may be targeted.
 ** The spine may only be targeted if attacking from the rear.

Multiple hits inflict cumulative damage. A *Cure Serious Wounds* will heal one of these effects, but will not heal any associated hit point loss (another cure spell is required to do so). A *Cure Critical Wounds* will heal two effects, and a *Heal* will fully restore the victim (unless dead).

The material components for this spell are a bit of bone and a small metal hammer, both of which are consumed when the spell is cast.

(author's note: the requirement for called shots is simply for convenience; if the DM wishes to compile a hit location chart, then normal attacks may be used in addition to called shots.)*

Cantrip Permanency (All)

Range: Touch
 Components: V, S, M
 Duration: Special
 Casting Time: 1 hour
 Area of Effect: One object
 Saving Throw: None

Unlike the eighth-level spell *Permanency*, Cantrip Permanency must be cast on an object to be effective. The object must be appropriate to the cantrip - e.g. a cloth for Polish, a paintbrush for Colour, a salt cellar for Salt. When complete, the duration of the cantrip (or the number of times it may be invoked) is increased dramatically.

There are two ways the spell may be used:

Mage Spells Fifth Level

Method 1:

- 1.) Cantrip
- 2.) Cantrip Permanency

Method 2:

- 1.) Enchant an Item
- 2.) Cantrip
- 3.) Cantrip Permanency

If method 1 is used, the duration of the cantrip is increased to 1d8+4 months. In the second case, the cantrip is completely permanent. If the cantrip is one that does not have a duration per se (e.g. *Exterminate*, *Polish*, *Clean*), then the power of the cantrip may be invoked from the item a maximum of once per hour.*

Chaos Magic (Alteration)

Range: 1.5 m/level
Components: V, S, M
Duration: Permanent
Casting Time: 5
Area of Effect: 0.3 m/level radius area
Saving Throw: None

This spell creates a sphere that has all the properties of a *Forgotten Realms™* wild magic area (see the *FR Sourcebook* for details). The area of chaos magic is permanent until destroyed (it may only be destroyed as per a wild magic area). The sphere of chaos magic is non-mobile.

The material component for this spell is a pint of blood from any chaotic magic-using creature. The blood is consumed when the spell is cast.*

Chelymber's Improved Non-Detection (Abjuration)

Range: Touch
Components: V, S
Duration: 2 turns + 1 turn/3 levels
Casting Time: 4
Area of Effect: 6 m radius around person touched
Saving Throw: Negates

This spell will stop all divination magic less powerful than that of *True Seeing* from properly working. It will also prevent all "Detect ..." spells of lesser spell level than *True Seeing* from operating properly. This spell will even stop detection from magical items like a Robe of Eyes, Ring of Invisibility Detection, and innate abilities that perform similar magic to that of detect spells lower than *True Seeing*, etc.*

Continual Fly (Enchantment)

Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 5
Area of Effect: One creature
Saving Throw: Negates

This spell functions as the third-level *Fly* spell except that the duration applies to time actually spent flying, not time elapsed since the casting of the spell. E.g., you can fly for a total of 1d6 turns + 1 turn/level. You can use half the duration today and the other half tomorrow.*

Continual Invisibility (Illusion)

Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 5
Area of Effect: One creature
Saving Throw: Negates

This spell causes the subject to become invisible, as per the second-level *Invisibility* spell, except that instead of having a duration of 24 hours, it has a duration of 1 turn per level of the wizard of actual use e.g. if cast at tenth level, the subject could decide to use 50 minutes worth today and the other 50 minutes worth tomorrow. Note that this is not Improved Invisibility, i.e. as soon as the subject makes an attack he becomes visible again. While he can become invisible next round if there is still unused duration in the spell, his opponent can make an attack on him; thus the spell confers no combat advantage after the first round.*

Continual Secret Light (Alteration)

Range: 60 m
Components: V, M
Duration: 1 turn/level
Casting Time: 1
Area of Effect: 20-foot radius
Saving Throw: Special

This spell acts the same, compared to *Continual Light* as *Secret Light* does compared to Light. Preliminary research seems to indicate the spell requires at least an ounce of blood from the wizard.

It also seems that it would be possible to make a magical lantern, whose light would only be visible to the person holding it. The exact process of its manufacture is not very clear, however, and the spell has been reported to fail regularly.*

Detect Spell (Divination)

Range: 0
Components: V, S
Duration: 1 round/level
Casting Time: 1 turn
Area of Effect: 30 m radius sphere
Saving Throw: None

Spell casting leaves a magical residue in the surrounding area which this spell is designed to detect. When the spell is cast, the caster can examine any spell that was cast in this area up to limit of 1 week in the past per level of the caster.

One spell can be examined per round, with the spells being detected in reverse chronological order. The information obtained about the spell is as follows:

- When cast
- School of magic
- Location and area of effect
- Relative level of spell
- Casting time and duration
- Relative level of caster
- Means of casting
- Possible means of casting include from memory, from a scroll, and from a natural power.

If the caster needs to examine spells farther back in the past, then the spell can be repeated within one day, and the caster can pick up where he left off.*

Dheryth's Stone Integrity (Abjuration) Reversible

Range: 10 m/level
Components: V, S
Duration: 1 year
Casting Time: 1 turn
Area of Effect: One 6 m cube/level
Saving Throw: None

This spell, cast upon a volume of rock, prevents the correct operation of the *Transmute Rock to Mud* spell in the following way:

1. If the caster of Stone Integrity is a higher level than the caster of *Transmute Rock to Mud*, the latter spell automatically fails.

2. If the caster of *Transmute Rock to Mud* is a level equal to or higher than the caster of Stone Integrity, the former spell has a chance of correctly operating equal to 10% plus 10% per level that the former wizard is higher than the latter. Even if *Transmute Rock to Mud* works, its area of effect is reduced to a percentage equal to its chance of working. For instance, if *Transmute Rock to Mud* has only a 30% chance to work (and does), its area of effect is only 30% of what it should have been. Stone Integrity grants no other bonuses to the rock and may be dispelled.

The reverse of this spell is *Earth Integrity*, and prevents the operation of *Transmute Mud to Rock* in a manner like above.*

Doubled Magic Missile (Evocation)

Range: 60 m + 10 m/level
Components: V, S
Duration: Instantaneous
Casting Time: 5
Area of Effect: One creature
Saving Throw: None

This spell is identical to the first-level *Magic Missile* spell, except as noted above and that one missile is cast per level of the wizard, with no maximum number of missiles imposed on the wizard.*

Mage Spells Fifth Level

Dreamoore's Greater Eldritch Sphere (Evocation)

Range: 20 m + 10 m/level
Components: V, S
Duration: Special
Casting Time: 5
Area of Effect: 0.3 m diameter sphere
Saving Throw: None

This spell is a similar but superior version of the eldritch sphere, inflicting 2d6 base damage + 3 points per level of the magic-user, up to 2d6 + 30 maximum (e.g. a 10 hit die greater eldritch sphere does 32-42 damage points).*

Dreamoore's Spellblade (Evocation)

Range: 50 m
Components: V, S
Duration: Special
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

The Spellblade is a 0.3 - 1.5 m variable diameter rotating circular blade of force which the magic-user mentally commands, and he must concentrate to maintain it (thus any successful attack against the magic-user ends the Spellblade).

There are actually two variants for the spell, and the type must be selected at the start of casting. The first strikes with a +1 to +5 "to hit" bonus (corresponding to the blade's diameter) and attacks everything within the designated area of effect. It inflicts 1d10 base damage + 1 damage point per caster's level. The second version directly attacks walls of force, having a 1% cumulative chance per damage point inflicted of bringing down a barrier. It has no effect upon other creatures.*

Dwarf Golem (Conjuration/Summoning)

Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 4 turns
Area of Effect: Special
Saving Throw: None

This spell enables the wizard to bring to life a dwarf sized stone golem -which has to be constructed first - with the following stats:

AC: 2, Move: 6, HD: 10, HP: 45, Number of Attacks: 2, Damage: 4-10/4-10, Special Attacks: Hurl Rocks for 2d4 points damage, Special Defense: None, Magic resistance: Special, Alignment: N, Size: S

This golem is immune to all spells that other stone golems are. It can produce rocks from its body and throw them up to a 9 m range. It can not take any other actions in any round in which it decides to do so, however.

The construction time for the golem is 3 months. The golem costs 8000 GP to make, and after casting, the wizard must make a 1d20 roll and add 2 to it. If the score is above his

level, the spell fails and a new golem must be constructed. If it is less or equal, the spell succeeds.*

Elemental Square (Abjuration)

Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

By means of this spell, the elementalists inscribes a square into a circle. Within the square, the wizard is protected from elementals and elemental forces, though it is impossible to cast spells of an elemental nature in order to attack outside the square or bring elemental forces inside the square. The material components for this spell are a vial of water, some dust, and burning incense, that must be placed in three of the four corners of the square. The wizard must blow in the fourth corner to complete the spell.*

Eyeray (Alteration)

Range: Special
Components: V, S, M
Duration: Special
Casting Time: 1 turn/4 levels
Area of Effect: The wizard
Saving Throw: None

This meta-magical spell enhances the effectiveness of all ray-type spells, such as Ray of Enfeeblement, the cold ray version or *Otilukes Freezing Sphere*, *Sanh's Ray* spells, *Disintegrate*, *Prismatic Spray*, etc. The spell causes the energies to radiate from the wizard's eyes instead of his hands (the spell is split into two converging rays). This affords the wizard better control of the spell, as he hits what he sees. As a result, all saves against ray-type spells are made at -4. If the wizard has only one eye, the saves are at -3.

One ray-type spell can be so affected per 4 levels of the wizard. When casting a ray spell, the wizard must declare whether or not the Eyeray will be used. The spell is active until all its uses have been exhausted. Only one casting of Eyeray may be active at a time.

The material component is one pair of gems of the same colour as the wizard's eyes per 4 levels of the wizard, and a few of the wizard's eyelashes. The gems must be worth at least 100 GP apiece. If the wizard is missing an eye, only one gem per 4 levels is required.*

Fellstar's Flame Cone (Evocation)

Range: Special
Components: V, S, M
Duration: Instantaneous
Casting Time: 5
Area of Effect: Special
Saving Throw: 1/2

This spell creates a cone of fire that streaks from the caster's hand towards the target(s); this cone is 0.6 m wide at the point of origin, 7.5 m wide at the base, and is 3 m long for every level of the caster, up to a maximum of 60 m. Anyone caught inside the cone suffers 4d8 points of damage, plus 1 point per level of the caster (up to a maximum of 4d8 + 20); a successful save vs. spell reduces the damage by half. Combustible objects must save vs. magical fire or be consumed.

The material component for this spell is a handful of red dragon scales that must be tossed in the air when the spell is cast; the scales are consumed with the casting.*

Fire Charm (Enchantment/Charm)

Range: 3 m
Components: V, S, M
Duration: 2 rounds/level
Casting Time: 1
Area of Effect: 30 m radius
Saving Throw: Negates

This spell causes a beautiful, gossamer veil of multi-hued flame to dance around any normal fire larger than a torch flame. All creatures within 30 m of the fire must save vs. spell or become transfixed with the spectacle. While so charmed, creatures are subject to Suggestions of twelve or fewer words, saving at -3 for suggestions of average reasonability and suffering this second charm for a full 1d6 rounds per level of wizard. The Fire charm and suggestions are broken by physical attack. The fire charm is also broken by obscurement of the dancing flame.*

Force Shield (Abjuration)

Range: 0
Components: V, M
Duration: 5 rounds/level
Casting Time: 1
Area of Effect: The wizard
Saving Throw: None

This spell creates a magical shield of force around the wizard at a 15 cm radius (tootsies exempted) which absorbs damage at a rate of one point per round plus one point per two additional levels per round. The shield also protects the wizard from biting insects, foul weather, and poisonous gasses. However, the wizard is unable to make physical contact with anything outside (but not under) the shield for the duration of the spell. The spell may be broken at will. The shield provides total invulnerability vs. *Magic Missile*, *Power Bolt*, *Word of Power*, *Magic Darts*, *Mystic Bolt*, and *Arcane Bolt*.

The material component for this spell is a small shield.*

Forcewhip (Evocation)

Range: 3 m
Components: V, S, M
Duration: 1 round/level
Casting Time: 5

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Area of Effect: Special
Saving Throw: None

This spell calls into existence a whiplike tendrill of force which the wizard grasps and uses to strike foes. The whip inflicts 2d6 hp of damage on a hit. The wizard's effective Strength when using the whip is dictated by his level. Consult the following table for the wizard's effective Strength.

Level	Strength	Level	Strength
09	09	20	18/60
10	10	21	18/90
11	11	22	18/95
12	12	23	18/00
13	13	24	19
14	14	25	20
15	15	26	21
16	16	27	22
17	17	28	23
18	18	29	24
19	18/30	30	25

Beyond 30th level, the spell has reached its maximum potential; neither duration nor effective Strength increase. The wizard is treated as a fighter of half his level when casting this spell, and the wizard may cast no other spells while using the whip (though he may prematurely terminate the spell).

The material component is a whip made of braided gold and mithril fibre worth at least 200 GP.*

Freamoore's Spellblade (Evocation)

Range: 50 m
Components: V, S
Duration: Special
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

The Spellblade is a 0.3 m up to 1.5 m variable diameter rotating circular blade of force which the wizard mentally commands, and he must concentrate to maintain it (thus any successful attack against the wizard ends the Spellblade).

There are actually two variants for the spell, and the type must be selected at the start of casting. The first strikes with a +1 to +5 to hit bonus (corresponding to the blade's diameter) and attacks everything within the designated area of effect. It inflicts 1d10 base damage + 1 damage point per wizard's level. The second version directly attacks walls of force, having a 1% cumulative chance per damage point inflicted of bringing down a barrier. It has no effect upon other creatures.*

Greenfire (Evocation)

Range: 30 m + 10 m/level
Components: V, S, M
Duration: 1/10 round/level
Casting Time: 5
Area of Effect: Special
Saving Throw: Special

On casting the Greenfire spell, a bolt of green luminescence appears from the mages fingers, and impacts on the target (a made saving throw means the bolt missed the target, but it hit somewhere...). From this impact point, a green sphere begins to grow, at a rate depending on the material consumed. Items in this area of effect must save vs. disintegration every 1/10 round. Items that save halt the progress of the sphere until they fail their save. Note: the spell expands for a set time, not to a set radius, so an artifact that continues to save will halt the growth of the sphere for the full duration of the spell.

Rate of growth:
6 m per 1/10 round (yes, 6 m) in air alone: (not an aerial weapon), but as soon as it hits something solid, it will take a 1/10 round to consume it.

30 cm per 1/10 round in air/solid mix (cliff face, floor, person).

15 cm per 1/10 round in just rock (ordinary rock gets no save).

2.5 cm per 1/10 round in water (but draws everything to it like a *Sphere of Annihilation*).

Note I: the sphere begins at a 0.3 m radius, and does not appear until the bolt either strikes something solid or reaches maximum range.

Note II: the point of origin of the sphere remains constant, even if in midair.*

High-Energy Lightning Bolt (Evocation)

Range: 40 m + 10 m/level
Components: V, S, M
Duration: Instantaneous
Casting Time: 5
Area of Effect: Special
Saving Throw: 1/2

Like Lightning Bolt but does 1d8 damage per level, maximum 20d8.*

Improved Fire Ball (Evocation)

Range: 20 m + 10 m/level
Components: V, S, M
Duration: Instantaneous
Casting Time: 5
Area of Effect: Special
Saving Throw: 1/2

As its name implies, this is an improved version of the third level *Fireball* spell. It has one of two applications as chosen at the time of casting: the first option mimics the *Fireball* spell in all respects except that damage is 1d8 per level of the caster (up to a maximum of 10d8) and saving throws are at -1.

The second version of the spell has a 3 m radius instead of the normal 6 m. Due to this reduced area of effect, damage is increased to 1d10 per level of the caster (up to a maximum of 10d10) and saving throws are at -2. It is like a *Fireball* spell in all other respects.

The material components for this spell are a pinch of sulphur and a fire opal of not less than 200 GP in value.*

Jamye's Armour Reversal (Abjuration)

Range: Touch
Components: V, S, M
Duration: 1 round/level
Casting Time: 5
Area of Effect: Creature touched
Saving Throw: Special

This spell reverses the effects of armour worn (or lack thereof) on the subject touched, in the sense that melee attacks that would have normally hit the subject will miss, and melee attacks that would have normally missed the subject will hit. For example, an AC 5 mage that has cast *Armour Reversal* on himself is attacked by a 10th-level fighter. The fighter would normally need a 6 or better to hit AC 5; with this spell in effect, the fighter needs a 5 or *less* to hit AC 5. Note that this spell is more useful as the amount of armour the subject has on decreases!

All bonuses "to hit" that the opponent has work in the opponent's favour, i.e. if the aforementioned fighter had a Strength of 17 (+1 "to hit") and a +2 weapon, these would be *subtracted* from the die roll - thus the fighter would need an 8 or less to hit AC 5. Likewise, penalties are added to the die roll, penalizing the attacker as usual.

This spell does not affect missile weapons at all, nor does it affect spell saving throws or anything other than melee weapon attacks. If the subject of the spell is willing to have the spell cast upon him, there is no saving throw; otherwise the subject saves as usual. The spell can be counteracted by the usual means (*Dispel Magic*, et al.), by another casting of *Armour Reversal*, or by the 7th-level spell *Jamye's Improved Armour Reversal* (q.v.).

The material components of this spell are a small magnet and a diamond of not less than 100 GP value.*

Kalessin's Long Arm (Conjuration)

Range: 6 m
Components: V, S, M
Duration: Special
Casting Time: 5
Area of Effect: Special
Saving Throw: None

This spell allows the caster to cast various spells requiring physical contact at range. The caster must have a clear view of the creature to be "touched", and there can be no obstructions between target and caster.

To use this spell, the caster first casts *Long Arm*, then whatever spell he wants to do at range, in the following round. If the caster is disturbed following the casting of *Long Arm*, the spell is ruined. Disturbance could be anything from heavy jostling, to actually taking damage. If the target moves out of sight before the caster can get off the second spell, the spell is ruined. The target gets regular saving throws for the second spell.

Mage Spells Fifth Level

The material component of this spell is a jade tipped wand, which disappears after casting.*

Kestrel's Skill Eraser (Necromancy)

Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 5
Area of Effect: Person touched
Saving Throw: Negates

This spell makes a character completely forget a single weapon or nonweapon proficiency. The character thus affected forgets any knowledge about and loses any abilities granted by that particular proficiency, and may elect either to relearn that proficiency or to learn a new one. This learning process, however, takes the remainder of that character's present level. Basically, he will gain a proficiency slot when he attains his next level.

Each application of this spell only affects a single proficiency slot. For example, if a character had specialized in a weapon, the first use of the spell would erase the benefits of specialization but not the proficiency, and another use of the spell could then be used to erase the proficiency. Similarly, a proficiency requiring two slots (i.e., healing) would only be reduced to half its normal ability check through a single use of this spell.

Use of this spell on an unwilling recipient requires a successful to hit roll, and the subject still receives a saving throw vs. the spell. A priest's Restoration spell or a Wish can restore the lost proficiency slot immediately.

The material component is a leaf from a rubber plant, which must be rubbed on the person to be affected.*

Kiri's Excellent Skill (Alteration)

Range: Touch
Components: V, S, M
Duration: 2 rounds/level
Casting Time: 1 round
Area of Effect: One person
Saving Throw: None

This spell temporarily empowers the recipient with the ability to temporarily use any one nonweapon proficiency of the wizard's choice at full, normal ability for the duration of the spell. If the recipient already has the skill, it is increased by +2 for the duration of the spell.

The material component is an item related to the skill chosen.*

Kiri's Mystical Coat of Armour (Abjuration)

Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 1 round
Area of Effect: One person
Saving Throw: None

This spell creates a shimmering field of force that completely surrounds the recipient and all of his equipment. The magical armour absorbs 2 points of damage per level of the wizard. The spell protects against physical and elemental attacks but not against falling damage, gas, or mental attacks.

The field offers other benefits: * Immunity to vorpal, sharpness, and assassination attacks if the field still stands after the attack. * No need for items to save against breath weapon, crushing blow, etc. if the field still stands. * Pick pockets, poisoned attacks, touch spells will have no effect with the field in effect.

These benefits and others like it exist due to the fact that the body cannot be reached until the field is destroyed.

The material component for this spell is a gilded piece of full plate armour of no less than 1000 GP value.*

Kiri's Mystical Screen (Abjuration)

Range: Touch
Components: V, S
Duration: 3 turns/level
Casting Time: 3
Area of Effect: One person
Saving Throw: None

When this spell is cast, the recipient is surrounded by a grey, repulser like field. The effects of this field is a bonus of 1 to the person's armour class per 2 levels of the wizard and 1 to the person's saves per 3 levels of the wizard.*

Lightning Curtain (Evocation)

Range: 60 m
Components: V, S, M
Duration: Special
Casting Time: 5
Area of Effect: 2 m²/level
Saving Throw: Special

When this spell is cast, a crackling, shimmering plane of electrical force will come into being. Anyone passing through the lightning curtain will suffer 2d8 points of damage plus one point for every level the spellcaster possesses. If the individual passing through the curtain is wearing metal armour or carrying conductive objects (swords, iron spikes, etc.) of at least two pounds weight, the damage inflicted by the lightning curtain will be increased two 3d8 points plus one point per level of the wizard. No saving throw is allowed for creatures who pass through the curtain, and touching the curtain with a metal object has the same effect as if that person had walked through the curtain.

A lightning curtain is also attracted to nearby metal objects; anyone wearing or carrying such an item will be "sparked" by the wall if she approaches to within 1.5 m of the electrical plane. Such a "spark" inflicts 1d8 points of damage upon the unlucky victim. The wizard who creates the lightning curtain can cause it to a part for him alone, and the lightning curtain will not "spark" him during this time.

The lightning curtain is fairly transparent, allowing persons on opposite sides of it to see each other. In addition, the glow of the lightning is sufficient to illuminate the area on either side of it up to a distance of 3 m. Spells and missiles may be cast through the lightning curtain, but at all missiles must successfully save vs. electricity or be destroyed. The lightning curtain will not hinder any spells except for electrical attacks, which it will absorb. The lightning curtain will persist for as long as the wizard concentrates upon it, or for two rounds plus one round per level if concentration is not maintained.

The material components necessary for the spell are a piece of amber, a bit of fur, and a square of fine velvet.*

Lycanthropy (Alteration, Necromancy)

Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 20 minutes
Area of Effect: One creature
Saving Throw: Negates

This spell inflicts lycanthropy on a character or creature. Since it is nonmagical in nature, this lycanthropy cannot be cured by a Dispel Magic, though it can be cured in the way ordinary lycanthropy can be healed. Note that the victim must be touched for the entire casting time for the spell to take effect.

The material component for this spell is a lycanthrope's tooth or a fresh drop of a lycanthrope's blood.*

Magic Mist (Conjuration/Summoning)

Range: 10 m
Components: V, S, M
Duration: 1 round/level
Casting Time: 3
Area of Effect: Special
Saving Throw: None

This spell summons a Class III intelligent mist from the elemental plane of air. The creature has spellcasting ability, and can cast its own spells as well as any spells given to it by the wizard (if the wizard had the spells memorized when he cast the Magic Mist spell).

Other than this increased ability, these mists conform to the Attacking Mist spell.

Mage Spells Fifth Level

Intelligent Mist	Class I (Messengers)	Class II (Guardians)	Class III (Monarchs)
Environment	Plane of Air		
# Appearing	1	1	1
Intelligence	10-12	13-15	16-19
Alignment	Neutral	Neutral	Neutral
Hit Dice	2	4	6
AC	4	2	2
THACO	17	15	13
# Attacks	1	2	1
Dmg/Attack	1d2	1d6	1d6
Spec. Att.	Suffocation		Suffocation, Spells
Spec. Def.	Dissipate		
XP Value	300	800	2500

Intelligent mists are normally solitary creatures who exist on the elemental plane of air. They normally only occur on the prime material plane when summoned by a *Talking Mist*, *Attacking Mist* or *Magic Mist* spell, which summons a mist of Class I, II, and III respectively.

Combat: Messenger Mists (Class I) only attack in self-defence, and even then they can avoid a conflict by dissipating. Guardian Mists (Class II) attack by making whiplike appendages semi-corporeal. On an attack roll of 20, the mist has succeeded in either suffocating its enemy which causes 1d6 point damage for each roll (no attack roll necessary) until the victim is dead or the Mist is destroyed.

When a Mist's hit points reach 0 on the prime material plane, the creature is not killed, but is sent back to its own plane. Killing it on its own plane does kill it.

Monarch Mists (Class III) have the following spells which they can cast once per day: *Wall of Fog*; *Fog Cloud*; *Darkness*, 4.5 metres Radius; *Gust of Wind*; *Wind Wall* and *Lightning Bolt*. They cast these spells as seventh-level wizards.*

Master of Arms (Alteration)

Range: Touch
Components: V, S, M
Duration: 1 turn/level
Casting Time: 5
Area of Effect: One person
Saving Throw: None

The recipient of this spell temporarily gains an extra proficiency in any single weapon up to a double specialization. Note that the spell may also enable the recipient to use an otherwise non-proficient weapon. The spell lasts for its duration or until another weapon is used by the recipient. Up to three of these spells may be stacked on a single weapon, transforming a non-proficiency into a double specialization.

The material component is the weapon in which the proficiency is to be gained, which must be touched by the recipient of the spell and is not consumed in the casting.*

Matthias' Rainbow Doom (Invocation/Evocation)

Range: 10 m + 10 m/level
Components: V, S
Duration: Instantaneous
Casting Time: 1 turn
Area of Effect: One 3 × 3 m square
Saving Throw: Special

This spell creates 8 types of attacks and hurls them into the target area. The attack forms are: cold, fire, electricity, acid, poison, *Magic Missile*, energy drain, and physical blow. Any creature hit will be hit by 1 to 6 types of attack, and each attack does 1 hp per wizard level, maximum of 30 hp per type. Note that the creature can be immune to some attacks and not others. A successful save reduces each type of damage taken by half.*

Meillikhom's Room of Seclusion (Alteration)

Range: Touch
Components: V, S, M
Duration: 1 week/level
Casting Time: 1 turn
Area of Effect: 3 × 3 m area
Saving Throw: None

With this spell, the caster can create an extra-dimensional room (1.5 m cube per level) with one side adjacent to an unbroken 3 × 3 metre area (i.e. one that has no doors, windows, or other such openings). The surface area (which must be touched) now acts as a phase door into the secluded room. The room can be of any shape and size up to the limit of the spell but at least one side must be at least a 3 × 3 m area. Thus, the room could be rectangular, pyramidal, hemispherical, etc. The room lasts for 1 week per level of the caster, or until dispelled.

The caster may bring any item, materials, etc. as he desires into the room, so long as the object can fit through the phase door and is touched by the caster (and only by the caster).

At the end of the spell's duration, anyone or anything still within the room is now trapped in that extradimensional space. escape is only possible through other extraplanar travel. This also occurs when a dispel magic or similar magic is cast against the phase door area.

The phase door itself is detectable by any means available that can detect magical auras, but the room itself can only be contacted through extraplanar means. Spells such as *Clairvoyance* and *Clairaudience* would not detect the extraplanar room but would instead detect whatever was on the other side of the phase door surface.*

Mental Ledger (Alteration)

Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: See below
Area of Effect: Caster
Saving Throw: None

This spell enables the caster to record spells in an unused portion of his brain, just as if it was recorded in a spell book. The caster can record three spell levels for each level of experience.

This will enable the caster to memorize spells as if the caster were reading the spells from a spellbook.

If the caster wishes to change the spells memorized therein, then the caster must recast mental ledger to change the contents.

The casting time of the spell is one hour per spell level to be memorized.

The material components of this spell is a slate of pure quality lead crystal of no less than 5000 GP value which disappears after the spell is cast.*

Missile Multiplication II (Alteration, Evocation)

Range: Touch
Components: V, S
Duration: 1/5 round
Casting Time: 6
Area of Effect: One missile
Saving Throw: None

A missile must be fired within the next twelve seconds. This spell makes 3-18 missiles out of one. Unlike the fourth level version, the fifth level version of this spell will multiply "abnormal" missiles, like poison darts, Ballista bolts, catapult rocks and other such things. All other effects are similar to the spell of fourth level. The possibility of using lethal poison is at the DM's option.*

Mordenkainen's Involuntary Wizardry (Enchantment/Charm, Necromancy)

Range: 60 m + 10 m/level
Components: V, S
Duration: Instant
Casting Time: 5
Area of Effect: One spellcasting creature
Saving Throw: Special

This spell forces a single, randomly chosen spell from the mind of a single spellcasting being. Without the target doing any casting (or the use of any material components), the spell takes full normal effect on the target being; if this is impossible due to the nature of the spell, the target being takes one point of damage per spell level (for instance, *Warp Wood*, a second level spell, does two points of damage), and the spell is lost. The target gets a saving throw vs. spell with a -3 penalty to avoid all effects; if this succeeds, the involuntary wizardry has no effect, and is wasted. It is also wasted if cast on a being that can't cast spells. Mordenkainen's involuntary wizardry can't trigger the use of a magical item.*

Mage Spells Fifth Level

Negate Magic Resistance (Abjuration) Reversible

Range: 0
Components: V, S, M
Duration: 1 turn/level
Casting Time: 5
Area of Effect: 10-metre radius sphere
Saving Throw: None

This spell causes all hostile creatures within the spell's range to suffer a penalty to magic resistance checks of 5% per level of the wizard.

The reverse of this spell, *Bestow Magic Resistance*, confers magic resistance of 5% per level of the wizard on all friendly creatures within the spell's range. Note that "friendly" refers to the perception of the wizard; thus, a party member who was secretly planning to stab the wizard in the back would still receive protection from the spell.*

Nightmare (Enchantment/Charm)

Range: 1 mile
Components: V, S, M
Duration: 8 hours
Casting Time: 1 turn/level
Area of Effect: One creature/2 levels
Saving Throw: Negates

This dreadful spell causes its victims to suffer from wrecking nightmares the night after it is cast, robbing them of any benefit of sleep. A save vs. death negates the spell's effect.

If the save is failed, the victim must make another save each following night with a +2 cumulative bonus to avoid recurrences. Once a successful save has been made, the nightmares cease. Since the recurring nightmares are nonmagical, the victim gets the equivalent of 1 hour of sleep per 2 hours.

If another nightmare spell is cast on a victim before he has successfully saved against recurrences, he must save at -4, with this penalty being applied against his subsequent saves. This penalty is non-cumulative, i.e. additional castings will not increase the penalty to worse than -4.

The material component of this spell is a black mithril statuette of a nightmare worth at least 100 GP per level of the wizard.*

Noska Trades' Bizarre Insemination (Conjuration, Necromancy)

Range: Special
Components: V, S, M
Duration: 1 month
Casting Time: 6 hours
Area of Effect: One creature
Saving Throw: Negates

This spell enables the wizard to impregnate the recipient, be it man, woman, or beast, with either

* the prodigy of the wizard, or * a type I or II monster of choice.

The impregnation forms anywhere on the creature, just under the skin. Over a period of one month the impregnation grows causing great pain to the recipient. The damage is 1 hp per day for the first 23 days and 2 hp per day for the next 4 days. On the 28th day the impregnation breaks through the skin of the spell recipient, doing 5d4 hp damage, and appears as an infant of the creature chosen.

Physically removing the impregnation prematurely instantly kills it but also does 4d4 hp damage to the recipient. Dispel evil cast in the first week of impregnation will eliminate the effect.

The wizard needs to know only the name of the recipient and must possess some material of the type of creature being created and some material that was possessed by the spell recipient (with includes hair, etc.) within 24 hours of casting.

Source: Ted Dreibelbis.*

Ouija Board (Divination, Necromancy)

Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 1d10 rounds
Area of Effect: One corpse
Saving Throw: Special

By means of this spell the wizard and a co-caster may vocally ask questions of the spirit of a dead creature and receive answers through the ouija board according to the knowledge of that creature. Unwilling spirits may attempt to fight the power of the ouija board and may save versus spell as they would have saved just before they died, and willing spirits will not be able to find the ouija board 10% of the time (-1% for every ten years dead).

The ouija board is an oval slab of polished wood upon which are carved the numbers and letters of a writing system. In the first round this spell is cast, the carvings on the board will change to represent the letters and numbers of the writing system of the creature being called. Note that at least one of the wizards will need to read that language in order to understand the spirits answers. Also on the board are the words "yes" and "no" for answering simple questions quickly. These are always in the same location, so a wizard asking a spirit yes/no questions need not converse in that spirit's language. While both wizards hold opposite ends of a mithril triangle to the face of the board in which a hollow circle is inscribed, the spirit pushes the hollowed circle over the desired symbols.

If two or more necromancers use the ouija board together, the wizard's level is treated as the sum of both. Otherwise, the co-caster is ignored, though this individual must also be a wizard.

Occasionally, the spirit may be yanked from the board by another, or may grow disinterested in the conversation. The chance that a spirit will "stay with it" for each minute of conversation is (10*level)% for the first minute minus a cumulative 10% for each additional

minute. Long dead creatures will be more difficult to contact and keep "on-line" once contacted.

Having a part of the skeleton of the creature being contacted or being at the place of death or main place of living or place of burial also helps somewhat (+50% for contact and staying).

As a final note, it should be remembered that the ouija board is a powerful magical item linking the prime-material plane to the various spirit domains including the plane of the dead. Powerful spirits have been known to use such a board as an exit from their final places of rest.*

Pentagram (Abjuration)

Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

By means of this spell, the wizard inscribes a pentagram inside which he cannot be harmed by non-elemental forms of magical energy, though neither can he attack with such spells. A save versus Intelligence must be made to determine whether the inscriptions were made correctly.

The material component for this spell is the dust of three emeralds to be sprinkled inside the pentagram.*

Phantasmal Force I (Illusion/Phantasm)

Range: 15 m
Components: V, S, M
Duration: 1 round/level
Casting Time: 3
Area of Effect: 1.5 m/level radius
Saving Throw: Special

Upon the casting of this spell, an illusion is generated which may attack all believing creatures within a 1.5 m per level radius of the illusion's epicentre which itself must be within 15 m of the wizard. Creatures within the radius must make an Intelligence check (at a modifier ranging from -5 to +5, depending on the plausibility of the illusion) or believe in the illusion's reality. Creatures which make their Intelligence checks may save vs. spell or suffer the illusions effects despite their disbelief. The illusion may cause up to 1d6 damage per creature for every round such creatures are in the radius. The wizard must maintain concentration for the duration or the magic will dissipate.

The material component for this spell is a bit of fleece.*

Pilpin's Enhanced Alarm (Abjuration, Evocation)

Range: 0
Components: V, S, M
Duration: 2 hours + 1 hour/level

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Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

This spell is a more powerful version of the *Alarm* spell. The wizard causes a one-story building, with a base dimension of 120 m by 120 m, to react to the presence of any creature larger than 45 dm³ in volume or about three pounds in weight. The wizard can *Alarm* a multi-story building by reducing the base area proportionally. As soon as any creature enters the warded area, touches it, or otherwise contacts it without speaking a password established by the wizard, the Enhanced Alarm lets out a loud ringing that can be clearly heard throughout the area of effect and 100 m beyond. The sound lasts for one round then ceases. Furthermore, if the wizard is within the area of effect he will automatically know where the alarm was triggered. Ethereal or astrally projected creatures do not trigger the alarm, but flying, levitating, invisible, incorporeal or gaseous creatures do.

The material components are a tiny silver bell, a very fine silver wire, a piece of the building to be warded, and a pinch of powdered pineal gland.*

Pilpin's Insanity (Enchantment/Charm)

Range: 5 m/level
Components: V, S, M
Duration: Permanent
Casting Time: 5
Area of Effect: One creature
Saving Throw: Negates

This spell can be rather harmless, or fatal. A person (as defined in *Charm Person*) that does not save versus spells is struck with a random type of insanity. Roll a 1d20 on the following table to determine type (consult DMG pp.83 for explanations):

Roll	Insanity	Roll	Insanity
1	dipsomania	11	dementia insanity praecox
2	kleptomania	12	lunacy
3	schizoid	13	paranoia
4	pathological	14	manic-lair depressive
5	monomania	15	hallucinatory
6	catonia	16	sado-masochism
7	melancholia	17	homicidal
8	megalomania	18	hebephrenia insanity
9	delusional	19	suicidal mania
10	mania	20	schizophrenia

A person affected by this spell will not notice anything different about himself, and - depending on the type of insanity - those around him may not notice any difference. The insanity is permanent unless negated by a *Heal*, *Restoration*, (*Limited*) *Wish*, or a successful *Dispel Magic*.

The material component of this spell is a nut shell from a tree standing alone in a field or plain, picked on a new moon, using a clean, white glove.*

Pilpin's Power (Enchantment)

Range: Touch
Components: V, S, M
Duration: Special
Casting Time: Special
Area of Effect: Person touched
Saving Throw: None

Pilpin, a greedy and jealous individual, saw that priests could imbue spells upon their followers. He decided that this ability could be used to increase his personal power and reach, as it has. This spell allows the wizard to transfer a number of spells, and the ability to cast them, to another person. Only non-wizards (including rangers under eighth level and paladins under ninth) with a minimum Intelligence of 9 and at least one hit die can receive this enchantment. The number and level of the spells transferred depends on the recipient's level as follows:

Level of Recipient	Spells transferred
1st or 2nd	One first-level spells
3rd or 4th	Two first-level spells
5th or 6th	Two first- and one second-level spells
7th+	Two first- and two second-level spells

Only spells with casting times up to 1 round can be transferred (i.e., *Find Familiar*, *Identify*, *Leomund's Trap*, *Strength*, etc. cannot be transferred). The transferred spells variable characteristics (range, duration, area of effect, etc.) function according to the level of the wizard originally transferring the spell.

A wizard who transfers spells to another creature loses the number of spells he has transferred until the recipient casts the transferred spells or is slain. For example, a ninth-level wizard with four first- and three second-level spells transfers *Magic Missile*, *Charm Person*, and *Invisibility* to a sixth-level thief. The wizard can now have only two first- and two second-level spells until the thief casts some of the transferred spells. If the thief casts *Magic Missile* and *Invisibility*, the wizard can now have three first- and all his second-level spells (three).

The casting time is 1 turn plus 1 round for every spell transferred.

The material components are a drop of the wizard's and recipient's blood.*

Pobithakor's Protection (Abjuration)

Range: 0
Components: V
Duration: Instantaneous
Casting Time: 1/2
Area of Effect: Caster
Saving Throw: None

This is an improved version of *Pobithakor's Pacifier*. When the caster is effected by *Pobithakor's Placer* spell, this spell can be cast

so that the caster is not pulled to the caster's location. This spell simply stops the effect from occurring at all.

This spell can also be cast to return a scrying portal to one way only after it has been effected *Pobithakor's Tracer* spell without having to resort to *Dispel Magic*.*

Rathe's Contingency Trigger (Alteration)

Range: 3 m
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: 27 dm³/level
Saving Throw: Special

The Contingency Trigger functions identically to the third level *Rathe's Trigger* spell, with one exception: a condition may be applied to the triggering of the spell (for instance, "trigger only if a man wearing green enters the area", or "trigger if anything made of gold enters the area"). Note however that the spell's "perception" is restricted to the area of effect. The spell cannot perceive intangibles such as class, level, or alignment.

The material component is as the *Rathe's Trigger* spell, but must be worth twice as much.*

Rhuva's Wizard Stomper (Divination, Evocation)

Range: 0
Components: V, S, M
Duration: 4 hours + 10 rounds/level
Casting Time: 5 minutes
Area of Effect: 10 m/level
Saving Throw: Special

Designed to prevent the casting of spells in the area of effect, the wizard stomper produces a nearly uncontrollable surge of energy into a wizard who attempts to draw power for a spell. The victim must save vs. spells at -6. Failure means the spell is aborted and the caster takes 1d6 damage per level of the spell attempted. If the save is made, the spell can be cast at +1 on all damage dice, but at double normal casting time.

If a wizard has been stomped before, and knows what to expect, the save is only at -3.

The material component is a handful of ruby dust worth at least 25 GP.*

Sanh's Sunray (Evocation)

Range: 80 m + 10 m/level
Components: V, S
Duration: Instantaneous
Casting Time: 4
Area of Effect: One creature
Saving Throw: Negates

Sanh's Sunray is a special spell designed for use against undead and other foul creatures of darkness. This ray exactly matches the ra-

Mage Spells Fifth Level

diation mix of pure sunlight; it inflicts 1d4 hit points per level of the wizard against living beings, not all that impressive at first glance. Undead and other negative matter creatures fare far worse, sustaining a whopping 1d12 per level of the wizard. Saving Throws are the same as per *Sanh's Ray of Light*, except that undead save at -4, and undead which are specifically harmed by sunlight suffer the effects of 1 round in the sun per level of the wizard in lieu of a normal damage roll (unless, of course, the normal roll would be more damaging). For fumbled saves, the victim loses one eye, is blinded for 1d6 rounds followed by 2d6 rounds in a dazzled state. The reason this is so is because of the large amount of ultraviolet light in the ray. Since only the source of the light, not the light itself is magical, magic resistance is ineffective against this spell.*

Sarius' Ethereal Transfer (Alteration, Enchantment)

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 5
Area of Effect: Special
Saving Throw: Negates

By means of this spell, a mage is able to cause one creature of his current size class to enter the ethereal plane. Once there, the creature is empowered to exit through any border ethereal curtains onto one of the elemental planes or the prime material plane unless it was an unwilling victim of this spell and failed to make its saving throw, although a successful *Dispel Magic* cast on the creature (in a border ethereal curtain) will cause it to exit through the border ethereal. Otherwise, the creature is stuck in the ethereal plane until it can find another way to transfer from the border ethereal into an elemental or prime material plane.

For every 2 levels of experience over 9th level a mage may touch an additional person of his size class and transfer him into the ethereal plane. The classes are tiny, small, medium, large, huge, and gargantuan. If the caster is of medium size he has each touch slot equal to 3 tiny, 2 small, 1 medium, 1/2 large, 1/4 huge, and 1/6 gargantuan size classes. Therefore, he would need 6 slots (i.e., be a 19th level mage) to cast a gargantuan creature into the ethereal plane.

Note that a creature's wisdom bonus or penalty against mind effecting spells modifies its saving throw when it is an unwilling recipient against this spell unless it is currently voluntarily allowing another spell to be cast upon it, in which case it is allowed no saving throw.

The material component of this spell is normally a small piece of cockatrice flesh, but almost any animal with sensory powers which extend into the ethereal plane will work.

The source of this spell is Sarius Mendline.*

Sarius' Golden Stars of Protection (Evocation)

Range: 0
Components: V, S, M
Duration: 1 turn + 1 round/level
Casting Time: 5
Area of Effect: One floating 0.6 m high star plate/level
Saving Throw: None

This spell creates golden, shimmering, star-shaped plates of force which move around the caster in a constant motion, deflecting any missile, hand, or weapon attacks directed at the caster. The Armour Class of the mage is improved by a factor of 1 for every three stars still active and any successful physical melee attack (including boulders, ballista, or attack forms similar to a dragon's belly flop manoeuvre) will be deflected automatically. Creatures of size L (or larger) who are deflected must still land somewhere, possibly injuring friend or foe. Non-missile attacks by creatures with an effective strength of 25 require a saving throw versus breath weapons to deflect.

Each star is able to sustain 10 hit points of damage before disrupting, so if a deflected attack does not cause enough damage to disrupt a star (chosen randomly) the star will remain active. For every 5 stars active, the effects of breath weapons directed at the caster will be reduced by 1 hit point per damage die, with total protection from breath attacks becoming a possibility, though, unless the breath weapon causes less damage than the current hit points of a star it will assuredly disrupt the entire field of stars in the process.

While the stars orbit the mage he is at a -1 to hit penalty for every star active whenever a to hit roll is needed, including spells. The mage may create fewer stars than the maximum possible. Also, the mage may choose to release up to three stars per round at up to three different opponents no farther away from the caster than 5 m per level and who are in his line of sight. Released stars act and attack as *Magic Missiles* and should be considered triple strength versions of a normal *Magic Missile* for defensive considerations. A star (chosen randomly from the remaining stars) will do damage equal to its current hit points.

The material component(s) of this spell is a single gold piece for every five-pointed star created. All pieces are thrown into the air where they disappear and are replaced by the floating stars.

The source of this spell is Sarius Mendline.*

Scrybane (Divination, Enchantment/Charm)

Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 1
Area of Effect: One person in a 90 m radius sphere
Saving Throw: Special

For this spell to work, the wizard must cast it when he believes that he is being watched through the use of spells or magical scrying devices (for instance, *ESP*, *Crystal Balls*, or *Wizard Eyes*). Immediately after the wizard being scryed casts this one-word spell, the scryer may suffer one or more of the following effects (roll separate percentile dice for each):

Chance:	Effect:
80%	Affected as if by the spell <i>Forget</i>
55%	2d4 hit points of damage from the backlash
10%	Falling into a coma lasting 1-20 days
5%	<i>Feebleminded</i> , as per the spell

All spell-like effects are at the level of the caster of the Scrybane. The scryer must make separate saving throws to avoid each of the effects befalling him.

The material components for this spell are a dark translucent stone worth at least 500 gold pieces, and a small flame.

The spell Scrybane is one of many powerful "anti-divinatory" spells. A wise mage should somehow acquire one before beginning magical research of his own.*

Sex Change (Alteration, Evocation)

Range: 5 m/level
Components: V, S, M
Duration: Permanent
Casting Time: 5
Area of Effect: One creature
Saving Throw: Negates

This spell causes the victim's sex to change. Thus, a male becomes female and vice-versa.

The wizard can choose to change either only the target's sex, or to change the target's sex and entire body, as if the target was born the new sex. The target's clothes may, also at the wizard's option, change to fit it. The change takes 1 round; to dispel the spell, *Dispel Magic* must be cast during this period.

At the wizard's option, the target may be made to actually think and act as though it was the new sex. The chances of this are the same as for assumption of a new form's personality when Polymorphed (q.v.): if a d20 roll, made each day, is less than or equal to 20 minus the target's Intelligence, the target no longer wishes to return to its own sex and finds it natural to act as its new sex.

The material component for this spell is a golden ring.*

Sillvatar's Dragon Claw (Conjuration/Summoning)

Range: 3 m/level
Components: V, S, M
Duration: 1 round/level
Casting Time: 5
Area of Effect: One creature
Saving Throw: None

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This spell conjures a semi-real, shadowy dragon claw anywhere within spell range. This claw will attack any target as directed by the caster; full concentration is necessary to attack with the claw; if the caster loses concentration, the claw will hover in place until the caster again gains control. The claw's attack uses the caster's normal THACO and inflicts damage equal to that of the dragon the material component came from. For example, if the material component came from a black dragon, the attack inflicts 1-6 points of damage per attack.

For every 5 levels of the caster, one attack with the claw may be made, up to a maximum of 4 attacks, although only a single attack may be made in a single round. The claw dissipates when the maximum number of attacks is made, or when the spell duration expires, whichever comes first. The claw may also be dispelled, but may not be harmed by other attacks.

The material component for this spell is the claw from any type of dragon; this component is consumed when the spell is cast.*

Sillvatar's Flamestaff (Enchantment/Charm, Invocation/Evocation)

Range: 0

Components: V, S, M

Duration: 1 round/level

Casting Time: 5

Area of Effect: Special

Saving Throw: 1/2

This spell will enchant one normal staff with a temporary magical dweomer. In order to cast this spell, a ruby worth at least 300 GP is bound to the end of the staff; this gem will glow with a soft light as long as the spell is in effect. This spell may have one of two effects as decided at the time of the casting: the staff may be used to discharge a Fireball as per the spell; this will have all the effects (including dice of damage) as if the caster had cast a Fireball spell; discharging the Fireball has a casting time of 1. If used in this manner, the spell expires after the Fireball is used, or after 1 round per level of the caster has passed (if not used in that time, the spell dissipates, and has no effect).

Alternately, the caster may employ a number of lesser effects: if the staff scores a hit in combat, the staff will discharge a burst of flames that will engulf the target; these flames inflict 1d4 points of damage, plus 1 point per level of the caster (up to a maximum of 1d4+20). A successful save vs. spell reduces the damage by one half; if the save fails, all possessions must save vs. magical fire, or be consumed. The staff may be used in this manner once per five levels of the caster (to a maximum of 4 times). If the staff misses its targets, no charge is used (nor may the caster elect to do so); a charge is used only if a hit is scored. If all charges are not used in 1 round per level of the caster, the spell dissipates, and all remaining charges are lost.

The only material components for this spell are the staff and the ruby; the ruby is consumed when the spell ends, but the staff is not affected.*

Sillvatar's Shockingstaff (Enchantment/Charm, Invocation/Evocation)

Range: 0

Components: V, S, M

Duration: 1 round/level

Casting Time: 5

Area of Effect: Special

Saving Throw: 1/2

This spell is identical to *Sillvatar's Flamestaff* except it may be used to discharge a lightning bolt (as per the spell) or electrical discharges when a hit is scored in combat. Damage, duration, etc. are identical to that of the *Flamestaff*. Saves for possessions are made vs. lightning for both applications of this spell.

Instead of a ruby, this spell has a sapphire for a material component; it is consumed when the spell ends.*

Sonoric's Illusionary Observer (Divination, Illusionism/Phantasm)

Range: 100 m/level

Components: V, S, M

Duration: Special

Casting Time: One turn

Area of Effect: Special

Saving Throw: None

This spell creates the illusion of a creature, up to Medium in size, through which the caster gains the advantage of a clairaudience and clairvoyance spell. The caster must determine the appearance of the illusionary observer, during the casting of the spell. If it is a creature the caster is not familiar with, observers of the illusion are at +4 to notice it as such. If the caster has an accurate drawing or carving of the illusionary subject, observers are at -4 to spot the illusion. Those successfully noticing the illusion see it become merely become translucent, it does not disappear. The illusion is incapable of making any sounds, and is completely insubstantial, even if someone touching it is unaware that it is an illusion.

The illusion has a movement rate of 30, and it is capable of passing through solid objects, all save lead, the touch of which cancels the spell. The caster must carefully concentrate on the illusion (i.e. incapable of other action) to use the *Clairaudience* and *Clairvoyance* powers, as well as keeping the appearance realistic. If the caster breaks concentration for some reason, the illusion freezes in whatever position it was in, until the caster resumes concentration or the spell's expires.

The material components for this spell are a bit of fleece, and a humanoid eye and ear.*

Sonoric's Superior Minions (Conjuration/Summoning, Divination)

Range: Special

Components: V, S, M

Duration: 1 hour + 1 turn/level

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

This spell summons a major etherling, from the Ethereal Plane, to do the caster's bidding. Major Etherlings are fairly intelligent, although they still suffer from summoner-awe. The caster summons one etherling per five levels, for example two at sixth, three at eleventh, etc. The summoned etherlings are eager to serve the caster, and they are capable of more complicated tasks than their lesser brethren.

A major etherling (AC: 0, MV: 60, HD: 4, #AT: 2, D: 1-3/1-3, INT: 12) is a man-sized, transparent, humanoid-appearing creature, formed of the stuff of the plane ethereal. It has some control over its appearance on the Prime Material plane, although, regardless of form, they have blurry outlines, and are partially transparent. It also moves by flight, although it is sophisticated enough to give the illusion of walking. Being mostly on the ethereal plane, it is able to pass through solid objects, save lead, the touch of which, if it fails a save versus paralysis, returns it to the Ethereal plane, cancelling the spell. Major etherlings are fairly intelligent, and have a 20% chance of knowing any specific minor lore, although it will answer such a question only once. A major etherling will be stricken with extreme respect for the summoner, and will attempt to follow the spirit of its commands to the best of its ability. It has the ability to turn small items, of less than ten pounds in weight, ethereal, allowing it to transport the item. It may only carry one such item at a time, however. It too has a photographic memory.

Major etherlings are capable of performing complicated tasks, and can grasp abstract concepts. Once given a task, it will remain on the Prime Material plane until the task is complete, or its time runs out. One advantage the major etherling possess over its lesser brethren. However, its ability to move into the Ethereal Plane, and return to the Prime Material plane, essentially teleporting. It is also capable of completing tasks on the Ethereal plane, as well as the Prime Material. Again, an intelligence check is required for particularly baffling problems encountered in its task, and if the task is rendered somehow incomplete, and the etherling makes it INT check, it will return to the caster, and inform him of the problem, before returning to the ethereal plane (for good).

Being dual-plane beings, they are only hit by magic weapons, and spells. The material components of this spell are jade figurines, one for each etherling to be summoned.*

Spell Turning (Alteration)

Range: 0

Components: V, S, M

Duration: 5 rounds/level

Casting Time: 5

Area of Effect: The wizard

Saving Throw: None

This spell, which was researched by Grimbor, distorts the three normal dimensions with respect to magic spells directed at the wizard. Any spell cast at the wizard will usually rebound, in part or perhaps in whole. When a spell is directed at the wizard, percentile dice are rolled and rounded to the nearest decimal,

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i.e. 1-5 is dropped, 6-9 adds 10, so 05 equals 0% but 96 equals 100%. The score of the percentile dice indicates what portion has been turned. Damage is awarded proportionally. Saving throws for both opponents are adjusted upward by +1 for each 10% below 100%; i.e. 80% equals +2, 70% equals +3, ... 10% equals +9. See the table below. Spells which normally allow no saving throw may be negated or inflict half normal damage if a special saving throw is made. For each 10% of the spell turned, allow a save of 5% (1 in 20); see the table below. This special saving throw is not modified by race, magic items, or other conditions.

Die Roll	% Turned	Sav. Throw Bonus	Special Sav.
01-05	0%	-	-
06-15	10%	+9	20
16-25	20%	+8	19
26-35	30%	+7	18
36-45	40%	+6	17
46-55	50%	+5	16
56-65	60%	+4	15
66-75	70%	+3	14
76-85	80%	+2	13
86-95	90%	+1	12
96-00	100%	-	-

Spell turning does not apply to spells which affect an area and are not cast directly at the wizard, nor spells which are delivered by touch, nor magic delivered by devices or at-will abilities, such as rods, staves, wands, rings or other items, or monsters' abilities such as a devil's *Hold Person* or a storm giant's *Lightning Bolt*.

If the attacking wizard also has Spell Turning, either through ring or spell, the following table applies:

Roll	Effect
01-70	Spell drains away without effect
71-80	Spell affects both equally at full effect
81-97	Both spells (or spell and ring) are drained permanently
98-00	Both individuals sent through a rift to the positive material plane

The material component of the spell is a small silver mirror.*

Summon Warrior (Conjuration/Summoning)

Range: 40 m
 Components: V, S, M
 Duration: 3 rounds + 1 round/level
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: None

Within one round of casting this spell, the wizard conjures 1d3 warriors to aid him. The summoned warriors will be of a level equal to 1/2 the level of the caster (rounded down) up to a maximum of twentieth level. They will per-

form as per monsters summoned by monster summoning spells. Note that in certain circumstances, adventurers may be summoned (who will recall the details of their trip). The warriors will appear anywhere within the spell range as desired by the caster. The type of warrior summoned is as follows:

Caster's level:	Fighter	Ranger	Paladin:
15 or less	70%	20%	10%
16-20	60%	20%	20%
21 or more	50%	25%	25%

Equipment and abilities are determined randomly.

The material component for this spell is a dagger of the finest quality, which is consumed when the spell is cast.*

Superior Sleep (Enchantment/Charm)

Range: 30 m + 3 m/level
 Components: V, S, M
 Duration: 1 turn/level
 Casting Time: 5
 Area of Effect: 18 m diameter sphere
 Saving Throw: None

This is a much improved version of the first level Magic User spell *Sleep*. The creatures affected fall into a deep slumber from which they cannot awaken from for at least one turn (unless a dispel magic is used).

For each creature the caster chooses to affect, a certain amount of the spells power is used to put the creature to sleep. An effect die roll of 4-48 is rolled. This is the number of points that can be used to put creatures to sleep. It takes a different number of points per creature to put a creature to sleep, depending upon its hit dice or level. The caster can keep on putting creatures to sleep until all the points are used up, or there is not enough points left to effect another creature, or that all the creatures are already asleep in the area of effect. The point costs are as follows:

Hit dice of creature to be affected	Max. Cost	Max. Affected	Average Aff-
up to .5	.5	96	60
.5 +1 to 01	01	48	30
01+1 to 03	02	24	15
03+1 to 05	03	16	10
05+1 to 07	04	12	07
07+1 to 09	06	08	05
09+1 to 10	12	04	02
10+1 to 11	24	02	01
11+1 to 12	30	01	01

Note: As an additional twist, the particular enchantments of this spell do not allow elves their normal resistance to enchantment/charm, but in turn they get a save vs. spells to avoid the effects of the spell.

The material components of this spell is sand from a dead sandman which is tossed in the air while the caster sings a short lullaby.*

Taint Alignment (Enchantment/Charm)

Range: Special
 Components: V, S, M
 Duration: 1 day/level or special
 Casting Time: 1 turn
 Area of Effect: One humanoid creature
 Saving Throw: Special

Taint alignment has similar effect to a character as performing a deed opposite to his alignment, except that this one shows. Casting it requires knowing the true name of the target, which knowledge can be obtained by other magic. Casting the spell causes the target to make a saving throw vs. spells with a penalty of 2 on die roll. If he makes the save, the spell rebounds on the caster, who shall also have to save, but with a bonus of 2 on die. The spell shall rebound between the two regardless of distance until one fails a save, or both have made three saves, in which case the spell fails. An affected TN character would get a random alignment of the corner 4.

Effects vary depending on the alignment of the victim. If the affected is a paladin, the effects thus far taken for granted are reversed: laying on hands would cause damage, detect evil turns into detect good, remove fear effect into cause fear. Yet, the paladin might have no idea what's happening until he tries to ride his mount or draw his Holy Avenger +5. For an anti-paladin, the same goes, reversed. A cleric would instantly lose the ability to acquire spells, though not his spell casting or scroll reading ability. For any character, there's a number of standard effects:

- *Know Alignment* shows the reversed alignment.
- *Detect Good/Evil* work as for the new alignment.
- Bad dreams.
- Problems with other people.
- The Good emit fear, the Evil get liked,
- Law be approached with caution, Chaos be felt as a sign of responsibility
- Temples of one's own religion feel bad.
- Temptation to truly switch alignment fully, which would have the certain standard effects described in DMG, such as losing a level of experience. a change in alignment can be felt by people in contact with the affected. Not definitely, but more in the "I feel something's wrong"-manner.

The curse cannot be magically removed with anything less than a *Limited Wish*, until the time is full. Of course, the target wouldn't know that the effect isn't permanent.

If a sign of faltering from the original alignment is done, then the effect does become permanent. Slight faltering causes prolonged duration, as the energy of the spell isn't as seriously tried as it might be.*

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Timespeed (Alteration, Enchantment)

Range: 9 m
Components: V, M
Duration: 2 rounds/level
Casting Time: 3
Area of Effect: One creature/2 levels in a 6 m square
Saving Throw: None

This spell is similar to a *Haste* spell, but instead of speeding up the recipients' metabolic reactions, Timespeed alters the flow of time around the recipients. As a result, for every minute that passes in the real world, 2 minutes pass for those affected. Because time itself is being changed, those affected by this spell do not age. On the downside, all spells or spell effects cast on the recipients of a Timespeed only last half as long (going by "real world" time), regardless of whether or not they were cast before or during the Timespeed. The maintenance cost of psionic powers that affect only the psionist is doubled as well. Wizards cast spells as if they were under the influence of an *Alacrity* spell (*Tome of Magic*).

The material components are two clock faces painted on slate, one an hour ahead of the other. These are consumed during the casting.*

Tonguetwister (Abjuration, Alteration)

Range: 3 m/level
Components: V, S, M
Duration: Instantaneous
Casting Time: 5
Area of Effect: One target
Saving Throw: Negates

When this spell is cast on an enemy spell-caster, it will cause the target's tongue to twitch violently, thus disrupting any spell being cast at the moment, unless the victim makes a successful save vs. spell. The level of the spell being cast by the target determines the modifier applied to the save as follows: save modifier = spell level -5 (i.e. a 2nd level spell inflicts a -3 to the save, a 7th level spell earns a +2 to the save, etc.).

The victim must be in the process of casting a spell with a *verbal* component. If no spell is currently being cast by the target, the Tonguetwister has no effect. If the opponent's spell goes into effect at the same time as the Tonguetwister, the victim earns an additional +2 bonus to the save. This spell cannot affect a spell that has already been cast, nor one that is to be cast in the future.

The material component of this spell is a tongue of any creature; this is consumed when the spell is cast.*

Traelanger's Extermination (Alteration, Conjunction/Summoning)

Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 5

Area of Effect: 12 m diameter sphere
Saving Throw: None

When this spell is cast, it causes all creatures in the area of effect who have less than 5 hit points maximum and less than 8 intelligence to die.

The spell can effect a total number of hit points equal to seven times the casters level.

When determining what creatures die from the effects of the spell, start with the creatures with the lowest hit points, and then go from there.

The material components for the spell is a handful of live bugs which must be squashed as the spell is cast while the caster yells out "Seven in one blow!".*

Travel Cancellation (Alteration)

Range: 30 m
Components: V, S, M
Duration: 1 turn/level or until used
Casting Time: 5
Area of Effect: One creature
Saving Throw: None

This spell prevents travel by extraplanar means, distorting the effects of spells like *Blink* and *Teleport*. Any time a spell involving such transport is cast and the victim is involved (either as wizard or passenger), there is a 5% chance per level of the caster of Travel Cancellation that the transport spell will misfire. The spell lasts for a maximum of 1 turn per level, or for level/3 (rounded down) cancellations, whichever comes first.

Misfires

- *Rope Trick*: Victim is unable to enter extradimensional space.
- *Blink*: Victim always reappears in the same spot, but facing away from enemies.
- *Dimension Door*: Distance travelled is constant, but direction is random.
- *Dimension Folding*: The fold closes in front of the victim, preventing transit.
- *Bowgongle's Fleeting Journey*: The wizard is teleported instead of the passenger.
- *Teleport*: Either fails, or arrive 1d10 km from destination (DM choice).
- *Teleport Dead*: The wizard is teleported instead of the body.
- *Plane Shift*: The group lands in a random area in the prime material plane.

Succor (both versions), *Teleport Without Error*, *Astral Spell*, and any spells over sixth level are unaffected. It is the DM's option if extradimensional magic items (*Bag of holding*, *Well of the worlds*, etc) are affected by Travel Cancellation.

The material component are two magnets that are strongly attracted to one another, one of which has the wizard's sigil painted on it.*

Tryton's Armour (Abjuration)

Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 1 round
Area of Effect: One creature
Saving Throw: None

This fifth level version of the first level spell *Armour* provides an AC of -2. In all other respects it is the same.*

Tryton's Death Grip (Necromancy)

Range: Touch
Components: V, S
Duration: Special
Casting Time: 5
Area of Effect: One creature
Saving Throw: None

Any creatures under 6 HD touched by the caster are automatically brought to 0 hp, and their life energy is drained away (they are dead, *not* unconscious). Creatures of 6 HD and above are afflicted with a double strength *Shocking Grasp* (2d8 points of damage + 2 points per level), although the damage is not caused by lightning, but negative energy.*

Vanquill's Drifting Blizzard (Evocation)

Range: 10 m
Components: V, S
Duration: 1 round/level
Casting Time: 5
Area of Effect: 12 m × 6 m × 6 m cloud
Saving Throw: Special

This spell is a cold-based version of *Cloudkill*, creating a light grey cloud that leaves frost in its wake. It functions just like a *Cloudkill*, except that damage comes from cold, making fire based creatures more vulnerable to the spell (treat them as having 2 fewer hit dice, and they automatically take double damage). Creatures who fail their saving throws by 4 or more are encased in a thin layer of ice (about 5 mm). Those who make their saving throws still take appropriate damage (1d10). Cold based creatures are immune to this spell, and some (like white dragons) might find it refreshing.

Hit Dice (normal)	Fire-Based creatures	Saving Throw
4 or less	6 or less	Killed instantly
4+1 to 5+1	6+1 to 7+1	Save vs Spell at -4
5+1 to 6	7+1 to 8	Save vs Spell
6+1 or more	8+1 or more	None, 1d10 damage (2d10 for fire based)

This spell has no material components.*

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Vanquill's Freeze Ray (Evocation)

Range: 1.5 m/level
Components: V, S
Duration: Instantaneous
Casting Time: 5
Area of Effect: One creature
Saving Throw: Special

This is an modified version of *Cone Of Cold* that effects only one creature. It creates a beam of intense cold 1.50 m long per wizard level, but only a tenth of an inch wide. If the target fails its saving throw (versus spell), it takes 1d8 points of damage per wizard level (up to 12d8). If the target makes its saving throw, it narrowly dodges the beam, but is close enough for its body heat to dissipate the beam. Of course, that also means the beam cools down the target, causing 1 point of damage per wizard level (up to a maximum of 12).

Creatures that are cold-based (like white dragons or ice para-elementals) take no damage from this spell, but fire-based creatures (like red dragons and salamanders) take +1 point of damage per hit die. Undead take no damage from this version.*

Wiley's Door (Alteration)

Range: 0
Components: V
Duration: 1 round
Casting Time: 5
Area of Effect: Special
Saving Throw: None

Causes a door to appear immediately before the caster and a matching door up to 9 metres away. The first door appears framed by glowing blue lines 1.5 m wide by 2.4 m tall. The second door is invisible. Living matter up to 400 pounds or nonliving up to 800 pounds may be transported from the first door to the second door (trade off one pound living for two pounds nonliving). This doors provide one-way transport only.*

Wiley's Teleport (Alteration)

Range: 150 miles
Components: V, S
Duration: Concentration
Casting Time: 1 turn
Area of Effect: Caster plus additional weight (s.b.)
Saving Throw: None

This spell allows the caster to teleport himself and 100 pounds per level above 7th of additional stuff that he is carrying to a specified destination at most 150 miles distant. The chances of error are the same as for normal teleport, except that if the caster would normally end up is a solid object, the spell will abort.

The material component is a map of the destination, which is not consumed.*

Wolldin's Backstabber (Illusion/Phantasm)

Range: 6 m/level
Components: V, S, M
Duration: Instantaneous
Casting Time: 5
Area of Effect: One creature
Saving Throw: None

This spell requires the presence of any piercing melee weapon in order to work; the caster holds the weapon, and when the incantations are complete, the weapon vanishes and reappears in the hands of an invisible spectral creature. A *True Seeing* or *Detect Invisible* spell, or similar magic will reveal the vague outline of a figure; others will only see the weapon hovering in the air.

The figure (and weapon) will appear behind the creature chosen as the target for this spell (the target must be within spell range); it will then deliver an instantaneous backstab at the victim. The caster's normal THACO is used to resolved hits (all applicable bonuses apply normally, including the bonus for attacking from behind); the attack is always made with surprise (unless it is normally impossible to surprise the target) and therefore, dexterity and shield bonuses to AC do not apply to the attack.

In the case of a successful hit, the base damage is as per the weapon used in the attack; however the attack also receives a backstab damage bonus as if made by a thief of a level equal to the caster's level; normal damage bonuses also apply to the attack.

The only material component for this spell is the weapon used in the attack; it, as well as the spectral creature, disappear after the attack is made, whether it was successful or not.*

Wonderlight (Enchantment/Charm, Illusion)

Range: 240 m
Components: V, S, M
Duration: 1 round/level
Casting Time: 5
Area of Effect: One creature
Saving Throw: None

This spell is designed to help heal the mind of fears, especially illusionary or phantasmal fears, and other magical ones.

When cast, the creature affected by fear sees a wondrous pattern of images and lights that begin to suffuse his being, until eventually he believes himself to be some armoured hero. The effect lasts until the wizards dispels it, or until the duration expires.

The effects of this spell allow the creature an automatic save against fear effects. It also allows him to disbelieve a *Phantasmal Force* and a +4 saving throw per round against *Phantasmal Killer*. If the affected goes out of the spell range, the effects wear off and he returns to his original state of mind.

Also, the affected is allowed +2 to hit and damage in the first three rounds, due to his new-found valour.

The material component is any light source, which is not extinguished, but a *Continual Light* or *Light* spell is not sufficient.*

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Acid Rain (Evocation)

Range: 10 m + 5 m/level
Components: V, S, M
Duration: 1 round/3 levels
Casting Time: 6
Area of Effect: 1 m² + 0.5 m²/2 levels
Saving Throw: 1/2

This spell will cause a sheet of corrosive acid to fall from the sky (actually, it will appear 3 m over the target spot). All creatures or objects underneath will be subject to its effects. The acid will corrode wood, metal, cloth, and flesh. The initial inundation will cause 1d6 damage per level (with a maximum of 10d6). A successful saving throw will cause half damage, and adds +1 to subsequent saves. All items exposed to the acid must also save. If a magical item saves successfully, no further saves are necessary.

Armour loses one point of AC per round. If it loses all of its points, it disintegrates and falls to the ground. Weapons lose one point per round. The number of points is determined by size (L=3, M=2, S=1). When all points are gone, the weapon is too weak to use in combat.

All damage done to items (other than loss of magical properties), can be repaired with a *Mend* spell, or the like, unless the item was destroyed. Subsequent damage to flesh is 1d6 per round. All subsequent damage can be avoided if victims immerse themselves in water, to wash off the acid.

The material components of this spell are rain water and sulphur.*

Alpha's Firefountain (Alteration)

Range: 10 m/level
Components: V, S, M
Duration: Special
Casting Time: 6
Area of Effect: Special
Saving Throw: Special

This spell is similar to the 4th level *Alpha's Firefall* spell, but is more powerful in two ways. First, the spray of liquid fire burns for a total of three rounds, inflicting 3d6 damage the first round, 2d6 the second, and 1d6 the third. There is no saving throw vs. the damage inflicted by the spray. Second, the caster is able to throw up one prominence of flame (for 4d10 fire damage the first round, and 2d10 the second, with a save vs. breath weapon to halve damage) for every six levels of the caster (rounding off all fractions).

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The material component is a lump of pitch, sulphur, saltpetre, and magnesium and an available fire source.*

Alpha's Rainbow Warrior (Evocation, Summoning)

Range: 5 m/level
Components: V, S, M
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

This spell invokes energy and the spirit of a creature from the Quasi-Elemental Plane of Radiance. The Rainbow Warrior has as many hit points as the caster would at full health, and attacks as a fighter of half the caster's level. The Warrior has an armour class of 0, and can only be struck by magical weapons. It attacks with a spear of radiance, which causes damage the same way as the 2nd level *Rainbow Beam* spell if the target is struck. As with that spell, the caster has a 5% per level chance of selecting the colour of the spear, otherwise it is random. The Rainbow Warrior may fly at a movement rate of 24, but it has no real substance and cannot touch nor carry any material object. Creatures dwelling on or drawing power from the Negative Material Plane or Plane of Shadow suffer 1d6 damage every round that they are within 6 m of the Rainbow Warrior, as it sheds a bright globe of light strongly infused with energy from the Positive Material Plane. The Rainbow Warrior is unaffected by poison, paralysis, petrification, fire, electricity, gas, or acid. Unholy water causes it 2d4 damage, and cold attacks do full normal damage. Negative energy attacks gain a bonus of +1 per die of damage, and any spells involving darkness cause the Rainbow Warrior 2d6 damage per level of the spell, though the darkness spell will then be dispelled. Any darkness spell coming into contact with the 6 m globe of light surrounding the Rainbow Warrior must be checked as if *Dispel Magic* was being cast at the level of the summoner of the Warrior. Only one such dispelling attempt is possible for each darkness spell that could be affected, although the Warrior can automatically dispel any darkness spell by touching the area of effect, but it will suffer damage as if the spell had been cast specifically at him. Dark-dwelling creatures (e.g. drow, duergar) are affected by the Rainbow Warrior's globe of light as they would be by *Continual Light*.

The material component of this spell is a clear diamond worth not less than 5000 GP.*

Alpha's Starlight Citadel (Conjuration/Summoning)

Range: 30 m
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

This spell can only be cast in an area under star- or moonlight. When cast, it brings into being a deep blue-black tower of magical metal, with many faint silvery gleams. This tower is in all respects similar to a *Daern's Instant Fortress* (q.v.) except that it grows slowly during the course of the casting, and so no creature able to move could possibly be harmed by its expansion. The door to the Citadel is *Wizard Locked* at the caster's level. One creature for each level of experience of the caster may be designated in the casting of the spell, and such creatures may freely open the door, though the caster may override this at any time by mental command. The magic of the walls of the citadel prevents the passage of any creature ethereal, astral, or out-of-phase creature. Teleportation into and out of the tower is still possible. This spell lasts until the first rays of direct sunlight strike the tower, but it cannot last longer than 2 hours + 1 hour per level of the caster in any event.

The material component is a star sapphire and a small steel carving of a tower.*

Alter Occurrence (Conjuration/Summoning, Invocation/Evocation)

Range: Infinite
Components: V
Duration: Permanent
Casting Time: Special
Area of Effect: Special
Saving Throw: Special

This spell is a weaker version of the 7th level wizard spell *Limited Wish*. Alter Occurrence enables the wizard to alter the way an event in the very recent past actually occurred. For the casting of the spell, the wizard recounts an event which occurred up to two rounds previous which he viewed first-hand. The wizard, while recounting the incident, modifies it in the way which he would have liked for it to occur. At the end of the casting, the past will be rewoven along the lines of the caster's version, by a base guideline of 3% per level of the caster. (For instance, Johann, a 12th level wizard, uses the spell to make a freak gust of wind blow an arrow totally off course which shot his companion Rykor in the heart a few seconds ago — a critical hit. Johann has a 36% chance to make the arrow miss, else it still hits doing regular damage. If Johann had asked for the arrow to have missed Rykor's heart, it might have still hit Rykor but would have done only $100 - 36 = 64\%$ of the designated damage.)

This spell will automatically modify the perceptions of the past for all of those, other than the caster, who were present during both the modified and unmodified events unless they make a saving throw vs. spells. Alter Occurrence cannot be used to raise character abilities (even temporarily) or mimic other magical effects. Frequent use of this spell may cause the wizard to go insane; make an INT check with a cumulative -1 penalty each time the spell is used by the same caster over a one week period, or suffer a random type of insanity.

Alter Occurrence is a spell published by the wizard Saridan Hysakai after over a decade of study (an unknown amount of which was spent at the Plane of Time). Saridan subsequently went insane.*

Azura's Black Scythe (Evocation, Necromancy)

Range: 3 m
Components: V, S
Casting time: 6
Duration: 1 round/2 levels
Area of Effect: 3 m long, 180 degree arc
Saving Throw: Special

The black scythe is a fearsome weapon to behold, stretching 2.4 m and immolated in wispy green flames. It sweeps a 3 m long, 180 degree arc and can hit all targets within its area as a monster of the caster's hit die. Creatures up to 4+1 hit dice are slain instantly, while those above 4+1 hit dice but below 8+3 must save vs. spells or be stunned for 2-5 round. Those who possess 8+3 hit dice up to 10 hit dice must save vs. spells or be slowed for 1-4 rounds. All effects are cumulative. The scythe inflicts 1d10 damage in addition to its other effects.

The material component is a miniature sickle with an ebony shaft and an adamantite blade costing 500 GP to construct.*

Block Teleport (Abjuration)

Range: 0
Components: V, S
Duration: 1 turn
Casting Time: 6
Area of Effect: 30 m radius sphere
Saving Throw: None

This spell prevents anyone from teleporting into or out of the area of effect while the spell is in effect. It will not effect homing teleport spells (e.g. *Word of Recall*). It will also not effect gates.*

Bonebind (Necromancy)

Range: 10 m/level
Components: V, S, M
Duration: 1 round/level
Casting Time: 6
Area of Effect: One undead/level
Saving Throw: Special

This spell requires a bone from any creature, held in the caster's hand. It can affect only undead. The effects of a bonebind are automatic on all chosen undead of 7 HD or less with corporeal forms. Such undead are curled into a ball (if more than one undead is affected, they are all gathered into one tightly-packed sphere) and held helpless, immobile and with their special abilities in stasis, until the spell expires or the caster frees them by an act of will. Typically, this "boneball" is rolled of a cliff, into an obstacle or fire, or conveyed into the midst of foes, where upon the caster ends the magic, freeing the undead to fight.

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Against incorporeal undead and all undead of 8 HD or more who don't turn as "special", a bonebind acts only as a slowspell.

Bonebind also has additional effects against certain types of undead. When cast on a vampire, it forces the vampire into corporeal form and traps it in that form for the spell's duration. (So that it must remain solid, visible, and can't fly). A bonebind spell prevents a banshee form wailing while the spell is in effect, and protects the caster from the aging effects of seeing a ghost. In the latter case, the spell makes the caster glow with a white radiance, but has no effect on the ghost or other undead present. To be effective against aging, it must be cast within one turn after sighting the ghost.

Corporeal undead of 7 HD or less get no saving throw against a bonebind. Incorporeal undead and all undead of 8 HD or more save vs. spell with a -1 penalty, but are allowed a saving throw every second round after the spell contacts them.

Whenever one succeeds, they break free of the spell. Liches and vampires are especially susceptible to bonebind spells, and save with a -3 penalty (every second round until free, as above). "Special" undead are immune to bonebind spells.*

Celestarion's Barrier of Blackwhite (Abjuration, Necromancy)

Range: 0
Components: 2 rounds
Duration: 1 round/level
Casting Time: V, S, M
Area of Effect: 10-foot radius
Saving Throw: Special

This spell was created by Celestarion to be his Ultimate form of protection. Whether it is or is not is left up to the individual wizard, but nonetheless it is a powerful spell.

When cast, a sphere of swirling black and white light appears to surround the wizard and all those close to him. The Barrier has all of the following effects:

a) It prevents any spells going through it. What happens is that the spell energy is drawn into the top of the sphere.

b) The lighting effects of the sphere prevent anyone from seeing through it, although those on the inside can see out. This results in a -4 to hit penalty.

c) All magic within the sphere is unaffected. Spells cannot be cast out of it, but can be cast within it.

d) No living being can pass through the sphere unless a saving throw vs. spells is made with a -6 penalty. If they fail their saving throw, they are just unable to pass through.

e) No magic items of any sort can pass through.

f) Normal physical objects can pass through as can psionic attacks.

g) If the barrier is not hit by a spell or a magic item or any psionic discipline, then the barrier needs energy. It draws 2d4 of the wizard's hit points for every round that it isn't hit. Should the wizard's hit points go below 10% of their maximum, he starts to lose one level per round. The spell continues for as long as his initial

level in rounds. When he has lost half his levels, then he starts to lose 1 Intelligence point per round until the spell ends. The wizard can not voluntarily end the spell.

Hit point and level losses are temporary and return at the rate of one per turn each, but Intelligence losses are permanent. These effects can be avoided if the wizard himself casts a spell at the barrier. He cannot dispel it when he wishes, however.

The material components of this spell are one star sapphire, and one black star opal of at least 20,000 GP value each. Both are lost in the casting.*

Contingent Polymorph Other (Alteration)

Range: 5 yards/level
Components: V, S, M
Duration: Special
Casting Time: 7
Area of Effect: One creature
Saving Throw: Negates

This spell will polymorph one creature (as per *Polymorph Other*) into another until some set condition occurs, e.g. polymorphing a toad into a prince until he is kissed by a woman, or polymorphing a fighter into a dragon until he (it) says "I wish I were human", etc. The change from the polymorphed form back into the normal form takes place gradually over 1 round, so it is impossible to crush someone by polymorphing a hippo into a flea, putting it on his head, then triggering the contingency.

The material component of the spell is a bit of honeycomb.

This spell was researched by Esmerelda.*

Copyright (Abjuration, Divination)

Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 1 day
Area of Effect: Special
Saving Throw: None

Cast before starting spell research. Spell can not be researched except with permission of one who researched the spell or by the use of a *Limited Wish*. A full *Wish* enables learning & ability to teach others (variant of *Secrecy* spell). If mage dies, require speak with dead to get permission.*

Coradon's Cataclysmic Corinary (Invocation/Evocation, Necromancy)

Range: Touch
Components: V, S
Duration: 1 round/2 levels
Casting Time: 2
Area of Effect: One creature
Saving Throw: Special

After this spell is cast, the wizard must make a successful attack in melee to affect the target. The wizard's normal THACO is used with a +2 modifier to hit. The spell will last until a hit is scored, or until the duration expires, whichever comes first. If a hit is made, the victim suffers a massive heart attack and must make a successful system shock roll or die. Even if this roll succeeds, the target suffers damage equal to 1d4 + 1 per level of the caster.*

Create Ghast (Necromancy)

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 2 hours
Area of Effect: Special
Saving Throw: None

This spell creates up to one ghast per six levels of the caster, and these ghastrs will follow the commands of their creator to the best of their ability. Each ghast is formed from the corpse of a human slain by a ghoul or ghast who has not yet risen as a ghoul itself. As implied above, humans killed by a ghast will rise as ghouls to follow the pack.

These corpses are the material components of the spell.*

Detect Individual (Divination)

Range: 10 yards/level
Components: V, S, M
Duration: 2 hours/level
Casting Time: 7 rounds
Area of Effect: One specific being
Saving Throw: None

This is actually not so much a spell as it is a class of spells. Detect Individual spells are keyed to detect the presence and location of one specific being, and must be researched as new spells for each being. To successfully research a Detect Individual spell, a piece of the being is required. This spell will penetrate nearly all forms of invisibility or non-detection.

When found, 95% of the time, the characters will happen on a spell written for some being. 5% of the time, a set of guidelines and notes will be found which can cut the research time in half.*

Dheryth's Energy Cloak (Abjuration, Evocation)

Range: 0
Components: V, S, M
Duration: 2 rounds/level
Casting Time: 1 round
Area of Effect: The wizard
Saving Throw: None

This spell makes the wizard seem to be inside a varicoloured, shifting aura of light. He is totally immune to any and all spells and powers which deal out damage using pure energy, for example *Dheryth's Energy Lance* (q.v.), *Xag-ya* or *laser*, and has a magic resistance of 40% + 1% per level of the wizard versus "force" spells, for example a *Wall of Force* or the vari-

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ous Bigby's spells. Unfortunately, if the force spell is above fourth level, both the force spell and the Energy Cloak are negated if the resistance roll is made.

Damage from impure sources of positive energy (e.g. electricity and fire) is reduced by one point per level of the wizard per round, up to a cumulative maximum of 5 times the wizard's level in protected points. Any successful attack by a source of negative energy has the following effects:

1. Both the negative attack and the Energy Cloak are negated.

2. Both the Cloaked wizard and the attacker take 3d10 points of damage (no save, magic resistance, or other protection). The attacker is only damaged this way if the negative attack was delivered by touch (of body, wand, or melee weapon). Otherwise, see #3, below.

3. Everyone not in physical contact with the Cloaked wizard takes 3d10 points of damage minus 1 per foot of distance to the Cloaked wizard.

The material component for this spell is a small shield.

Source of all Dheryth's spells is Jim Gitzlaff.*

Dheryth's Energy Globe (Alteration, Evocation)

Range: 0

Components: S, M

Duration: Special

Casting Time: 3

Area of Effect: Special

Saving Throw: None

This spell requires a gem of not less than 50 GP each time it is cast. The gem's centre briefly becomes a minute gate to the positive material plane, and the energies thus released slowly eat away at the gem from the inside out. When the duration expires or the gem is broken, the gem explodes into a sphere of pure energy. The gem must be thrown at one's opponents to be effective (range: S=1, M=2, L=3). Inflicted damage is as follows:

Distance to Gem Impact Place	Damage
less than 2 feet	4 points/level
2 up to 5.9 feet	2 points/level
6 up to 10 feet	1 point/level

The gem is thrown as a stone for which the wizard has proficiency, and acts as a grenade-like missile if it misses its intended target. If the gem is thrown against someone or something (and hits), it will only break instantly if it fails a save for ceramic versus normal blow (soft objects) or crushing blow (hard objects).*

Dheryth's Energy Lance (Evocation)

Range: 10 feet + 1 foot/level

Components: V, S, M

Duration: Instantaneous

Casting Time: 1 round

Area of Effect: One creature or object

Saving Throw: None

Energy Lance is a slow spell that works only at very short distances. If the wizard can get it off, though, its results are rewarding. This spell causes a gem-tipped wand to spew out a directional beam of intense positive energy at a single object or creature. Damage done is 1d6 points per level of the wizard over sixth (up to a maximum of 14d6), with no save allowed. Additionally, if made the target of the spell, objects made of non-magical wood, stone, or metal will have a 6 inch hole drilled through them up to the maximum range of the spell (or out the back of the object). Magical objects will suffer the same fate unless they successfully save versus disintegration at +1.

The material components of this spell are a 6 to 8 inch platinum wand (1000 GP value) with a clear diamond or any opal (worth at least 100 GP) set on the end, as well as a loose 100 GP value gem, which is consumed during the casting. There is a 10% chance that the gem on the tip of the wand will shatter as well, reduced to 5% for a 1000 GP gem and to a minimum of 1% for a 10,000 GP value gem.*

Dheryth's Energy Net (Evocation)

Range: 10 feet + 1 foot/level

Components: V, S

Duration: Instantaneous

Casting Time: 3

Area of Effect: One creature

Saving Throw: None

When this spell is cast, the wizard spreads apart his hands, and a brilliant Net of positive energies streaks forth to engulf the target. Damage is equal to 1d6+1 point per level of the wizard, with no save allowed. Furthermore, the target is stunned for the rest of the round. The maximum number of dice is 16.*

Dheryth's Spell Support (Abjuration)

Range: 0

Components: V, S

Duration: Special

Casting Time: 6

Area of Effect: Special

Saving Throw: None

This spell is cast immediately before any other spell which has a duration (there are some exceptions - see below). It doubles the casting time of the other spell and adds verbal and somatic components of its own. The effect of Spell Support is to make the other spell totally immune to dispel magic for its normal duration. The Spell Support itself is not dispellable, and if it is cast in conjunction with Permanency, the net effect is to make the other spell both permanent and undispellable. Certain spells (at the DM's option) may not be supported, including at least the following ones:

*anything Wish or Limited Wish related,

*Prismatic Wall, or Prismatic Sphere,

*Otiluke's Resilient and Telekinetic Spheres,

*Forcecage and Forcecube,

*anything Gate related,

*Magic Jar, and

*Temporal Stasis.

Spell Support in no way reduces the efficacy of Mordenkainen's Disjunction, nor does a single casting protect any additional spells that may be active in the same space.

On Permanency, there is a 10% chance per year that the spell support will fail, leaving the Permanency intact but unsupported.*

Diamondblade (Enchantment/Alteration)

Range: Touch

Components: V, S, M

Duration: 2 turns + 1 round/level

Casting Time: 1 turn

Area of Effect: One edged melee weapon

Saving Throw: None

This spell turns an ordinary edged melee weapon into a blade of sharpness, as per *Sword of Sharpness* (see AD&D 2nd edition, page 186). For the duration of the spell, the weapon is treated as a weapon +3 or better for purposes of who or what can be hit by it, even though it gets only a +1 bonus to attack and damage rolls. However, on a very high roll, it will sever an extremity, determined by a dice roll. The spell functions on existing magical weapons, as long as the total combined bonus is +3 or less.

Opponent is Score	Mod. Score to Sever*	Mod. to Sever**
Normal or armoured	19-21	20-23
Larger than man-sized	20-21	21-23
Solid metal or stone	21	22-23

* Considering only the sword's bonus of +1.

** Considering only the sword's bonus of +3.

The material component for this spell is a 1000 GP diamond, however, the tooth of a Tarrasque may be substituted in which case the weapon functions as a *Vorpal blade* (see same reference as above), and gets the +3 bonus to attack and damage rolls.*

Ditan's Demolition (Alteration)

Range: 120 feet

Components: V, S, M

Duration: Permanent

Casting Time: 5

Area of Effect: 10 feet/level

Saving Throw: None

By means of this spell, the wizard may demolish a dwelling as if it were done by an expert demolition team. Unless the dwelling is magical, the spell will totally destroy the build-

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ing. The nice thing about this spell however is, that when the spell is finished and the dust clears, all that will be left (nicely stacked and reusable) are the following: 75% of the wood, 50% of all stone, 10% if any metal and 10% of any other odd structural material.

The material component is a perfectly smooth disc of black onyx which must be smashed during spell casting.

NOTE: The DM might want to limit this spell's power against stone fortifications such as towers.*

Ditan's Portable Quarters (Alteration/Conjuration)

Range: Special
Components: V, S, M
Duration: 1 day/9 levels
Casting Time: 5 rounds
Area of Effect: Special
Saving Throw: None

When this spell is cast the wizard enchants one doorknob-shaped gem (of 1000 GP value or more) per every five levels of wizard's experience. Once the doorknob is enchanted it will remain so for one day for every nine levels of the wizard, and a number will appear on the doorknob informing the owner on how many days it will function (this number changes as days pass).

From this moment on, until the end of the duration of the spell, the owner of the doorknob may use it to enter a magical room. The owner simply holds the knob as if it were attached to a door, pushes, and an outline of a door will appear and the door will open into a 30 x 30 x 30 feet room. The room that it opens onto depends on the person using the doorknob (examples: a male fighter turns the knob and finds a comfortable room, with weapon cleaning apparatuses, like a sharpening stone and weapon oil; and weapon stands, while a priestess opens it and finds a plush, comfortable room, with an altar to her deity and a place to clean up. All rooms include a bathroom and washing area). The rooms will never have any magic items in them when created, just normal items.

The owner may have up to two other people in the room at a time. Once the door is closed the only way to open it again is with the doorknob, and it will always open at the very spot at which the character entered. Time passes normally while inside these rooms. The owner may leave things in this room and they will be safe as long as the spell is in effect, but if the material is still in the room at the time of the spell's end, the materials are gone forever. Any person in the room at the end of the spell's duration will reappear where the door was last opened or closed. There is no way anyone can contact or reach someone in a room once the door is closed, since the outline disappears. This doorknob will only work for the owner: if it is given away, taken, or stolen, it will not work.

The material component for this spell is the appropriate number of gem doorknobs, a pint of dragonblood, and a bit of unicorn horn.*

Dragon's Breath (Invocation/Evocation)

Range: 20 feet
Components: V, S, M
Duration: 1 round/level
Casting Time: 1
Area of Effect: Special
Saving Throw: 1/2

With this spell, the wizard is able to imitate a single type of dragon breath for the duration of the spell, doing his hit points in damage. During the spell's duration and an equal number of rounds afterwards, the wizard cannot speak due to the strains this spell makes on his throat.

The material component is a piece of dragon hide of the type of dragon the wizard is trying to imitate.*

Dreamoore's Blade Summoning (Conjuration/Summoning, Evocation)

Range: 0
Components: V, S, M
Duration: 1 round/level
Casting Time: 6
Area of Effect: Special
Saving Throw: None

This spell creates a 1.5 m long shimmering blue shaft of force from the caster's outstretched hands. He must physically wield the weapon in combat, thus spells with somatic components cannot be cast while the summoned blade exists. The "sword", however, has no true material existence and does not conduct shock back to its wielder, thus its overall speed factor is 1. It is neither an edged nor blunt weapon and affects creatures normally immuned to either.

The blade strikes once per round with a +5 "to hit" bonus, inflicting 2d6 + 5 damage points per successful hit. It lasts 1 round per level of the spell caster and is subject to disintegrate and dispel magic.

The material component is a 500 GP crystal sword which requires 2 weeks to construct.*

Dreamoore's Eldritch Decagon (Alteration, Evocation)

Range: 3 m/level
Components: V, S, M
Duration: Special
Casting Time: 1 round
Area of Effect: One creature
Saving Throw: 1/2

When this spell is cast, the magic-user sets up a brilliant array of pale blue, dancing rays which forms a decagon between both hands. The spell draws power directly from the psychic winds of the astral and ethereal plane. Once complete, it may fire a 0.3 m wide beam of pure magical force every round, and this ray unerringly strikes any single creature or object within 3 m per level (invisible targets require a

"to hit" roll vs. base AC 6, modified by dexterity, etc.) and inflicts 2-5 (1d4 + 1) damage points per level of the spell caster, up to 12d4 + 12 maximum. A successful save vs. spells halves damage. These beams may be unleashed from the decagon:

- Eldritch beam: *Magic Missile* energy; affects only animate targets.
- Impaling force ray: inflicts piercing or impaling damage.
- Planar force beam: inflicts edged or slicing damage.
- Spherical force bolt: inflicts blunt or crushing damage.
- Vibration or shock wave: an ultrasonic bolt which affects only crystal, glass, stone, and other objects vulnerable to vibration damage.
- Wind blast: as the 3rd level magic-user spell, *Gust of Wind*, against a single target (c.f. gust of wind)

The magic-user must concentrate to maintain the eldritch decagon, thus any successful attack against him negates the spell.

The material component is a small crystal in the shape of a 10-sided die set inside an iron ring, and a lodestone.*

Dreamoore's Missile Tempest (Evocation)

Range: 3 m/level
Components: V, S, M
Duration: Instantaneous
Casting Time: 6
Area of Effect: Special
Saving Throw: None

Also known as "Dreamoore's bolts of seeking," this spell creates a powerful enchanted bolt which has base 1d12 damage plus 3 points per level of its caster, up to 1d12 + 36 maximum (e.g. a 12 hit die missile does 37-48 hit points damage). This bolt, however, can divide into two or more missiles striking single or multiple targets (minimum 1 damage point per missile). Once the caster unleashes the bolt, he need but point and close his fist. The missile then flashes outward, dividing into smaller missiles if so directed, and unerringly hits all visible targets in a 90 degree arc before the caster.

The material component for this spell is a 500 GP diamond which is hurled into the air as spell casting is completed.*

Dreamoore's Viper Lance (Alteration)

Range: 30 m + 3 m/level
Components: V, S, M
Duration: Special
Casting Time: 6
Area of Effect: Special
Saving Throw: None

The viper lance spell launches a 0.6 m long solid metal shaft at extremely high velocity. This bolt always travels in a straight line trajectory, its blinding speed making it near-invisible. Any creature struck immediately suffers base 1d10 + 2 HP's damage, up to 1d10 + 30 maximum.

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The caster may launch one bolt per six experience level, though only one bolt may be fired per round.

The material component is a solid steel shaft engraved with the caster's personal rune, with a mithril or adamantite tip, and zinc stabilising fins. Each bolt requires two weeks and 250 GP construction cost.*

Eldarr's Improved Spell Conversion (Alteration)

Range: 0
Components: V, S, M
Duration: 1 hour/level
Casting Time: 2 turns
Area of Effect: Caster
Saving Throw: None

This spell is identical to *Eldarr's Spell Conversion*, except it will convert any spell of level 6 or less to any known spell of level 5 or lower. The duration and casting time are also increased.

This spell also has the additional (in addition to the were-creature pelt) spell component of a powdered gem (of any type) worth at least 400 GP. This gem is also consumed when the spell is cast.*

Energy Field (Conjuration, Evocation)

Range: 18 m + 3 m/level
Components: V, S, M
Duration: 5 rounds/level
Casting Time: 6
Area of Effect: 0.3 m/level high cube
Saving Throw: None

This spell creates an invisible field of energy which is impermeable to the passage of magical and psionic energies through its barriers. Thus, for example, creatures inside the area of effect are completely unaffected by spells which are cast outside the spell area. Similarly people outside are not effected by spells from inside (note, since magic cannot pass through this barrier, creatures cannot teleport, plane shift, etc. through the barrier).

Energy field does not, however, offer any physical protection whatsoever.

Spells which cause physical damage can destroy the shield but these spells must do a total damage of 6 HP per level of the caster. A disintegrate spell will cause the shield to make a save vs. magic at the level of the caster. If it saves then the spell has no effect. If it fails then the spell does 2-9 points per level of the caster damage to the field. A *Magic Missile* spell actually heals the field on a 1 to 1 hit point basis.

The shield, if cast upon the caster, moves with the caster. If the spell is cast upon another unwilling creature then they make a save vs. spells. If they fail the save then the field follows the creature. If the save is made then the spell becomes rooted to the target area. Otherwise the spell remains stationary until the spell duration expires.

The material component for this spell is a diamond cube of not less than 500 GP value. This cube will shatter when the spell expires or the field is brought down by spell damage.*

Feeblebody (Alteration)

Range: 10 yards/level
Components: V, S, M
Duration: Permanent
Casting Time: 6
Area of Effect: One creature
Saving Throw: Negates

This spell is exactly like *Feeblemind*, except that Strength, Dexterity and Constitution are permanently reduced to 3. The victim's intellect is unaffected. Note: the victim may not be strong enough to move any more.

The material component is one live mouse. The mouse vanishes upon casting, but is not destroyed.*

Fellstar's Flame Arc (Evocation)

Range: Special
Components: V, S, M
Duration: Instantaneous
Casting Time: 6
Area of Effect: Special
Saving Throw: 1/2

This spell is similar to the 1st level spell *Burning Hands*, but is much more potent. When cast, this spell will emit an arc of flames from the hand of the caster; the arc may be one of four sizes as listed on the following table:

Arc:	Range:
90°	60 m
180°	45 m
270°	30 m
360°	15 m

The arc of flames will have a width of one foot, centered on the caster's hand, so the height of the wizard's hand at the time of casting will determine the height of the flames; thus if the flames are at waist level, it is possible to escape the effects of this spell if lying prone.

The caster may elect to cast the arc in a "doughnut" shape; that is, he may create an area around himself that is untouched by the flames (a good idea if the caster is in the midst of a friendly party). The radius of the hole may be any size the caster desires, up to half the range as given in the table above.

Anyone hit by the flames suffers 4d10 points of damage, plus 1 point per level of the caster (to a maximum of 4d10+20); a successful save vs. spell reduces the damage by half. If a victim fails a save, all possessions must save vs. magical fire or be consumed.

These flames are blocked by obstacles, and they will not rejoin behind the barrier. This will create gaps in the arc; therefore, if a target is standing behind a large enough obstacle, he will be shielded from the flames, even if the blocking obstacle is tens of feet away.

The material component for this spell is a chunk of volcanic rock and a lit candle; the rock is consumed with the casting, but the candle is not.*

Fellstar's Flame Dome (Evocation)

Range: 80 m
Components: V, S, M
Duration: Special
Casting Time: 6
Area of Effect: Special
Saving Throw: None

This spell is similar to the *Wall of Fire* spell, but it creates a dome of flames instead of a wall. The dome has a radius along the ground of 3 m plus 1.5 m per level of the caster; it is 75 m high at its peak. The dome must be cast so its base is resting on solid ground.

Unlike a *Wall of Fire*, the Flame Dome gives off waves of heat on all sides; anyone within 3 m of the dome suffers 2d6 points of damage, while those within 6 m suffer 2d4 points of damage. In addition, the dome inflicts 3d8 points of damage, plus 1 point per level of the caster on anyone who passes through the dome (like a *Wall of Fire*, creatures subject to fire will suffer more damage at the DM's discretion, and undead always suffer double damage).

The procedure for trapping creatures with the dome, as well as the duration of the spell, are as per the *Wall of Fire* spell.

The material components for this spell are specimens of phosphorus and sulphur, both of which are consumed with the casting.*

Flashburn (Alteration, Evocation)

Range: 20 feet + 10 feet/level
Components: V, S, M
Duration: Instantaneous
Casting Time: 2
Area of Effect: One creature
Saving Throw: Special

This spell causes a stunning burst of fire to explode around the victim. Such is the suddenness of this burst that any creature so struck must make a save vs. paralyzation or be stunned for 2d6 rounds. While this explosive shock is intense in the extreme, it is also confined so that others even within a couple of feet of the victim will receive no damage. All items on the person of (or being touched by) the victim must save vs. Fireball or be destroyed.

The individual graced by this spell will receive 1d6 (counting all ones as twos) of damage per level of the wizard. There is no saving throw vs. the fire effect of this spell unless the creature struck is resistant to fire. In this instance, a save for 1/2 damage is applicable. The material component of this spell is a Jasper stone worth at least 50 GP.*

Giant Strength (Alteration)

Range: Touch
Components: V, S, M

Mage Spells Sixth Level

Duration: 6 turns + 1 turn/level
Casting Time: 1 turn
Area of Effect: Creature touched
Saving Throw: None

When this spell is cast upon a fighter or priest, the spell will increase his Strength to that of a giant. The particular Strength gained is determined randomly by a 1d20:

Die Score	Strength Equivalent	Giant Type	To Hit Bonus	Damage Bonus
0	18/00	Ogre	+3	+6
1-6	19	Hill	+3	+7
7-10	20	Stone	+3	+8
11-14	21	Frost	+4	+9
15-17	22	Fire	+4	+10
18-19	23	Cloud	+5	+11
20-21	24	Storm	+6	+12

The die score is modified by the following:
*-1 on the die roll if the recipient is below ninth level

*No adjustment if the recipient is between ninth and 15th level

*+1 on the die roll if the character is above 15th level

Other information on boulders, opening doors, and bending bars/lifting gates can be found in the PHB under Strength, and in the DMG, page 63. The material component of the spell is a hair from three different types of giants.

Note: This greatly improved Strength spell play tested well in our campaign. The limitation of "fighters or priests only" was put on by the researcher to prevent those nasty thieves from using it to backstab, since we multiply all damage in a thief's backstab attack.*

Globe of Force (Invocation/Evocation)

Range: 0
Components: V, S
Duration: 1 turn/level
Casting Time: 6
Area of Effect: 2-yard radius sphere
Saving Throw: None

This spell causes a transparent globe of force 2 yards in radius to form around the wizard. The globe acts as a barrier to all matter: no creature may pass through the barrier in either direction, nor may any attack be made through the barrier using physical weapons either against or by the wizard. It does not impede magic in any way: if the wizard is the target of a *Fireball* spell or blue dragon's breath weapon, he will still take full damage. The wizard may terminate the spell before the full duration, but he may not lower the globe of force without terminating the spell. A successful *Dispel Magic* will bring down the globe.*

Glamden's Acid Fire (Invocation/Evocation)

Range: 5 m + 10 m/level
Components: V, S, M

Duration: Instantaneous
Casting Time: 6
Area of Effect: 3 × 3 × 1.5/level cloud
Saving Throw: Special

This spell causes an acid cloud to form anywhere within range of the spell; the cloud billows out to its full dimensions (3 × 3 × 1.5 m for each level of the caster) instantaneously and everyone caught inside the area of effect suffers 4d6 points of damage; a successful save vs. spell reduces damage by half. Anyone who fails the save must roll saves vs. acid for all possessions to avoid destruction.

Immediately after the acid cloud forms, it bursts into flames, inflicting another 4d6 points of damage to all inside. As before, a successful save vs. spells reduces the damage by half; those individuals who successfully saved vs. the acid, receive a +4 bonus to their save vs. the fire. If this second save fails, possessions must save vs. magical fire or be consumed (the +4 bonus mentioned previously, does not apply to these saves).

The material components for this spell are the intestines of a black dragon and the heart of a red dragon; both are consumed when the spell is cast.*

Glamden's Gas Jet (Invocation/Evocation)

Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 6
Area of Effect: 1.5 m wide, 3 m/level long beam
Saving Throw: Special

This spell is similar to Glamden's other spells, Acid Fire and Acidic Gas; when this spell is cast, a jet of green gas shoots from the caster's palm; a split-second later, the gas erupts in flames. This jet is 3 m long per level of the caster, and is 1.5 m wide; anyone hit by the jet must make two saving throws vs. spell (one for the gas, and the other against fire) to avoid suffering 8d6 points of damage. The procedures for saves and immunity vs. the two components are the same as for *Glamden's Acidic Gas*, except magical fire replaces the acid component.

The material components for this spell are the heart of a red dragon and the stomach of a green dragon; both are consumed when the spell is cast.*

Improved Wiley's Door (Alteration)

Range: 0
Components: V, S
Duration: 1 round/level
Casting Time: 6
Area of Effect: Special
Saving Throw: None

This spell is like that of *Wiley's door* except that there is no limit to the amount of stuff that can be transported (except for the physical problems of getting that much stuff through the door) and the second door can be up to 6 metres distant. The second door must be somewhere that the caster has seen.*

Justin's Skimmer (Evocation)

Range: 20 m
Components: V, S, M
Duration: 1/2 hour/level
Casting Time: 6
Area of Effect: One skimmer
Saving Throw: None

An improved form of *Tenser's floating disc*, the skimmer is designed as a flying vehicle for the caster. The wizard reclines in a molded seat at the centre of the 1 m radius disc. The "wings" each have room for one person, or a comparable volume of cargo. It can lift 50 pounds per level of the caster. The skimmer can move at speeds up to 25 miles per hour (this approximates move 70), and has maneuverability class A at speeds less than move 21. The caster is protected from acceleration, passengers are not. When stopped, the skimmer can rotate on a dime. The caster has full cover from below. The skimmer can take 5 HP per level of the caster. Ramming, it does (move/3)d6 damage to both itself and the target. Only the caster can control the skimmer; it hovers motionless if he is unconscious. The skimmer is a stable casting platform.*

Jadwin's Free Thoughts (Alteration, Illusion)

Range: 0
Components: V, S, M
Duration: 2 turns/level
Casting Time: 6
Area of Effect: Special
Saving Throw: None

This spell allows a wizard to maintain any illusionary spell requiring concentration without the need to concentrate. The maintained illusionary spell will either remain fixed, proceed or repeat in a very mechanical manner. The wizard may alter the behaviour of the maintained illusion at any time by concentrating on changing the illusion. Changing a maintained illusion requires an action of length equal to twice the original casting time of the illusion. Disruption of the changing action causes the end of the maintained spell. The wizard can maintain one spell per four levels.

The material component is a gem worth 200 GP for each spell to be controlled.*

Jadwin's Illusion Enhancer (Alteration, Illusion)

Range: Touch
Components: V, S
Duration: 1 turn/level
Casting Time: 6

Mage Spells Sixth Level

Area of Effect: 60 yards + 10 yards/level
Saving Throw: Negates

By means of this spell, the wizard changes the appearance of all illusions within the spell range of the spell recipient. Illusions can be made to seem more real such that the recipient receives a -4 modifier to any attempt to disbelieve. Or illusionary qualities may be added that will make illusions more visible, e.g. all illusions will be visibly outlined in purple and will flash hot and cold to the touch. Attempts to disbelieve indicated objects can then be made with a +2 modifier.*

Kalessin's Spell Load (Evocation)

Range: Special
Components: V, S, M
Duration: Special
Casting Time: Special
Area of Effect: Caster
Saving Throw: None

With this spell, the caster is able to "store" one spell for every three levels he possesses (i.e. two at fourth, three at seventh, etc). The caster "paints" the spells around himself as runes, in effect, casting them, a process taking one turn per spell. The spells are now "hung" around the caster, and can be released by command, an action taking only 1/10 of a round.

If the caster concentrates, glowing runes representing the remaining spells in the load will appear about the caster, visible only to the caster. The caster must specify in the casting of the load what the verbal or somatic commands are to be for the release of each spell. The caster also determines the appearance of each representative rune. *Detect magic* will reveal the presence of the spell load, and True Sight will allow the caster to see the rune representations of the spells in the load.

A spell load gets two saves versus a *Dispel Magic* cast at it. First, it gets the mage's saving throw versus magic, and if that fails, it has a 100% chance of being dispelled, minus 5% for each level the spell load caster has greater than that of the dispel magic caster.

Releasing the spells by command takes only 1/10 round for initiative purposes, and the caster can release two spells per round, although, if two spells are released, there is a (50 - caster's level) chance that the load spell will be broken, and they will all go off. No more than six spells can be set into a spell load.

Material components are a diamond tipped stylus, worth at least 1000 GP and an amount of molten gold, with which the runes are painted. The gold is consumed in the casting of the spell, but the stylus is still usable. The runes are visible to all during the casting of the spell load, and they flare briefly when the spell they represent is cast.*

Lestat's Liteblade (Abjuration, Evocation)

Range: 0
Components: V, S, M
Duration: 1 round/level within 1d6 days

Casting Time: 1 round
Area of Effect: One Liteblade
Saving Throw: None

At the completion of the casting, the crystal glows from within. When the material component is wielded, the wielder can summon the blade forth at will (if the wielder is not the wizard, and is not familiar with the spell, the wizard will have to explain how to do this, it will take approximately 1 turn to understand how to control the summoning of the blade, and the blade will be active for 2d6 rounds in the process), and a blade of 5 feet length will spring from the crystal.

This blade is primarily light, contained within a field of magical force, though this force is such that the blade can block another blade, including non-Liteblades. The blade itself has no discernible weight, and thus is very fast, having weapon speed 1 and +3 to hit (also determining what the blade can effect). By the same token, it is balanced differently than any other weapon, and unless the wielder has spent considerable time practising the Liteblade, the wielder will suffer the normal weapon non-proficiency penalty. In game terms, this means the player has taken a weapon proficiency in the Liteblade (note this requires rather considerable access to Liteblades).

The blade does 1d10 damage on a successful hit (this damage is primarily from light and heat, and creatures particularly resistant or vulnerable to such damage will take half and double damage respectively, and those immune will take none). Also note that the blade cauterises the wounds it creates, and thus no bleeding will result.

The blade will retreat to a state of inactivity within the crystal at the wielder's will, or if the material component is released.

Optional extension:

On a roll of a natural 19, the opponents weapon must save vs. magical fire or be cut by the blade (if reasonable). On a roll of a natural 20, roll a 1d20 on the following table:

Roll	Effect
1	Head severed
2-5	Arm severed
6-10	Hand severed
11-15	Leg severed
16-20	Normal damage

The material component of this spell is comprised of a large crystal (for example a diamond), worth at least 1000 GP, mounted in a precious metal (platinum or better) on a handle constructed from a precious wood (ebony for example). This construction is not consumed in the casting.*

Lich's Palm (Necromancy)

Range: Touch
Components: V, S
Duration: 1 round/level
Casting Time: 6
Area of Effect: One creature

Saving Throw: Special

This spell actually grants the caster the ability to use the normal attack of a lich. The mere touch will cause 1d10 damage of cold and be paralyzed (save applicable).*

Lightning Cloak (Alteration, Evocation)

Range: 0
Components: V, S, M
Duration: Special
Casting Time: 1 round
Area of Effect: The caster
Saving Throw: Special

Upon casting this spell, a shimmering aura of lightning surrounds the wizard. This lightning produces a crackling sound that is audible at a 1.5 m range, and dark areas the lightning cloak will outline the spell-caster as if a *Fearie Fire* spell had been cast upon him.

Under the effects of the lightning cloak, the wizard is a giant battery capable of discharging lightning bolts as he sees fit. The maximum damage of these bolts is 1d6 damage for each level of the wizard, and he can discharge the bolts at a rate of one per round. The amount of damage caused by each bolt can be varied by the spell-caster, i.e. a 12th-level can cast two 6-dice bolts, four 3-dice bolts, a 9-dice bolt and three 1-die bolts, or any combination that adds to 12 dice. Saving throws are allowed against these bolts, with success indicating that the victim suffers half damage.

The lightning cloak also protects the wizard from the effects of electricity and electrical attacks. These attacks are absorbed with no harm to the wizard up to a maximum of 8 points of absorption per level of the spell-caster (e.g., 80 points for a 10th-level mage).

However, the spell will end if the lightning cloak absorbs its full capacity of electrical damage. In addition, anyone who attempts to touch a lightning cloaked mage will be shocked for 1d6 points of damage. If a metal object (such as a metal weapon) is the touching agent, the maximum of six points of damage will be sustained by the attacker. No saving throw apply against this property of the lightning cloak.

The lightningcloak spell will end when all its lightning bolts have been used or if it absorbs its maximum capacity of electrical damage noted. Otherwise, the duration of lightningcloak spell is one turn plus one round for each level of the wizard.

The material components for this spell include powdered amber and rose quartz (100 gp total value), a bit of phosphorous, and a finely woven cloak of no less than 500 gp value. The cloak must be worn for the spell to take effect, but the cloak may be re-used for subsequent casting for the spell.*

Lorth's Stasis (Alteration)

Range: Touch
Components: V, S
Duration: 1 turn/level

Mage Spells Sixth Level

Casting Time: 5
Area of Effect: One creature
Saving Throw: Negates

This spell was designed as either a sort of temporal stasis effect, or as a way of removing enemies without killing them. The creature touched is placed into its own extra-dimensional space, where no time passes. After one turn for each level of the caster has elapsed, the creature will be returned to the Prime Material plane in exactly the same state it was when the spell is cast (including location).

If an object has been placed in the location from which the creature was sent, the subject will be displaced the shortest possible distance in any direction consonant with emerging in open space. For instance, if the tunnel has collapsed since the spell was cast, the creature might be displaced a few tens of yards up to the surface of the earth, if this is the shortest displacement that will allow the creature to be placed in an open area. However, if there should happen to be a cavity in the debris blocking the tunnel, the subject would most likely be deposited there.*

Mage Lock (Alteration, Evocation)

Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

This powerful *dweomer* causes the sealing of a thing with far greater effectiveness than that caused by a *Hold Portal* or a *Wizard Lock* spell. The Mage Lock can only be cast on certain things: Boxes or chests made of iron, steel, or harder metals, or on doors made of the same and set into a wall at least as hard as hard stone.

When the Mage Lock spell is cast, the Wizard chooses a single person - other than himself - who is to be able to open the sealed box, chest, or door. When the spell is done the item is sealed and only the individual who was named in the casting will be able to open it. The item will be unaffected by *Knock* spells, *Chimes of Opening*, or similar magics, and will have a Magic Resistance of 25% with regard to other magics, and a +2 on all saves.

If the person named in the spell should die before the item is opened - for the spell holds only until the item is opened once - then the item cannot be opened by anyone until the caster of the spell is dead. If the item has not been opened by the time both the wizard and the person named die, the Mage Lock dissipates.

The material components of this spell are: A diamond, worth no less than 5,000 GP, 4 small iron cubes, and a drop of blood from the person to be named in the spell.*

Masol's Light Blast (Alteration)

Range: 4.5 m + 0.3 m/level
Components: V, S, M

Duration: Instantaneous
Casting Time: 4
Area of Effect: 4.5 m radius
Saving Throw: Special

This spell will instantaneously create a sphere of intense light, that will almost certainly blind any creature inside the area of effect. A saving throw vs. paralysis at a -4 penalty is needed to avoid permanent blindness for those within the sphere. Those who do make their save are blinded for the next 2d8 hours. Creatures in the sphere will also take 1d2 per level damage due to flash burns, a successful saving throw results in half damage.

Also, any creature who looks at the light must make the same saving throw (without the penalty) or risk going blind for 2d8 hours. A successful saving throw - from this point - will result in no ill effects.

The material components are 10 fireflies enclosed in a crystal sphere of at least 500 GP. This is thrown and shattered at the impact area.*

Mass Teleport (Alteration)

Range: 0.3 m/level radius
Components: V
Duration: Instantaneous
Casting Time: 3
Area of Effect: Special
Saving Throw: None

This spell is basically a higher level of the fifth level *Teleport* spell. The main difference lies in the amount of mass that can be transported by the caster. In addition to the caster, 1200 pounds per level over level 10 may be transported. Basically, this spell is for bulk rate transfers of material. The range simply refers to the maximum radius outward from the center of effect (usually the caster) that people and things can be teleported.

This was a very popular spell with parties of adventurers that had lots of money to spend on transportation... As such, the mages who could cast this spell tended to charge through the nose for it... It's not an easy spell to find since it is very, very useful... Of course, it's just a matter of time before somebody else (or a group of others) break into the action by researching a similar spell.*

Micah's Shield (Abjuration)

Range: Touch
Components: V, S, M
Duration: 1 hour/level
Casting Time: 1 hour
Area of Effect: One creature
Saving Throw: Negates

This spell can be cast by the wizard upon one person, not necessarily himself. While in effect, the area with 3 m of the recipient becomes a scrying "dead area". When a scrying device (such as magic mirror or *Crystal Ball*) is directed at the area, all that will be seen in the dead area is grey mist. These information gathering spells:

- *Detect Lie*,
- *Locate Object*,
- *Clairaudience*,
- *Clairvoyance*,
- *Know Alignment*, and
- any of the "Detect" spells

will return no information (which in itself will be quite peculiar). Finally, when a priest casts a commune spell and asks a question regarding events taking place within the dead area, said priest must make a secret saving throw vs. magic for each question asked or receive a wrong answer.

Note that anyone can see into the area just fine, and no physical protection is given. The spell simply counters detection magic.

The material components for this spell is a finely crafted ball of layered onyx, gold, and lead. Such a ball costs 3000 GP, takes a month to make, and disappears upon casting.*

Minor Accursed Rite (Necromancy)

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 hour
Area of Effect: One living creature
Saving Throw: Negates

Turns victim into an undead, type selected randomly wight, ..., vampire, partially controllable by the caster. Risky: each command given is a chance for the victim to become a fully free undead of the type, unless the caster also is a member of the same type of undead. Free - until controlled by a spell, of course. The change takes place over a period of two weeks of gradually worsening illness in which time the spell can be dispelled by a *Dispel Magic*, *Cure Disease*, and *Heal*, cast in any order any time during the two weeks, not necessarily one straight after the other. The DM should make up some appropriate material component.

Note: the spell can create some quite weird undeads, such as vampire snakes. Controlling requires a common language and sufficient intelligence on the part of the target. The spell in itself doesn't modify stats such as intellect, even if the undead strength of 18/00 on a vampire does apply to non-humanoids as well.*

Minor Poltergeist (Conjuration/Summoning)

Range: 0
Components: V, S, M
Duration: One month/level
Casting Time: 4 turns
Area of Effect: Special
Saving Throw: Negates

When cast, this spell causes a creature's spirit to be bound to a specific area. The wizard may elect to have the spirit enter a building or just to warder about a certain area. The type of spirit depends on the bone used, which is the material component. The spell's duration is one month per level of the wizard. After this period, the spirit is free to do as it pleases, leave or stay.

Mage Spells Sixth Level

The saving throw is made at half the level or hit dice of the creature to which the used bone once belonged.*

Moloranis' Marvelous Map (Invocation/Evocation)

Range: Special (see below)
Components: V, S, M
Duration: Instantaneous
Casting Time: 1 turn
Area of Effect: One sheet of paper
Saving Throw: None

By casting this spell, the mage is able to draw a fairly well detailed map of the surrounding terrain onto blank paper, which is the material component for this spell. The mage casting this spell must give total concentration to the spell for the entire 10 rounds. If the mage loses his concentration, the partially drawn map will fade from view and the spell must be repeated. The range of this spell varies as follows:

- Above the ground: 1 mile per level of the caster
- Underground: 30 m per level of the caster.
- Inside a structure: The mage will get a detailed map of the floor or level he is on. However, the map will show nothing beyond the outer walls. If the floor or level is bigger than the mage's maximum radius, then follow the underground rule.

While this spell is very handy, it does have some draw-backs. Nothing on the map is labeled. Also, the map will not show people. For instance, the map will show where a town is (if it is in range) but it won't give you the name of that town and it won't tell you if there are any people in the town. In other words, this spell results in a terrain-like map.

The material component for this spell is a piece of paper (or something like that) and a writing instrument of some kind.*

Mystyk's Improved Backlash (Abjuration, Invocation/Evocation)

Range: 0
Components: V, S, M
Duration: 1 round/level
Casting Time: 6
Area of Effect: Caster
Saving Throw: None

This spell is identical to *Mystyk's Backlash* except for the following: when the caster is hit in melee, if he makes a successful save vs. rods, the attack only inflicts half normal damage (rounded down). Also, the energy bursts inflict an additional point of damage per level of the caster, up to a maximum of 20; this damage is halved if the attacker successfully saves vs. spells. For example if a 14th level caster is hit with a melee attack for 12 points of damage, the caster would suffer 12 points of dam-

age, or 6 if the save is successful; the attacker would suffer $12 + 14 = 26$ points of damage, or 13 if the save succeeds.

The material component for this spell is the same as that for *Mystyk's Backlash* except the gem must be worth at least 600 GP.*

Noska Trades' Immortal Mount (Alteration, Necromancy)

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: One creature
Saving Throw: Negates

This spell enables the wizard to convert his mount into a gruesome undead creature. The mount is allowed a save vs. death magic. If this save fails the mount must make a system shock roll, and if it fails this roll it dies before the spell is completed, thereby negating the effects of the spell.

The mount turns jet-black with glowing red eyes and appears as if its skin was pulled tightly over its bones. The mounts skin becomes leathery, decreasing its AC by 2. It acquires an additional hit die and retains its previous movement rate and form (i.e., flying mounts can still fly). The mounts maximum encumbrance increases by 200 pounds and it also never grows tired.

The wizard needs a vial made from the bones of a creature the same as the mount. The vial must be filled with demon ichor.*

Orko's Acid Cone (Evocation)

Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 5
Area of Effect: Special
Saving Throw: $\frac{1}{2}$

When this spell is cast, it causes a cone shaped area, originating at the wizard's hand and extending outward into a cone, 5 m long per level of the wizard. It drains coldness and causes 1d4 hp + 1 hp per level of the wizard of acid damage. Furthermore, every round hereafter, the remaining acid on the target causes an additional 1d6 hp of acid damage, that is reduced by 1 every following round.

The material component for the spell is a very small cone made of crystal, allot or glass.*

Orko's Dragonfire (Evocation)

Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 5
Area of Effect: Special
Saving Throw: $\frac{1}{2}$

When this spell is cast, it causes a cone shaped area of fire, originating at the wizards hands and extending outward in a cone 9 m in diameter and 10.5 m + 1.5 m per level of the wizard long. It melts ice and causes damage equal to the wizards hit points.

The component for this spell is a small golden cone (50 GP) which melts after the spell is completed.*

Pilpin's Etherealness (Alteration)

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 6
Area of Effect: The wizard + 1 creature/
2 levels
Saving Throw: Negates

This spell allows the wizard plus one other creature for every two levels of the wizard to enter the border ethereal, slowly disappearing from view, taking a round to fade away. Creatures in the border ethereal exist simultaneously in both the prime material and the ethereal plane. From the border ethereal the creature can enter the deep ethereal and travel to the inner planes (refer to *Manual of the Planes*). Alternate prime materials cannot be reached through the ethereal plane because each alternate prime material has an alternate ethereal (travelling to alternate prime material planes can only be done through the inner planes or from the prime material). To enter the bordered plane the creature simply wills it so, and materializes in the adjoining plane in a few seconds.

Creatures in the border ethereal are invisible to those on the bordering plane, although they can be detected from that plane by means of *Detect Invisibility*, *True Sight*, and *True Seeing*. Such a creature revealed would appear as a smoky, translucent shade. Creatures in the border ethereal cannot verbally communicate with the inhabitants of the plane they border, nor can they use equipment, items, or spells to attack creatures in the plane they border. Likewise, inhabitants of the other plane cannot attack beings that are in the border ethereal (with a few exceptions, like the gaze attacks of Basilisks and Catoblepa's). *Phase Door* and *Dispel Magic* will bring creatures out of the border ethereal.

Travellers in the border ethereal can move through the plane they are bordering without need for support. They travel at the speed they would on the bordered plane. Travellers in the border ethereal can move through solid matter in the plane bordered, except dense metals (i.e., gold, lead, etc.), living beings (above single celled), and certain spells that detect and ban the ethereal. Examples of spells that affect ethereal creatures include *Glyph of Warding* and *Mordenkainen's Faithful Hound*, which both detect and attack ethereal creatures.

Travellers in the border ethereal can see into the adjoining plane, but all colours are reduced to shades of grey and sight is limited to 120 yards. Infravision and ultravision work from the border ethereal. Divination spells can be cast

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against targets in the adjoining plane, but no other types of magic can affect creatures in the bordered plane. Spells in the border ethereal work under the restrictions of the ethereal plane (again, refer to the Manual of the Planes).

The material components are 200 GP worth of powdered silver and crushed phase spider hide, which disappear during casting.*

Pilpin's Liquid Fire (Evocation)

Range: 10 m + 10 m/level

Components: V, S, M

Duration: Special

Casting Time: 6

Area of Effect: 15-foot radius sphere

Saving Throw: ½

This spell is similar to the *Fireball* spell, except that it douses all creatures in a 5 m radius sphere with an incendiary liquid. Everything and all within the area of effect will be engulfed in non-magical fire for 1d6 rounds. Any combustibles within the area of effect instantly ignite. A creature in the area of effect that fails its saving throw takes 1d4 hp of fire damage per level of the wizard on the first round, and the same damage each subsequent round, until it saves. The round the creature saves it takes half damage, rounded down, and the next round it takes none. All the creature's non-combustible possessions must save versus normal fire or be destroyed (the combustible ones don't get a save). A creature that successfully saves on the first round takes half damage for that round, and all its possessions (including combustibles) are unaffected.

For example, a creature failing its first save against Pilpin's Liquid Fire, cast by a 12th-level wizard, takes 32 hp of damage (rolled on 12d4) on the first round. The creature fails its save again on the second round and takes another 32 hp of damage. On the third round it saves and only takes 16 hp of damage and no damage on the fourth round.

The wizard must have a clear line of sight to the target area.

The material components are a pinch of sulphur and the distillate of softly boiled lamp oil (dangerous to get).*

Prismatic Ray (Evocation)

Range: 10 m/level

Components: V, S

Duration: Instantaneous

Casting Time: 6

Area of Effect: One creature

Saving Throw: Special

This spell is a watered down version of *Prismatic Spray*. Only one ray of the wizard's choice is created. The colours available depend on the wizard's level. Only red is available at 12th level, and one colour is gained per subsequent level. Consult the table below for available colours.

Level	Colours Available
12	Red
13	Red, Orange
14	Red, Orange, Yellow
15	Red, Orange, Yellow, Green
16	Red, Orange, Yellow, Green, Blue
17	Red, Orange, Yellow, Green, Blue, Indigo
18	Red, Orange, Yellow, Green, Blue, Indigo, Violet

This spell has no material components.*

Programmable Dispel Magic (Abjuration)

Range: 10 m

Components: V, S, M

Duration: Special

Casting Time: 2 turns/level

Area of Effect: 3 m radius

Saving Throw: None

This spell is a more refined version of *Dispel Magic*. The spell allows the wizard to specify the exact conditions under which it will manifest its effects, much like a *Contingency*, but without that spell's side effects.

Instructions may contain one word per level of the wizard. Some examples follow:

* "When evil passes, dispel *Stoneshape*."

* "When a century has passed, dispel *Sepia Snake Sigit*."

* "When box is opened, dispel all magic."

The spell must be cast on an object or place and can affect all magic within 3 m. Magic cast by other wizards will resist being dispelled as per *Dispel Magic*, unless those wizards collaborate with the wizard in the spells preparation.

The material component is a silver candle snuff, and a scroll made of vellum prepared from disenchanter skin and ink prepared from disenchanter blood, and the crushed lens from a beholder's central eye. The cost is 100 GP per word, and the scroll is consumed in the casting. The candle snuff is not destroyed.*

Projectile (Evocation)

Range: 10 m/level

Components: V, S

Duration: Special

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

This spell creates an adamantine triangle measuring one inch per side in the immediate vicinity of the wizard. For as long as the wizard is able to maintain concentration, the triangle is under his complete control, accelerating at the rate of 0.05 m per round per level of the caster. The triangle is half a centimetre thick at the center and thins out to razor sharpness at the edges. The wizard guides the path of the

triangle somatically, and must make a Dexterity check to hit a given object (with modifier for size, if any).

The amount of damage caused varies with the type of motion of the triangle. E.g., simply passing through an object will cause roughly the same damage as an arrow, whereas repeatedly raking an object can cause up to 1d12 points of damage per round. More imaginative uses can cause more serious injuries much more quickly. If the wizard loses concentration, or something interferes with the movements of his hands, the triangle will instantly be dispelled, and the wizard will take one full round to recover before being able to cast another spell.*

Protection Spell (Abjuration)

Range: Touch

Components: V, S

Duration: Special

Casting Time: 5

Area of Effect: One creature

Saving Throw: Negates

When cast on a subject, this spell will absorb damage up to 20 hit points per level of the wizard. It persists until it has absorbed this amount of damage, after which the spell terminates. The kind of protection must be specified while casting and the caster may choose between protection from cold, fire, electricity and poison.

Because there were so many "Protection From" spells on fifth level I thought it would be handy to have only one spell capable to imitate all these spells.*

Quintessa's Slaying Spear (Evocation)

Range: 6 m/level

Components: V, S, M

Duration: Permanent

Casting Time: 6

Area of Effect: One creature

Saving Throw: Special

When this spell is cast, light, that appears as a chromatic mass of intertwined rays bundled together in the shape of a spear, appears above the casters head.

The caster goes through the motion of throwing the spear, without ever touching it, while speaking the name and race of the creature to be slain.

The spear then flies towards its target and will kill the creature instantly if a save vs. death magic is failed. The spear never misses.

If the saving throw is successful, the spear misses the creatures brain, or central nervous system, and instead hits another part of of the body causing 10-80 + 1 HP per level of the caster damage. The surge of energy into the creature will also stun it for 2-8 rounds.

For the spell to work to its fullest potential, certain things should be known about the target: (1) race (2) anatomy (3) true name - if applicable - and (4) general background and

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history of the creature. If any of these are known (or not known) then the creatures saving throw is modified as follows:

Informations	Saving Throw	Adjust-
	Known	Unknown
Race	-1	+2
Anatomy	-1 to -4	+3
True name	-4	+2
Knowledge	-1 to -5	+3

The saving throw modifier because of knowledge of the creatures anatomy depends on how much the caster has studied the creatures species. As a general guide, it would take about one month of study, along with lots of specimens, to be completely familiar with a certain species anatomy.

The saving throw modifier because of knowledge of the creatures background depends on how much and how deeply the creature's history and current life was researched.

The material component for this spell is a copper spearhead and a glass or crystal prism. If the creature was killed because of a failed saving throw, then the spearhead will be found in the brain. If the save was made, then the spearhead will be found in a random part of the body.

There is an additional -2 to save modifier if, for some obscure reason, the creature is resubject to this spell with the same copper spearhead that was used the first time (the spearhead has learned where to go this time).

The prism disappears after the spell is cast.*

Rainbow Warrior (Evocation, Summoning)

Range: 5 m/level
Components: V, S, M
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

This spell invokes energy and the spirit of a creature from the quasi-elemental plane of radiance. The Rainbow Warrior has as many hit points as the wizard would at full health, and attacks as a fighter of half the wizard's level. The Warrior has an AC of 0, and can only be struck by magical weapons. It attacks with a spear of radiance, which causes damage the same way as the second-level *Alpha's Rainbow Beam* spell if the target is struck. As with that spell, the wizard has a 5% per level chance of selecting the colour of the spear, otherwise it is random. The Rainbow Warrior may fly at a movement rate of 24, but it has no real substance and cannot touch nor carry any material object.

Creatures dwelling on or drawing power from the negative material plane or plane of shadow suffer 1d6 damage every round that they are within 6 m of the Rainbow Warrior, as it sheds a bright globe of light strongly infused with energy from the positive material plane. The

Rainbow Warrior is unaffected by poison, paralysis, petrification, fire, electricity, gas, or acid. Unholy water causes it 2d4 damage, and cold attacks do full normal damage.

Negative energy attacks gain a bonus of +1 per die of damage, and any spells involving darkness cause the Rainbow Warrior 2d6 damage per level of the spell, though the darkness spell will then be dispelled. Any darkness spell coming into contact with the 6 m globe of light surrounding the Rainbow Warrior must be checked as if *Dispel Magic* was being cast at the level of the summoner of the Warrior. Only one such dispelling attempt is possible for each darkness spell that could be affected, although the Warrior can automatically dispel any darkness spell by touching the area of effect, but it will suffer damage as if the spell had been cast specifically at him. Dark-dwelling creatures (e.g. drow, duergar) are affected by the Rainbow Warrior's globe of light as they would be by *Continual Light*.

The material component of this spell is a clear diamond worth not less than 5000 GP.*

Rape Trick (Abjuration, Evocation)

Range: Sight
Components: V, S
Duration: Instantaneous
Casting Time: 1
Area of Effect: One creature/4 levels
Saving Throw: Special

When cast, this spell causes all armour (or clothing if that's all that is being worn) to be removed. This spell cannot be stopped once started. The saving throw is an ordinary save vs. magic. If the save is made, the effect is bounced back on the wizard. Clothing can be put back on as normal after the spell is cast. One person for every four levels of the wizard can be "un-armoured".*

Rebel's Fly (Abjuration, Evocation)

Range: Touch
Components: V, S, M
Duration: 2 turns/level
Casting Time: 20 minutes
Area of Effect: One creature
Saving Throw: See below

This spell is similar to the 3rd level spell *Fly*. However, it gives the recipient air manoeuvrability class A. It also allows the recipient to travel at speeds up to 50. The recipient of this spell can carry up to two times his body weight without losing manoeuvrability. For each increase in weight (three times, four times, and so on), the manoeuvrability class will be reduced by one. The spell can move at most 1/5 ton at only hover level.

The material component of this spell is a wing of any flying creature.*

Replay (Divination, Illusion)

Range: 18 m
Components: V, S, M

Duration: 1 turn/level
Casting Time: 1 round
Area of Effect: 6 × 6 m area
Saving Throw: None

This spell causes past events to be re-enacted in the area of effect. The replayed events will consist of a three dimensional, semi-transparent image superimposed over the area of effect.

The caster can freeze the action, reverse it, scan forward for a particular event, or skip to any time within the range of the spell as given in the table below.

Level:	Time Range:
12-14	1 day per level
15-17	1 month per level
18-20	1 year per level
21+	1 century per level

The speed of a search is determined by the event that is sought. The passage of an army would be easy to spot at a fast search rate, while searching for a pickpocket would require a real time search.

The material component for this spell is an hourglass.*

Retroactive Dispel Magic (Abjuration, Alteration)

Range: 0
Components: V, S
Duration: Instantaneous
Casting Time: Special
Area of Effect: Special
Saving Throw: Special

Lets you actually cast *Dispel Magic* to counter a spell thrown at you! If you have the spell, you can cast it at any spell or spell effect thrown that round, even if you have been killed or turned to stone, by the vagaries of initiative and the like. It is assumed that you were casting the *Dispel Magic* as the other spell was being cast. Acts as *Dispel Magic* for chance of success based on level.

For example, you have Esmeralda cast *Polymorph Other*, which is lots faster than *Dispel Magic*. She has Initiative all over Glamgon, the PC. He declares that he wants to cast retroactive *Dispel Magic*, so effectively as Esmeralda was gathering power for her spell, Glamgon was trying to drain it away. Glamgon had better succeed, lest he truly become a toad (the outcome of the polymorph other should Retroactive *Dispel Magic* not succeed).

Note that this spell cannot be cast by a specialised Abjurer or Transmuter, since it (also) belongs to his opposite school.*

Rune II (Enchantment)

Range: Special
Components: V, S, M
Duration: Until Discharged

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Casting Time: 1 turn/spell level
Area of Effect: Special
Saving Throw: Special

This spell allows the wizard to inscribe a rune containing the energies of one spell up to fifth level. Instructions of up to 1 word per level may be given to control the conditions under which the spell contained in the Rune is discharged.

The material component is 100 GP worth of gems and inks per level of the spell contained in the rune.*

Sarius' Frost Giant Manifestation (Conjuration)

Range: 30 m + 3 m/level
Components: V, S, M
Duration: 1 turn/level
Casting Time: 6 turns
Area of Effect: Special
Saving Throw: None

This spell creates a golem-like creature which the mage may direct to perform certain programmed actions. The creature is a temporary ice golem with no true intelligence, and to most appears as an undead frost giant. The creature may be controlled up to a distance equal to the spell range but if it passes outside of this range, or the spellcaster is killed, the creature will explode in a 18 m radius area doing damage equal to its current hit points (save vs. breath weapon for half damage). The creature created mimics most of the actions of a frost giant, having AC 4, MV 12, HD 10 + 2, HP 52, AT 1, DM 4-24, SP: Immune to cold, SZ: L (4.5 m), Strength: 21. The creature can fight with its club only and has no ability to hurl rocks as a normal frost giant. It can inflict structural damage points as a normal frost giant on a round to round basis (Wood: 2, Soft Stone: 1, Hard Rock: 1/2).

The caster is able to direct the creature to perform 3 individual actions plus 1 for every two levels of experience above 12th level. Each change in action will cause the creature to hesitate for one round before working to act out the next action. Actions can be classed as "killing a group of orcs", "killing a group of men wearing the same colours or armour", "tearing down a stone wall", "pulling up a tree", etc. Once the final action is completed the frost giant crumbles into small shards of ice, effectively making a circular area 9 m in diameter very slippery. Against mind affecting spells, the creature is considered to have an intelligence and wisdom of 3 (saving at -3 vs. these attacks). If the creature is charmed or controlled by a mind affecting spell the casters concentration is totally disrupted causing the creature to dissipate and any other spells the caster currently controls will become dispelled unless the caster has no control over the spells in question after casting them, and any spell the caster is currently casting will be disrupted.

This spell requires only the slightest mental control of the caster to operate, allowing him to cast other spells normally that do not require his full concentration. Multiple castings of this spell will work, but all of the detrimental effects are cumulative. The material component of this

spell is a small pouch (5 cm squared) of leather containing a patch of fresh (not dried) frost giant hair mixed with diamond dust of no less than 500 GP value. The frost giant hair may be kept fresh with a *Preserve* spell or similar effect.

The source of this spell is Sarius Mendelkine.*

Sarius' Platinum Platform (Alteration, Enchantment)

Range: 1.5 m/level
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

This spell brings a magical force field into existence which resembles a dimly glowing platform made of glass-like material. The glowing platform (dimly visible up to 1.5 m away in daylight) is capable of flying under the control of the spellcaster, who may carry himself and a certain amount of weight through airy and watery mediums. When casting this spell, the mage may choose to create a 3 x 3 m with 2 m sidewalls or a 12 x 12 m platform with 1 m sidewalls. The 3 x 3 m platform loses some of the abilities of the 12 x 12 m, but is 10% magic resistant and confers a 5% magic resistance to anything in physical contact with the platform. Both platforms have a localized gravity that aids in keeping materials on board and bonuses to dexterity checks for falling from it. The differences between platforms and general flight powers are listed in the table below. Note that this spell uses the intelligence of the creature casting the spell to determine usage (even thieves) and creatures with less than a 9 intelligence may not effectively use this spell. Only mages may create the 3 x 3 m platform.

The platforms may only be destroyed by magical damage. Physical attacks, no matter how strong, will only be able to move the platform in relation to the force of the attack compared to the current speed and/or lift rate. Magical weapons will do damage equal to their magical plusses only. If area of effect attacks come from below that do not destroy the platform they will not affect the contents of the platform. Note that, even if the magic resistance of a 3 x 3 m platform is bridge and it fails its saving throw and takes full damage, unless it is destroyed the aforementioned effect holds true. The magic resistance passed onto objects touching the platform stay in effect for one round after it is destroyed. Breath weapons are considered magical attacks cast at the level of the hit dice of the breathing creature for determining magic resistance breach.

The 12 x 12 m platform may sustain 3 HP per level of the originating experience level at which it was cast, while the 3 x 3 m platform will take 4 x this amount of damage. The platform is immune to any attacks which use a primal force of the plane in which it is created (e.g., fire in the elemental plane of fire) since it is created from the forces of the current plane in which it resides. This also prevents the platform from crossing planar boundaries. In places where there is no localized gravity,

movement rates are double the stated values in the table below. Spell duration in normal time is 1 turn per level for the 3 x 3 m platform and 1 day per level for the 12 x 12 m platform.

The material component of this spell is a platinum plate (75 x 12.5 x 1 cm) with mystic runes etched into it. A jeweler is needed (unless the character has the skill) and he will charge no less than 500 GP to work the runes needed into the plate, the total price coming to 4,000 GP for the plate. The caster must use a wizard mark of his own to prepare the plate or it will only be able to create the 12 x 12 m platform.

3 x 3 m platform:

INT:	Maximum Speed:	Weight:	Maximum Lift:	MCFA:
09	09	900	3 m	C/+1
10	10	1000	3 m	C/+1
11	11	1100	3 m	C/+1
12	12	1200	3 m	C/+1
13	13	1300	6 m	C/+1
14	14	1400	6 m	B/+2
15	15	1500	6 m	B/+2
16	16	1600	6 m	B/+2
17	17	1700	6 m	B/+2
18	18	1800	6 m	B/+2
19	19	1900	9 m	B/+2
20	20	2000	9 m	A/+3
21	21	2100	9 m	A/+3
22	22	2200	9 m	A/+3
23	23	2300	9 m	A/+3
24	24	2400	9 m	A/+3
25	25	2500	9 m	A/+3

12 x 12 m platform:

INT:	Maximum Speed:	Weight:	Maximum Lift:	MC/FA:
09	4.5	3600	1.5 m	E/+4
10	5	4000	1.5 m	E/+4
11	5.5	4400	1.5 m	E/+4
12	6	4800	1.5 m	E/+4
13	6.5	5200	3 m	E/+4
14	7	5600	3 m	D/+5
15	7.5	6000	3 m	D/+5
16	8	6400	3 m	D/+5
17	8.5	6800	3 m	D/+5
18	9	7200	3 m	D/+5
19	9.5	7600	4.5 m	D/+5
20	10	8000	4.5 m	C/+6
21	10.5	8400	4.5 m	C/+6
22	11	8800	4.5 m	C/+6
23	11.5	9200	4.5 m	C/+6
24	12	9600	4.5 m	C/+6
25	12.5	10000	4.5 m	C/+6

Maximum Speed: This is measured in metres x 0.3 per round indoors and metres per round outdoors. Incapacitating the controlling person causes the platform to freeze. Speed also directly converts to miles per hour when the platform is flown for that amount of time.

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Maximum Weight: This is measured in pounds.

Maximum (rate of) Lift: For every 100 pounds over the maximum weight limit the lift rate is reduced by 3 m per round. Negative lift rates cause the platform to go down at a rate equal to the negative rating unless the current plane has no gravity. In this case movement rate is affected vice lift.

MC/FA (Maneuverability Class / Falling Adjustment): This bonus is doubled for the caster controlling the platform. Each +1 should be considered a pull each to 1/10th of normal gravity in the current plane of existence. These plusses are specifically bonuses against falling off of the platform.

The source of this spell is Sarius Mendle-kine.*

Sertain's Certain Slaying (Necromancy)

Range: 6

Components: V, S, M

Duration: Permanent

Casting Time: 6

Area of Effect: One creature

Saving Throw: Special

This spell concentrates all the power of a *Death Spell* on one victim. A saving throw kine.j is permitted, save vs. death, of course. For every three levels the wizard exceeds the victim's level or hit dice, a -1 penalty is applied to the save, and vice versa. If the save is failed, the victim is slain immediately. If it succeeds, he is weakened for one turn per level of the wizard, suffering a -2 penalty to all dice rolls. This penalty is cumulative. A save which succeeds by more than 10, or is critically made negates any and all effects of that casting of the spell.

The material component is a black pearl, and the lens from the eye of a catoblepas, costing a total of 1000 GP.

Note: in some places, the lens may be hard to get, as its only known use (besides as a lens) is for death-dealing spells.*

Sillvatar's Surgical Strike (Invocation/Evocation)

Range: 10 m + 10 m/level

Components: V, S, M

Duration: InstantCasting Time: 6

Area of Effect: One creature

Saving Throw: 1/2

This spell provides the caster with a method of attacking a specific target in the midst of a crowd; when this spell is cast, a flaming bolt shoots from the palm of the caster towards the intended victim. Only one target may be chosen for this spell, and the bolt strikes this individual unerringly. The bolt will dodge obstructions and other creatures in its flight to the target; it will even round corners, if need be. As long as the spell's range is not exceeded, and there is some path to the target, it will be struck; even if the victim ducks behind an obstacle

while the spell is being cast, the bolt will still strike home. The only stipulation is the target must be in sight when the spell incantations begin; the caster may choose any target within sight (and range) but may not target such things as "the strongest member of the group" or "the orc leader" (see the description for Magic Missile for more details).

When the bolt impacts the target, it explodes in a burst of flames that engulf the victim; the flames conform to the shape of the target, so no other creatures are affected by the spell unless they are touching the victim. The effects of the explosion are identical to a 10 die Fireball (10d6 points of damage). A successful save vs. spell reduces the damage by one half. If this save fails, the target must save vs. magical fire at -3 for all possessions; those that fail are destroyed.

Since its inception, this spell has become a favourite of assassins; because of this, Sillvatar has striven to remove it from circulation. Due to his efforts, this spell is not as common as it once was, although tens and even hundreds of examples still exist.

The material component for this spell is a handful of scales and the heart of a red dragon; these components are consumed when the spell is cast.*

Spellink (Alteration)

Range: 0

Components: V, S, M

Duration: 3d4 hours + 1 hour/level

Casting time: 5 rounds

Area of Effect: Caster

Saving Throw: None

By use of this spell, the mage magically links 4 spells that are currently in his memory. The link is such that, upon uttering a trigger phrase, the linked spells are invoked almost simultaneously. That is, they are machine-gunned. In actual time: there is a 2/10 round gap between the spells.

The spells that can be linked are one first level spell, one second level, one third level and one fourth level. The mage must specify the order of the link (i.e. 1-3-4-2, 2-1-3, etc). Spells that are linked may not be cast. Any attempt to cast a linked spell has an 85% chance to fizzle (minus 10% per point of intelligence above 15). Furthermore, the other spells linked to the cast spell are automatically lost.

The trigger phrase takes 1/10 round to use. At the end of the duration, which is secretly rolled by the GM, this spell and the linked spells are automatically lost.

Spell components are a braided platinum & copper chain, worth 500 GP, which is consumed by the spell, and - obviously - whatever is needed for the linked spells.*

Staff of Light/Darkness (Alteration, Evocation)

Range: 0

Components: V, S, M

Duration: 1 round/level

Casting Time: 6

Area of Effect: Special

Saving Throw: Special

By means of this spell, the magic-user creates a powerful magical weapon which only he can wield. Magic-users of Good alignment can create a Staff of Light; those of Evil alignment, a Staff of Darkness; and those of Neutral alignment (with respect to Good/Evil) can create either form of the spell, but with reduced effectiveness. The verbal component of this spell consists of but a single word, which creates in the magic-user's hand a sphere of light (or darkness) a few inches in diameter; the remainder of the casting time is then spent carefully pulling and shaping this sphere into a full-sized staff. Spell duration is considered to begin on the following round, so that the caster can make at least as many attacks as he has levels.

The glowing Staff of Light will brightly illuminate a 9 m radius, and when cast by a Good-aligned magic-user this illumination will be painful to supernatural Evil creatures such as undead, demons, devils, etc. (these take 2 hit points of damage per round, saving vs. spell each round for half damage). A *Darkness* spell cast in the area of the Staff of Light will eliminate this painful effect for the duration of the *Darkness*, but does not actually make the area dark, though the illumination is reduced to the level of dim torchlight.

Whether cast by a Good or Neutral magic-user, the Staff of Light strikes as a +2 weapon (for purposes of what can be hit by it; there is no actual to-hit bonus) and does a base of 1d6 points of damage. The damage can be increased by 1d6 for each round of spell duration that remains; every such increase shortens the duration of the spell by one round. Intent to increase damage must be stated before the to-hit die is rolled, but spell duration is not affected if the attack is a miss. If the Staff of Light is used to strike a creature with a strong Negative Material existence (wights, spectres, xeg-yi, etc.) there is a 50% chance that the remaining spell duration will be expended as damage whether or not the caster wishes it.

The Staff of Darkness sheds deep shadows in a 9 m radius, through which only the caster can see clearly; Shades (the monster) and other magic-users using Staff of Darkness spells are at -1 to hit when within these shadows, and all others (even with infravision) are at -3 to hit and +3 to be hit when in these shadows (note that two magic-users within 9 m of each other and each holding as Staff of Darkness will both be at -1 to hit, but the effects of multiple staves are not otherwise cumulative).

In addition, when cast by an Evil-aligned magic-user, this sphere of shadow will affect supernatural creatures of Good alignment (shedu, lammasu, devas, etc.) as if they were affected by a *Stinking Cloud* spell (saving throw vs. magic reduces the effect to mild nausea, -1 to hit and damage; this penalty is cumulative with the -3 to-hit penalty for poor visibility). A *Light* spell cast in the area of the Staff of Darkness will remove this nauseating effect and reduce the to-hit penalty to -1 and the to-be-hit penalty to +1, but will not significantly brighten the area.

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The staff of Darkness strikes as a +2 weapon (for purposes of what can be hit), doing 1d6 points of damage. For each round of spell duration that remains, the caster can choose to inflict numbing cold on his victim; this cold has a 5% chance per round of spell duration expended, cumulative, of causing loss of use of a limb for 1d6 rounds, and otherwise causes the victim to lose one point each of strength and dexterity per round of duration expended, also for 1d6 rounds; thereafter the lost strength and dexterity return at the rate of one point each per round, or the limb becomes usable immediately. Cold-resistant and cold-using creatures get a saving throw against this effect, and its duration is halved for them in any case.

If the areas of radiance/shadow of a Staff of Light and a Staff of Darkness intersect, the effects of both are negated in the overlapping region. If the staves are within 9 m of one another, both cease to shed their light/darkness, but their powers are otherwise unaffected. Neither Staff has any physical substance, and thus cannot be parried except by another Staff of the opposite type or by a *Rod of Force*; a *Wall of Force*, *Forcecage*, or similar force barrier will stop a Staff. If two Staves of opposite type touch one another for any reason, both are destroyed in an explosion of 12 m radius causing 1d6 points damage for each round of duration remaining in the two spells, cumulative. The mages holding the Staves automatically take full damage, all others within 12 m save vs. spells to take half damage.

The material component of this spell is a pearl (a black pearl for the Dark version) of not less than 500 GP value, which is held in one hand when the command word is uttered. The pearl is transformed into a small sphere of light or darkness; the somatic component is the stretching and molding of this sphere into a staff. There is rumoured to be a variant of this spell that allows the sphere formed from the pearl to be hurled as a missile, but the specific details have been lost.*

Teleport Trap (Alteration)

Range: 10 m/level
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 turn
Area of Effect: 10 m/level radius sphere
Saving Throw: Negates

All people or things teleporting in the area of effect are, upon materializing, effected as if a paralysis spell had been cast upon them (as in players handbook). Thus a mage wishing to leave sneak into a place decides to teleport there. He doesn't realize that a Teleport Trap has been cast however around the spot he wishes to appear. Upon arriving he must save vs. spells or be paralysed. Those leaving an area under this spell will also be paralyzed wherever they appear.

Material components are a gem of not less than 5000 GP worth smeared with the ichor of some paralyzing agent (ghoul's skin, etc).*

Teleport via Fire (Alteration)

Range: Special
Components: V, S, M
Duration: 1 hour/level
Casting Time: Special
Area of Effect: One creature/4 levels
Saving Throw: None

This spell allows the caster to teleport himself and/or others from one area of flames to another (both fires must be at least as large as a small campfire). The caster has two options: if the terminal fire is in sight, the teleport is without error as per the spell of the same name; if the target fire is not in sight, then the teleport is subject to the success modifiers of the normal *Teleport* spell. Obviously, the location of the terminal fire must be known (via scrying or prior knowledge). If this spell is used when there is no known target fire (i.e. there is no fire in sight and none are known to the caster) the recipients are trapped on the elemental plane of fire (note that this provides a way of entering this plane on a planned basis, but the caster will not know the location of the teleport beforehand, unless there is prior knowledge of the location on the plane of fire).

This spell will provide the recipients with a form of fire-resistance: this resistance lasts for one round per 2 levels of the caster; it provides total protection for this time (but only for the two fires in question - the recipients are affected normally by other fires during this time).

It takes 2 turns to prepare this spell, but once prepared, it will remain in effect for one hour per level of the caster, or until it is used. The creatures to be affected are named at the time of preparation. The spell has an actual casting time (i.e. to trigger the teleport) of 1.

This spell provides a method of escaping the effects of a *Fireball* or similar spell: if the caster makes the proper saving throw, and is not in the midst of some other activity (i.e. casting another spell or fighting), the teleport can be triggered instantly; the teleported creatures are unaffected by the *Fireball* regardless if they make their saves or not. Of course the normal stipulations are still in effect, so the caster must still have a target fire, or be trapped on the plane of fire.

The material components for this spell are a candle and the replica of a small, wooden door; both are consumed with the casting.*

Teleportal (Alteration)

Range: 9 m
Components: V, S, M
Duration: Up to one minute
Casting Time: 1
Area of Effect: Special
Saving Throw: None

This spell conjures a dimensional door, either on a solid surface or anchored by some sort of substance. Two-hundred and fifty pounds per level of the wizard can enter through the door to another place, but the wizard must be the last person through. The door will automatically extinguish itself in one minute

if the wizard is not yet through. The door can lead to any location the wizard desires which is within fifty feet per level of wizard. The location may be either visualized from memory or may be given as directions if the wizard has no visual memory of the location. If the door leads into a solid object, material creatures and objects will not be able to pass through the door.

After the wizard has passed through, the doors will disappear. If the wizard does not pass through the door within one minute, the doors will disappear as well. In this case, all objects that have passed through will be lost to the ethereal plane, while creatures that have passed through will return to the location of the first door they have passes through.

Note that this spell does not enable individuals to teleport to or from magically sealed locations.

The material components for this spell are a gem, worth at least 5000 GP and the tail of a rattlesnake.*

Vandergast's Armoured Forcetraps (Invocation/Evocation)

Range: 10 m/level
Components: V, S
Duration: Special
Casting Time: 6
Area of Effect: One creature
Saving Throw: Negates

This spell is identical to *Vandergast's Forcetraps* in appearance and effect, with the following exceptions: a bend bars attempt is useless against this spell; instead, enough damage must be inflicted on the bands to destroy them. This damage may be caused by weapons (piercing and slashing weapons only do half damage, blunt weapons inflict full damage) or spells. Also, only one target may be trapped by this spell. Finally, a *Limited Wish* will not affect this spell, although a *Wish* will destroy it, and a *Dispel Magic* has the normal chance of success against the bands.

The bands have AC 0 and 5 hit points for every level of the caster. When the bands' hit point total has been exceeded, the bands are destroyed, and the spell ends. Each attack that inflicts damage on the bands will also inflict half that damage total (rounded down) on the trapped victim unless a successful save vs. paralysis is made (in which case, no damage is suffered). For example, if the bands are struck for 11 points of damage, they suffer the full 11 points, while the trapped victim suffers 5 points of damage, unless his save was successful.*

Wimp (Enchantment/Charm)

Range: 9 m
Components: V, S
Duration: 1 round/level
Casting Time: 1
Area of Effect: One humanoid
Saving Throw: Negates

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This spell reduces a humanoid's level of fighting ability to one-half standard rounded up. This affects THAC0, number of attacks per round, extra damage for rangers, backstabbing, monk combat, etc...*

Wizard Watch (Alteration, Divination)

Range: 3 m

Components: V, S, M

Duration: Permanent

Casting Time: 1 hour

Area of Effect: One room

Saving Throw: None

This spell creates a special version of the casters Wizard Mark to be placed in a room of the casters choice. This sigil will allow the caster to view the room from any distance as if the caster was scrying into the room with no chance of failure. The sigil itself does not do the seeing, but it only defines the room that can be viewed, thus the caster can view the room from any viewpoint inside the room, but not from outside the room. The information received is limited to visual only.

Since the sigil is easily noticed, it can be hidden, or have its design mixed in with the decor of the room and be hidden that way.

If the sigil is created in an outside area, not bounded by walls, then the viewpoint can be anywhere within a 3 m radius from the location of the sigil.

Any creatures that are in the room which is actively being watched will have a chance to detect the scrying of the owner as defined in the DMG (pg. 141). If they use a dispel magic to counter the scrying, then the sigil will remain inoperative for a period of one day (this does not mean that the caster might not have more sigils in the room. As long as they remain inactivated, they will not be effected by the *Dispel Magic*).

The spell is permanent until the sigil is tampered with, or destroyed.

The materials for this spell is a mercury and 1000 GP of carbuncle dust is a glue base as well as a dragon scale with the sigil carved on it. The mix is poured onto the dragon scale 'mold' and pressed against the area where the sigil is to be put. The spell is cast, and the new sigil remains in place. *

X-Ray Vision (Divination)

Range: Touch

Components: V, S

Duration: 1 round/level

Casting Time: 4

Area of Effect: Creature touched

Saving Throw: None

The recipient of this spell gains the ability to see into or through substances which are impenetrable to normal sight. Vision range is 6 m, with the viewer seeing as if it were normal light due to expanded vision capability. X-ray vision can scan 9 m² of area per round. Secret compartments, recesses, drawers, and doors will be located by X-ray vision.

Substance Scanned	Thickness penetrated per round	Maximum Thickness
Animal matter	1.20 m	6 m
Vegetable matter	0.75 m	6 m
Stone	0.30 m	3 m
Iron, steel, etc.	2.5 cm	25 cm
Lead, gold, platinum	nil	nil

This spell was researched by the mage Inasley Hofton.*

Zhaida's Improved Identifier (Divination)

Range: 0

Components: V, S, M

Duration: 1 round/level

Casting Time: 10 hours

Area of Effect: One object

Saving Throw: None

This spell is a more powerful version of the *Identify* spell. The wizard may read one "plus" cast on the item per round, as well as one special effect per 2 rounds (a +5 sword requires 5 rounds to read; a *flame tongue* requires 9 rounds: 1 for the base plus, 2 for flaming and $3 \times 2 = 6$ for variable effects). Effects upon the wizard are as for the *Identify* spell. It will not reveal the exact Intelligence and ego of a sentient weapon, but may reveal some of its powers.

The material component of this spell is a gem of no less than 1000 GP value. Used in combination with the *Legend Lore* spell, it may identify almost anything short of artifacts and relics.

If this spell is to be used by a NPC employed to identify an item, it will cost 15,000 GP.*

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Bloodstars (Evocation)

Range: 0

Components: V, S, M

Duration: 1 round/level

Casting Time: 7

Area of Effect: Special

Saving Throw: None

This spell creates seven star-shaped, spiked fields of whirling, sparkling force from seven drops of the caster's blood. These bloodstars move (MV Fl 22, MC: A) in response to the caster's will. All seven can attack separate targets, although a bloodstar can't move more than 27 m away from its caster.

A bloodstar strikes targets at THAC0 4, and its razor-sharp points of force slash through all armour and nonmagical barriers to inflict 4d4 points of damage. (Due to the "energy aura" exuded by a striking bloodstar, a single being can suffer damage from only one bloodstar in a round.)

Once a particular bloodstar has drawn blood, the caster can make it explode on any subsequent round, dealing 3d6 hp of damage to all creatures within 3 m. the caster is immune to all effects of his own blood stars which pass through him as though he does not exist. A wizard can grapple with a foe, hold him in one place and bring already-existing bloodstars slashing through them both, harming only his foe.*

Chaos Environment (Alteration)

Range: 3 m/level

Components: V, S, M

Duration: Permanent

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: Special

This spell is exactly the same as *Chaos Vision* except that the environment actually is changing uncontrollably. The ground constantly rolls and twists, objects from the casters mind appear and disappear. All creatures in the environment are constantly polymorphing. Note that creatures polymorphed will need to save vs. spells each round to keep their former identity and not take on a new one. All damage from being crushed, attacked, and otherwise affected by the spell are real, caused by real creatures and aberrations in the area. I usually give 1d6 of damage per round due to constantly being battered and thrown. DM's can give whatever they like however as needed by the alteration that caused the damage.

A person entering this environment had best carry nothing with him or risk losing it as it turns into some form which might not be carryable. People have to make system shock rolls every turn, for the stresses will tear even the mightiest hero apart, given time.

The material component of this spell is a Wild Magic area, which is consumed by the spell. The area of effect fills the area previously formed by the Wild Magic area.

The one Chaos Environment in my campaign was formed to protect an artifact that caused as much harm as good. A lesser magic item would have eventually been destroyed by the constant polymorphing and impacts. All objects will revert to their original form if they can get out of the area of effect.*

Create Mummy (Necromancy)

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 4 hours

Area of Effect: One corpse

Saving Throw: None

This spell creates one mummy from the corpse of a human of at least seventh level fighting ability. The mummy follows orders to the limit of its low intelligence, but it must remain within one mile of its place of origin, so it is primarily useful only as a guardian. The

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corpse of the potential mummy must be properly embalmed with the appropriate proficiency (q.v.).*

Create Undead (Necromancy)

Range: Touch

Components: V, S, M

Duration: Permanent

Casting time: 1 day

Area of Effect: One human corpse

Saving throw: Special

The material components of this spell are a human corpse (not older than 3 days), myrrh (500 GP worth) and a special balm made of certain rare herbs, personally prepared by the necromancer. Ingredients for this balm cost 500 GP, and one uninterrupted week spent by the spell caster. The balm only stays good for 3 days.

This spell forces back the soul of the corpse, and turns it into either a wight, a spectre, or a wraith. The caster has a percentage chance equal to his level x 2 of choosing which is created. Otherwise, roll on the following table, adding the level of the caster, plus a 5 bonus if the caster is a necromancer specialist. Also, if the corpse was a 0-level person, subtract 30 from the roll (if the adjusted roll is below 0, the spell fails and the corpse is destroyed).

1d100	Type of undead:
01-60	Wight
61-90	Wraith
91-00	Spectre

The corpse gets a saving throw vs. magic, at a level equal to the corpses level before death, with the following bonuses:

Modific.:	Person was:
+4	good
+1	neutral
+2	a neutral or evil cleric
+4	a good cleric

If the save is made, the corpse is destroyed and the spell fails. If the save is failed, the undead is created. Said undead will be under the control of the necromancer for one year, following any order that is not obviously suicidal. At the end of the year, or upon such time as the undead receives a suicidal order, it is freed from the necromancer's control and gets a save vs. magic. If it fails, it must leave and may never attack the necromancer unless attacked first. If it succeeds, it becomes free-willed, and might attack the necromancer if it was sufficiently mistreated.

Note that after the year is up, the undead may continue to serve the necromancer, if it was sufficiently prosperous and receives a sufficient bribe. This is a GM call.

A necromancer can only control 1 undead in this matter at a time. At the end of the year, or when the undead dies or becomes uncontrolled, the spell may be used again. Should this spell be used during the year, it will work, but the fresh undead will immediately attack the spellcaster.

Finally, a created undead starts out the same alignment as the corpse from which it came. However, due to what these creatures must feed on (i.e. people), an unstoppable shift begins towards the undead's normal alignment. There is a 10% chance per month (cumulative) of the alignment decaying one step. After a switch, the chance returns to 0 and begins building again.*

Electrosphere (Evocation)

Range: 3 m/level

Components: V, S, M

Duration: Instantaneous

Casting Time: 7

Area of Effect: 0.75 m/level radius sphere

Saving Throw: 1/2

This spell is a more potent version of the second level spell *Shocksphere*. This spell is almost identical in its effects, but the effects are much more spectacular, and far more deadly.

When this version of Shocksphere explodes, the little Lightning Bolts are much more powerful, being able to push or throw objects around during the segment that the spell lasts. Therefore, not all the damage is caused by the electricity, one quarter of the damage caused is caused by the force of the blows of the Lightning Bolts (this means that creatures with protection from electrical attacks will still take damage from this spell).

If there is a creature which is the target for the spell, its saving throw will be at -4 and it will take (2-8 + 1 per level of the caster) damage from the lightning when the spell "explodes". All other creatures in the area of effect will take 2-7 damage per level of the caster in hit points if they fail a normal saving throw vs. spells. If a creature does fail its saving throw, then all their objects must make their saves vs. the worst of either lightning or crushing blow.

If this spell expands in an area which is smaller than its diameter, it will conform to the volume it occupies, filling a volume of (caster's level)² × 0.027 cubic metres.

Unlike *Shocksphere*, this spell will do structural damage to any man-made or natural structure in the area of effect. It will do 1 point of structural damage to wooden constructions, half that to those of soft stone, and only one quarter that to those of hard stone per level of the caster.

The material components of this spell is a small chunk of flesh from a blue dragon, or any other similarly powered creature that uses electricity for its principal attack, and a small wand of gold (50 GP value). Both these materials disappear after the spell is cast.*

Energy Shield (Abjuration)

Range: 0

Components: V, S, M

Duration: 1 round/level

Casting Time: 7

Area of Effect: One creature

Saving Throw: None

When cast, this spell will absorb 6 hp of damage per level of the wizard. The spell will protect against all spells which inflict direct (i.e. hit point) damage, and physical attacks. Gases and magics which do not directly harm their victims (such as Charms, Polymorphs, etc.) are unaffected.

For magics which slay instantly, such as *Disintegrate* and Death spells, subtract the recipient's maximum hit points from the *Energy Shield*. If the shield cannot absorb them all, the recipient suffers the remainder in damage.

The material component is a miniature Adamantite shield with a diamond set in the centre worth not less than 3000 GP. This shield is lost in the casting.*

Etherealness (Alteration)

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 6

Area of Effect: Creature touched

Saving Throw: None

When this spell is cast, the creature touched is moved bodily to the ethereal plane with all of its (non-living) equipment subject to a maximum weight of 2500 GP plus 2500 GP per level of the wizard beyond tenth. The creature may then move from the ethereal plane to any adjacent plane (the prime-, positive-, or negative-material planes, or the elemental or para-elemental planes). Anti-Magic Spell within its area of effect, provided that this spell is cast prior to the casting of the Anti-Magic Shell. If the wizard casts this spell upon himself, he may include his familiar within the weight limit.*

Eye of the Beholder (Evocation)

Range: Special

Components: V, S, M

Duration: Special

Casting Time: 7

Area of Effect: Special

Saving Throw: Special

In order to cast this spell, the wizard must have in his possession, an eye stalk from a beholder. The stalk is pointed at the intended victim(s), and after the incantations are complete, one of 10 possible effects shoot forth from the eye stalk towards the target(s). The exact result (including saving throws, range, duration, etc.) are determined at random from among the 10 functions of a beholder's eye stalks, as given in the *Monstrous Compendium*. The eleventh eye function (anti-magic ray) is never one of the spell results.

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The only material component for this spell is the eye stalk, which is used up when the spell is cast. In order to achieve different effects, an eye stalk from a spectator, gauth, an eye of the deep, or any other beholder-kin may be substituted for the beholder's stalk.*

Feather Fall Field (Alteration)

Range: 0
Components: V
Duration: 1 turn/level
Casting Time: 1
Area of Effect: 10-yard radius
Saving Throw: None

When this spell is cast, a magical field surrounds the wizard and moves with him. This field slows free-falling or free-flying objects as per the first-level Feather Fall spell, subject to a weight limit of 2000 GP weight plus 2000 GP weight per level. This spell will affect all missiles, including giants' boulders, but weight beyond the maximum limit will not be affected.*

Fellstar's Flame Fog (Evocation)

Range: 10 m
Components: V, S, M
Duration: 1 round/level
Casting Time: 7
Area of Effect: 12 m wide, 6 m high, 6 m deep cloud
Saving Throw: 1/2

This spell creates a fog resembling that produced by a *Cloudkill* spell; the cloud may be created up to 10 m away, and moves 3 m per round as directed by the caster; strong winds will move the cloud in another direction, but will not disperse it, nor will they move the cloud back towards the caster. Thick vegetation will break up the cloud in 3 rounds.

The fog itself is not harmful, and has no other affect besides obscuring vision. During any round after the spell is cast, the caster may ignite the fog with a single word. When this is done, the entire fog cloud becomes a roaring sheet of flames inflicting 5d10 points of damage, plus 1 point per level of the caster (up to a maximum of 5d10+20) to those caught inside. A successful save vs. spell reduces the damage by half. Those victims who fail their saves must roll for all their possessions vs. magical fire; those items that fail their saves are destroyed.

If any type of fire comes into contact with the fog cloud, it ignites immediately; if a *Fireball*, or similar spell, is cast into the cloud, the damage inflicted is cumulative, and a saving throw for each effect must be made separately.

The material components for this spell are several strands of hair from a cloud giant, and the scales of a red dragon; all components are consumed when the spell is cast.*

Jadwin's Deceiving Forgery (Illusion)

Range: 0
Components: V, S, M

Duration: 1 turn + 1 round/level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

By means of this spell, the wizard may disguise his mental signature to be identical to another wizard's. All in-place spells react to the wizard as if he were the other wizard. For instance, the wizard would be able to pass through another's Wizard Locked door, use another's Passwall. The wizard would even be able to travel through a priest's Glyph of Warding or Forbiddance, provided that the password is known.

Note that some in-place spells such as Prismatic Sphere are not designed for access by two persons. Powerful, in-place, wizard specific spells will not be fooled by the Forgery if their real wizard is present. While this spell allows the wizard to walk into another's unoccupied Prismatic Sphere, should the wizard attempt to enter an occupied Sphere the attempt will fail, resulting in the wizard taking the full consequences of such an attempt. The caster of the Prismatic Sphere will never have a problem entering, however if the caster of the Sphere spell enters after the caster of the Forgery the Sphere will no longer be deceived by the Forgery. If the caster of the Forgery then comes in contact with the Sphere he will take the full consequences.

Less powerful, in-place, wizard specific spells either are not specific enough to exclude two mental copies of the wizard or will refuse the second access attempt even if it is the caster of the original spell. This spell does not foil active detection spells such as Know Alignment and True Sight, only in-place ones. Also, the wizard is not recognized by his own in-place spells for the duration of the Forgery.

The material component of this spell is an ivory plaque on which is inscribed the name and magic symbol of the wizard whose aura is to be duplicated.*

Jamye's Flesh to Toast (Alteration)

Range: 10 m
Components: V, S, M
Duration: Permanent
Casting Time: 7
Area of Effect: One creature
Saving Throw: Negates

This spell turns the flesh of any creature affected into a golden-brown piece of hot yummy toast. Only the victim is affected; anything the victim may be wearing (or non-organic items ingested) will not be turned into toast. The resultant toast is subject to any forces normal toast is subject to (slicing, buttering, eating, whatever). One cubic foot of toast will satisfy the appetites of four humans, although they may get tired of toast way before then.

The material components of this spell are a small pat of butter or cream cheese, and 1 foot of steel wire. The steel wire will not be consumed in the casting.

Note that this spell is not reversible. The effects can only be countered with a *Wish* or *Limited Wish* spell.*

Jamye's Improved Armour Reversal (Abjuration)

Range: Touch
Components: V, S, M
Duration: 1 round/level above 7th
Casting Time: 7
Area of Effect: Creature touched
Saving Throw: Special

This spell is an improved version of the fifth level *Jamye's Armour Reversal* spell. With this spell, bonuses "to hit" by the attacker are added to the die roll (thus working against the attacker) instead of subtracted. For example, a 10th-level fighter attacking an AC 5 mage with Improved Armour Reversal would need a die roll of 5 or less to hit the mage; if the fighter had a Strength of 17 (+1 "to hit") and a +2 weapon, she would now need a die roll of 2 or less (5 minus 1, minus 2) to hit the mage.

This spell also affects missile weapons in the same way it affects melee weapons, unlike the fifth level spell. Also, whereas Armour Reversal can be dispelled by a subsequent casting of Improved Armour Reversal on the same subject, Improved Armour Reversal cannot be so dispelled by the weaker spell. If Armour Reversal is cast upon the subject of a previous Improved Armour Reversal spell, the Armour Reversal spell is wasted and has no effect.

The spell components for this spell are a small magnet, a piece of black silk of no less than 20 GP value, and a diamond of no less than 250 GP value.*

Lestat's Legion (Evocation)

Range: Special
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

This spell creates one clone, plus one for every five levels of the wizard, of the wizard. Each clone has hit points equal to the wizard's level, and all physical (non-spell) abilities of the wizard. The clones are completely loyal to the wizard (as their minds overlap in a way, with his own) and can carry out reasonably complex tasks (DM discretion). The clones are created wreathed in simple illusions which mimic the wizard's possessions, though they serve no other purpose, and can be discarded at the clone's will (as the clone may have real clothes etc available). Due to the mental overlap of the clones with the wizard, while any are within 100 meters of the wizard, the following is possible:

* The wizard can communicate telepathically with the clone. * The wizard will sense where the clone is, regardless of sight etc. * The wizard can cast memorized spells through the clone, the spell is cast normally, with the wizard performing all components necessary (the clone can mimic these if desired), the only

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difference being the spells origin, which is the clone (i.e.: all effects use the clone as the wizard). * The wizard can map the clones senses onto his own, though while doing so, the wizard's own sense which is being mapped over, is not available (e.g.: if the wizard maps the clone's sight over his own for five minutes, then he cannot see from his own eyes for those five minutes).

The material components are a number of pearls (each worth at least 500 GP) equal to the number of clones to be created (the number of clones created is equal to the number of pearls used, with an upper limit of one plus one for every five levels of the wizard), and a drop of the wizard's blood upon each pearl. At the completion of the spell, the bloodied pearls are flung from the wizard, and where each lands, a clone forms out of it.*

Lestat's Lieutenant (Illusion/Necromancy)

Range: Special
Components: S, M
Duration: 1d6 turn + 1 turn/level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

This spell creates a clone of the wizard. The clone has hit points equal to the wizard's level (e.g.: 14 hp for a clone of a 14th-level wizard), and all physical (non-spell) abilities of the wizard. The clone's mind overlaps with the wizard's, though the clone's is by no means complete. The clone can carry out reasonably complex tasks (DM's discretion), and is essentially an extension of the wizard.

The clone is created wreathed in simple illusions which mimic the wizard's possessions, though they serve no other purpose, and can be discarded at the clone's will (as the clone may have real clothes etc. available). The clone itself is a magical construct, and is detectable as such in the normal ways (e.g.: Detect Magic or True Seeing will reveal its true nature). Due to the mental overlap of the clone's mind with the wizard's, while within 100 meters of the wizard, the clone has the following properties:

* The wizard will sense where the clone is, regardless of sight etc. (similar to the sense of where one's arm is).

* The wizard can communicate telepathically with the clone (silently and accurately convey concepts, as if talking to oneself).

* The wizard can cast memorized spells through the clone. The spell is cast normally, with the wizard performing all components necessary (the clone will reflexively mimic the non-material components), the only difference being the spells origin, which is the clone (i.e.: all effects not including side effects (side effects include such things as the aging caused by certain spells, etc.) use the clone as the wizard).

* The wizard can at will swap the clones senses with his own. E.g.: the wizard can swap sight with the clone, and see through the clones eyes (and the clone would see through the wizard's). The wizard can of course swap back to his normal sight at will.

The material components consist of a representation of the wizard (a carved figure or a clay model, for example) coated with the dust of a crushed pearl (made of a perfectly round pearl, worth at least 1000 GP), and a drop of the wizard's blood. When the spell is cast, the figurine is placed where it is to appear, and it transforms into the clone (when the clone disappears at the end of spell duration, the figurine is gone).

Optional extension:

The spell has a (25 - wizard's level) % chance (with a minimum of 1%) of creating a sentient clone, i.e.: the clone is under the control of the DM. The clone is in all other ways the same as a normal clone, though should the wizard die, the clone will gain full abilities of the wizard. Sentient clones have the same personality and memories as the wizard (and thus know the spell effects, the fact that they will expire, etc., etc.). Basically, a DM can enjoy some interesting roleplaying here...*

Llewlynn's Wall of Force (Evocation)

Range: 9 m
Components: V, S, M
Duration: 1 round/level
Casting Time: 7
Area of Effect: 0.9 m²/level
Saving Throw: None

This spell is equivalent to the fifth level mage spell *Wall of Force* (q.v.) in all respects save one: the caster is able to manipulate the force wall. The following variations are possible:

Version 1: The mage can cast the wall in a hemispherical or spherical shape around himself with himself as the centre point. The mage can then move about and the wall will move with him. This version is tinted red.

Version 2: The mage can cast the spell as a wall (2-dimensional barrier) and then move in a direction with the wall moving 3 to 9 m in front of him. The wall will always be in front of the caster, and will turn as he turns. This version is tinted blue. Note that this version cannot be cast horizontally.

The material component for version one is a pinch of diamond dust and a pinch of ruby dust. The material component for version two is a pinch of diamond dust and a pinch of sapphire dust.*

Luck (Alteration)

Range: Touch
Components: V, S, M
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: One creature
Saving Throw: Negates

This spell gives the person affected a bonus to all rolls of +1 for the duration of the spell. Rolls include to hit rolls, saving throws, ability checks, proficiency checks, etc. Also, the recipient's armour class is improved by one. As material component for this spell various things can be used, like a four-leaf clover, a rabbit's

paw, or a horse-shoe. The material components are consumed on a roll of 1 on a six-sided die.*

Meral's Minor Bang (Evocation)

Range: 10 m + 10 m/level
Components: V, S, M
Duration: Instantaneous
Casting Time: 5
Area of Effect: Special
Saving Throw: Special

This spell brings into being a microscopic quantity of anti-matter wherever the wizard decides within range. The anti-matter will detonate instantly with whatever matter happens to be there, doing considerable damage to creatures, depending on the range from the blast. If it materializes in a vacuum, embedded in a force field, or other place without matter, the spell dissipates. The major effect is to cause a Fireball-like blast affecting things within 20 m of ground zero, causing 1d6 points per level of the wizard, up to a maximum of 12d6, with a saving throw for half damage. Targets immune to fire or normal physical attacks take only half of the result, and targets immune to both take none.

The spell will also affect creatures made of living tissue as follows, depending on the distance from the centre of the blast:

* Centre up to 20 m: The creature will die of radiation sickness in 2d6 days unless a *Cure Disease* (or *Heal*) spell is cast on it or unless it is immune to disease, and it will be permanently blinded (until cured), its optic nerves having been destroyed.

* 20 to 40 m: Unless immune to disease, the creature will be afflicted with radiation sickness that will cause it to die in 1d3+1 weeks. Furthermore, it will be blinded for a period of one month (if it doesn't die first).

* 40 to 60 m: 1 hour later, the creature will become violently ill with radiation sickness, with an effective -2 each to Constitution, Dexterity, and Strength, until a month passes or it rests for half a day per level of the wizard. Blindness also occurs, lasting 1d6 days.

The penalties for radiation sickness also apply to terminally ill creatures at less than 40 m.

* 60 to 80 m: The creature will become mildly ill (no game effect), and will be blinded for one day.

The target must make a separate saving throw for radiation and for blindness damage, and if it succeeds it keeps making saving throws until it fails. Each success reduces the effect to that of one level farther out. The radiation passes through solid objects, but each 15 cm of stone or m of water reduces the effect to the next outwards level. A sufficiently wide barrier, such as a wall, will eliminate the blindness entirely.

Creatures not made of flesh, like xorns, but that still see using eyes, are affected by the blindness only, not by the radiation. Creatures such as elementals or golems are unaffected by either. Undead and creatures from the lower planes are not blinded by the light, but take

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extra damage from it of 3d6, 2d6, 1d6, or nothing depending on their distance from the targeting point of the spell.

The wizard can optionally materialize the anti-matter inside a creature or thing. A creature gets a save vs. petrification, and an object a save vs. crushing blow. If it fails, it takes double damage, but all others automatically make the saving throw for half damage and 1 saving throw against the radiation. This version works only against corporeal creatures. Against fortifications, the spell does 1 structural point per level if materialized inside, half damage otherwise.

The material component of the spell is a mushroom.*

Mind Find (Divination)

Range: Touch

Components: V, S, M

Duration: 1 round/level

Casting Time: 1 round

Area of Effect: 30 m radius sphere

Saving Throw: None

This is an extremely powerful version of true sight combined with a form of *Clairvoyance*. Like *True Seeing*, it allows the caster to exactly locate people that are: displaced, invisible, polymorphed, change, enchanted, or illusioned. However the spells effects the mind, not the eyes of the caster, so the caster can in addition see through fog, around corners, trees, etc. (anything within 30 m radius).

About the only things that will block the penetration power are the *Non-detection* spell (non-detection gets a save to see if the mind find worked on him), Lead walls, or walls of force. The spell also confers the ability to perceive minds in 360 degrees on all axis, X, Y and Z. Thus the caster could locate the mind of someone 24 m above then and behind them, needless to say backstabbing someone who knows exactly where you are is impossible.

However, this spell cannot locate object or things without minds, thus it could locate anything that had less than zero intelligence. The drawback to this spell is that it makes the caster susceptible to mind-affecting spells i.e. save at -2.

The material component of this spell is a whole mind flayer brain.*

Nearthia's Combat Spell (Abjuration, Alteration, Divination)

Range: 0

Components: V, S, M

Duration: 2 rounds/level

Casting Time: 7

Area of Effect: Caster

Saving Throw: None

This spell prepares the fighter/mage for combat. It provides the benefits of the following spells:

- *Detect Invisibility*
- *Fly*
- *Minor Globe of Invulnerability*
- *Protection from Normal Missiles*
- *Shield*
- *Strength*

It also provides 25% magic resistance and 4 temporary fighter levels. (i.e. +4 to hit and 40 hit points). This spell can only be cast by fighter/mages (or tri-classed with both classes).*

Nearthia's Spell Vortex (Evocation)

Range: 0

Components: V, S, M

Duration: 1 round/level

Casting Time: 1 round

Area of Effect: One vortex around the caster

Saving Throw: None

Once this spell is cast a faintly visible 2.1 -3 m tall vortex appears around the caster, centered on his feet. The vortex is a container for spell energy. It can store up to 1 spell level per level of the caster. The caster may place any spell he wants into the vortex. He also has a chance equal to his magic resistance of catching a spell cast at him with the vortex.

After the spell's energy is stored in the vortex, the caster may use the energy to fire other spells from the vortex. He may only fire spells he has "taught" the vortex though (the ones he put into the vortex himself). Shooting a spell from the vortex may be accomplished once a round, plus one may be fired at anyone who casts a spell at the mage that round. The caster may do anything except spell casting and still be able to fire all his spells each round.*

Noska Trades' Feign Dust (Conjuration, Necromancy)

Range: Touch

Components: V, S

Duration: 3 hours + 1 turn/level

Casting Time: 1

Area of Effect: Creature touched

Saving Throw: None

Upon casting this spell the recipient and all his belongings are reduced to a heap of dust with a skull resting on top. The skull is actually a conjured one and is not attached to the spell recipient in any way. The conjured skull may or may not be human, but will always be humanoid (cf. reincarnation). Feigning creatures are able to smell and hear normally, but can only see in a 6 m radius sphere around themselves.

Creatures feigning dust are unaffected by any attack form other than scattering by magical means (i.e., *Wind wall*, *Gust of wind*, *Polymorph any object*, etc.) which causes 1d6 hp damage per level of the caster of the scattering spell. Attempts to remove the dust by other means will not succeed.

Source: Ted Dreibelbis.*

Orko's Laser (Evocation)

Range: Special

Components: S

Duration: Instantaneous

Casting Time: 1 round

Area of Effect: One creature

Saving Throw: Special

Upon utterance of this spell the wizard releases a light beam of positive energy from his finger. The beam inflicts a total of 10d10 hp of damage, and if the save vs. spells is failed, there is a 20% chance that a body part will be damaged (roll on the chart below if this is the case).

Roll	Hit	Effect
1	Head	Instant death
2-3	Arm	Useless until healed
4-5	Leg	Useless until healed
6	Rear	Useless until healed

If the victim makes his save he will sustain only half damage and reduce the chance of body part damage to 5%. The only spell component for this spell is a slight unique finger pattern.

It is easier to aim at larger creatures, but a larger creature gets a better save. Therefore, range and saving throw for this spell vary according to the creature attacked by the beam:

Creature is	Range	Saving Throw
Small	18 m	½
Medium	36 m	made at -4
Large	72 m	Negates

This spell has only somatic components.*

Phantasmal Force II (Illusion/Phantasm)

Range: 30 m

Components: V, S, M

Duration: 2 rounds/level

Casting Time: 2

Area of Effect: 1.5 m/level radius

Saving Throw: Special

By use of this spell, the wizard creates an illusion which may attack all believing creatures within a five foot per level radius of the illusion's epicentre which itself must be within 30 m of the wizard. Creatures within the radius must make both a modified Intelligence check and a save vs. spell in order to avoid the illusion's effects.

The illusion may cause up to 1d8 damage per creature for every round such creatures are within the radius. The wizard must maintain minimal concentration on the illusion, being unable to cast spells but able to otherwise act normally (or abnormally for that matter). Furthermore, the wizard may move the epicentre of the illusion at will. Finally, the illusion may

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persist in a reiterative form for 1d4 rounds after the wizard breaks off concentration either by leaving the range of the epicentre or casting spells.

The material component for this spell is a bit of fleece.*

Pilpin's Acidball (Evocation)

Range: 100 m + 10 m/level

Components: V, S, M

Duration: Instantaneous

Casting Time: 7

Area of Effect: 6 m radius globe

Saving Throw: ½

This spell is similar to *Fireball* except that it causes a burst of acid in a 6 m radius globe. Pilpin created this spell for security reasons in his regular dealings with lower plane creatures.

Creatures within the area of effect will take 1d8 points of damage per level of the wizard unless they make a successful saving throw, in which case they will take half damage. Any paper, parchment, or soft metals within the area of effect are destroyed, other items are allowed a saving throw. Possessions of a creature that successfully saves are unaffected by the Acidball. The wizard must have a clear line of sight to the target area.

The material components are a drop of water and a scale from a black dragon.

Source: Allan Longley.*

Pilpin's Alignment Charm (Enchantment/Charm)

Range: 120 m

Components: V, S, M

Duration: Permanent

Casting Time: 7

Area of Effect: One creature

Saving Throw: Special

This spell causes a single person (as defined in *Charm Person*) to act as if he had a different alignment than his own. The specific alignment is the wizard's choice, but must be chosen when the spell is memorised. An affected creature will wholeheartedly embrace the new alignment, seeing the error or foolishness of his past ways. Alignment detecting spells (such as *Detect evil/good*, *True Sight*, etc.) will detect the creature's true alignment, but spells such as *True Seeing* will also reveal that the creature is charmed.

The base saving throw is made at -3 if the change is only by one division (i.e., lawful good to lawful neutral or neutral good). The save is at -2 if the attempted alignment change is by two divisions (i.e., lawful good to lawful evil, chaotic good, or neutral). If the attempted change is by three positions (i.e., lawful good to neutral evil or chaotic neutral) the save is at -1. For diametrically opposed alignments the save is normal (i.e., lawful good to chaotic evil). Furthermore, creatures and classes restricted to a specific alignment (i.e., paladins, druids, demons, etc.) get a +3 bonus to their saving throw. Creatures or classes restricted to specific morals or ethics (i.e., rangers, assassins,

barbarians, etc.) get a +2 bonus to their save if the alignment change conflicts with the restriction.

Pilpin's Alignment Charm is not affected by *Dispel Magic*, *Remove Curse* or *Heal*, but a *Restoration* or (*Limited*) *Wish* spell will negate it.

The material component of the spell is a small piece of wool soaked in the blood of a creature with the desired alignment.*

Pilpin's Massmorph (Alteration)

Range: 10 m/level

Components: V, S, M

Duration: Permanent

Casting Time: 6

Area of Effect: One 50-foot cube/level

Saving Throw: One

This spell is exactly the same as the fourth-level spell *Polymorph Other*, except that there is no saving throw, it only affects creature with less than 8+3 HD, and it may affect many creatures simultaneously. Like *Death Spell* the number of creatures that can be affected is a function of their hit dice.

Creature's Hit Dice	Number of Creatures Affected
Under 2	12d10
2 to 4	6d10
4+1 to 6+3	3d4
6+4 to 8+3	1d6

If creatures of differing hit dice are polymorphed, roll 6d20 to determine how many creatures of under 2 HD are affected. If the number rolled is greater than the number of creatures under 2 HD, apply the remainder of the roll to the higher hit dice creatures by using the following conversion factors (see *Death Spell* for an example of this idea).

Creature's Hit Dice	Conversion Factor
Under 2	1
2 to 4	2
4+1 to 6+3	10
6+4 to 8+3	20

The material components are a 500 GP worth diamond and a caterpillar's cocoon crushed together into a fine powder, which vanishes during casting.*

Pilpin's Ravaging Spheres of Fire (Evocation)

Range: Special

Components: V, S, M

Duration: 1 round/level

Casting Time: 1 round

Area of Effect: One 1 m radius sphere/level

Saving Throw: Negates

This spell is an enhancement of the second-level spell *Flaming Sphere*. The spell creates one burning globe of fire per level of the wizard. The globes all appear within 30 m of the wizard and roll in whichever direction the wizard points, at a rate of 100 m per round. The spheres can roll over any obstacle, even a city wall. Combustible substances are ignited by contact with a sphere. Creatures contacting a sphere must successfully roll a saving throw versus spells or suffer 2d4 hp of damage. Those within 1.5 m of a sphere must also save or suffer 1d4 points of damage. A successful saving throw means no damage is suffered.

The spheres move in the direction the wizard directs, otherwise the spheres will wander aimlessly. Spheres can be extinguished by the same means as any normal fire of their size. The surface of the spheres has a spongy, yielding consistency and does not cause damage except by its flames. It can not push unwilling creatures aside or batter down large obstacles.

If the spell is unleashed on a large source of easily combustible material (such as a city of at least 50% wooden buildings or a dry forest) there is a 25% chance that a fire storm will start. A fire storm will burn out of control for many days until at least 90% of the combustibles are burned. It will also be so hot that it will melt soft metals and crack thin stone walls.

The material components are a pinch of sulphur, a bit of tallow, a dusting of powdered iron, and a live fire dwelling/using creature, such as a fire beetle or fire bat, which must be slain during casting.*

Pobithakor's Placer (Alteration, Divination)

Range: Special

Components: S

Duration: Special

Casting Time: 1/2

Area of Effect: Special

Saving Throw: None

This spell is similar to *Pobithakor's tracer* for not only does it allow the two way scrying but the caster has the option of pulling the scrying creature "through" the two way portal right to the casters current location. The creature gets no saving throw and the process occurs almost instantly. The caster, unless special measures are taken, has no control over the creature once it arrives.

This was another spell used by the paranoid mage when he felt his defenses being compromised.*

Prevention of Transmutation From Rock to Mud (Alteration) Reversible

Range: 10 m/level

Components: V, S, M

Duration: Permanent

Casting Time: 1 turn

Area of Effect: 40 cubic m/level

Saving Throw: None

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This spell prevents the successful use of a *Transmute Rock to Mud* spell in the area of effect, unless a successful *Dispel Magic* spell is cast first. The reversal totally negates this spell.

The material component is a brick, or a sponge for the reversal.

This spell was researched by Shoogar. Use this when building your next castle. A long study of the attack strategies of high level parties reveals the need for this spell.*

Read Mind (Divination) Reversible

Range: Touch
Components: S
Duration: Special
Casting Time: 3 rounds
Area of Effect: One creature
Saving Throw: Negates

By means of this spell, the wizard can read knowledge or memory of the victim. Only conscious knowledge and memory can be read, i.e. a *Forget* spell can hide information from this spell, while a *Remember* spell can recall information for this spell. The victim may be conscious or unconscious. A successful to hit roll must be made on unwilling victims, which, if conscious, also get to make a saving throw. Time required depends on the information that is required, but is typically the time it would take to relate the information wanted.

The reverse of this spell, *Mind Shield* (Abjuration), protects the recipient from the effects of a Read Mind spell for 1 day per level of the wizard.*

Retrieve (Conjuration/Summoning, Divination)

Range: Special
Components: V, S, M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: One object
Saving Throw: Special

This spell enables an item with the spellcaster's Wizard Mark inscribed on it to be instantly summoned. The item must weigh no more than one pound per level. The item must have a Wizard Mark of the wizard's glyph inscribed upon it.

When this spell is cast, the wizard can see in his mind all Wizard Marked items that have his glyph. The glyph and the extra six characters can be read. The wizard concentrates on one set of glyphs, and the item with that set of glyphs inscribed on it is summoned. Only one object can be summoned per spell. During the course of the spell casting, the bearer of the item will feel a small tugging sensation on the item. If no one is in physical contact with the item at the completion of the casting no saving throw for retrieval is required: the spell is an automatic success. If someone is in physical contact with the item, and he rolls a successful save vs. spells, then the item will not be retrieved.

The item must be within 1 mile per level of the wizard to be retrieved. If the item is outside of this range, the glyphs will still be seen and a general direction of where the item is will be indicated. If the item is not on the same plane as the wizard then no information will be given. Only the glyph and the characters from the Wizard Mark are seen, not the item itself. If more than one item is inscribed with the same glyph and six characters, the DM should randomly pick one of the items and give the appropriate result.

The material component is a 500 GP diamond which should be gazed through for the duration of the spell. The diamond disappears at the end of the casting. The item will replace the diamond.*

Sarius' Fire Giant Manifestation (Conjuration)

Range: 30 m + 3 m/level
Components: V, S, M
Duration: 1 turn/level
Casting Time: 7 turns
Area of Effect: Special
Saving Throw: None

This spell creates a golem-like creature which the mage may direct to perform certain programmed actions. The creature is a temporary fire golem with no true intelligence and to most appears as an undead fire giant. The creature may be controlled up to a distance equal to the spell range but if it passes outside of this range, or the spellcaster is killed, the creature will explode in a 21 m radius area doing damage equal to its current hit points (save vs. breath weapon for half damage). The creature created mimics most of the actions of a fire giant, having AC 3, MV 12, HD 11 + 3, HP 58, AT 1, DM 5-30, SP: Immune to fire, SZ: L (3.6 m), Strength 22. The creature can fight with its sword only and has no ability to hurl rocks as does a normal fire giant. It can inflict structural damage points as a normal fire giant on a round to round basis (Wood: 2, Soft Stone: 1, Hard Rock: 1/2).

The caster is able to direct the creature to perform 3 individual actions plus 1 for every two levels of experience above 14th level. Each change in action will cause the creature to hesitate for one round before working to act out the next action. Actions can be classed as "killing a group of orcs", "killing a group of men wearing the same colours or armour", "tearing down a stone wall", "pulling up a tree", etc. Once the final action is completed the fire giant crumbles into a pool of hot sulfur, effectively making a circular area 9 m in diameter full of sulfuric acid (which will kill all vegetation in the area and causing 1-3 HP of damage per round to any organic creature in the area. Against mind affecting spells, the creature is considered to have an intelligence and wisdom of 3 (saving at -3 vs. these attacks). If the creature is charmed or controlled by a mind affecting spell the casters concentration is totally disrupted causing the creature to dissipate and any other spells the caster currently controls will become dispelled unless the caster has no control over

the spells in question after casting them, and any spell the caster is currently casting will be disrupted.

This spell requires only the slightest mental control of the caster to operate, allowing him to cast other spells normally that do not require his full concentration. Multiple castings of this spell will work, but all of the detrimental effects are cumulative. The material component of this spell is a small pouch (5 cm squared) of leather containing a patch of fresh (not dried) fire giant hair mixed with ruby dust of no less than 1,000 GP value. The fire giant hair may be kept fresh with a Preserve spell or similar effect.

The source of this spell is Sarius Mendle-kine.*

Sarius' Temporal Demi-Plane (Conjuration, Evocation)

Range: 3 m/level
Components: V, S, M
Duration: 1 hour/level
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

This spell uses the magical forces of the astral or ethereal planes to create a small demi-plane. This demi-plane is connected to the current plane of the caster through a special (3 x 3 m) gateway which is invisible to all creatures except the caster unless they are able to use *True Seeing*. When cast, this spell causes astral or ethereal stone to form into a 3 m cube. This cube houses the physical structure of the demi-plane, but the interior is a distorted dimensional area with a volume equal to 0.27 m³ of space per level of the spellcaster. In its drab, gray interior, the demi-plane is governed by the physical and magical laws of the plane in which it is created (astral or ethereal), but does have a localized gravity which is under the control of the caster (normally equal to that of the Prime Material plane but it may be lowered all the way to 0 g at a rate of .1 g per round). There is no need for air and nutritional needs since characters are governed by the normal astral or ethereal laws. The mage may change the interior form, but may not decrease or increase the volume of the demi-plane. Volume form is changed in 3 m cubic blocks, and it is impossible to make any area smaller than 0.27 m, though, pits and similar obstacles can be created. Also, the normal temperature in the demi-plane is 20° Celsius and may not be changed.

A mage must touch someone for them to see and enter the gateway, but, once inside, anyone may freely exit the demi-plane. If someone is able to see the gateway through the use of *True Seeing*, and he is a mage familiar with the *Wizard Lock* or Temporal Demi-Plane spells, he may attempt to enter the gateway by using his willpower to negate the need for the casting mage's touch. In game terms this means a successful percentile roll with a base 50% chance modified plus or minus 5% for every difference in level from the caster in an upward or downward progression, respectively. A mage seeing the gateway and meeting the stated prerequisites will automatically know that this is possible. Otherwise, only spells of

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a wish-like nature will be able to discern the entrance, though creatures with senses that extend into the astral or ethereal planes will be able to see the large block of stone that makes up the external surface of the demi-plane area and psionic characters may be able to use probability travel to gate into the demi-plane if they are familiar with it.

The demi-plane does not allow access to the astral or ethereal planes unless it is destroyed, or if the mage creates the demi-plane while on one of these planes, in which case the entrance to the demi-plane is actually entered on the plane in which it resides and not a connecting outer or elemental plane. When the spell is initially memorized the caster must determine whether he will cast the astral or ethereal variant of this spell. It is impossible for both to be used in the same area of effect (on the Prime Material plane) due to conjugations of magic energies required in maintaining the spell.

The structure containing the demi-plane is able to withstand 3 HP of structural damage (vs. hard stone) before it is disrupted. The ethereal cyclone will inflict 1-100 HP of structural damage every time it passes over the area of the demi-plane and the psychic winds of the astral plane automatically inflict damage equal to one-half the current structural hit points of the demi-plane's shell. The nature of the demi-plane causes it to stay in one spot so it may be used as a reference point if the spell duration is long enough (through the possible use of a permanency-type spell). But, no matter what spells are applied to the demi-plane, it will always disrupt when its structural hit points are brought to 0 or less. The contents of the demi-plane are then thrown into the plane of creation and all creatures must save vs. spells at -6 or be knocked unconscious for a period of time equal to one hour of time on the plane in question (not subjective time). If cast on the ethereal plane the spell duration is extended by a factor 10 and on the astral plane the duration is extended by a factor 1000.

The material component of this spell is a miniature platinum ziggurat embedded with peridots and having a finished value of at least 1000 GP. The ziggurat weighs 0.1 lb.

The source of this spell is Sarius Mendle-kine.*

Sever Shadow (Illusion/Phantasm)

Range: Touch
Components: V, S
Duration: 1 turn/level
Casting Time: 7
Area of Effect: One creature
Saving Throw: Special

This spell operates as a Shades spell producing a 60% real duplicate of the creature touched as per a Shades spell. If the original is a spell wizard the 60% applies to the shadows effective level for spell selection. Note that all of the shadows spell effects are illusions.

The shadow creature is formed from the shadow cast by the original and will be completely under the control of the original creature through an ESP type link. The shadow

creature appears to have all the natural abilities of the original. Many of these shadow abilities will be illusory.

No material component is required but the creature must be lit to produce a shadow for the spell to work. For the duration of the spell the original creature will not cast a shadow, the spell is sometimes cast just for this particular side effect. The semi-real shadow form produced by the spell will cast a shadow and can be used to create a further duplicate, the 60% factor applies again, with another application of the spell.*

Sharpness (Alteration)

Range: Touch
Components: V, S, M
Duration: 1 round/3 levels upon use
Casting Time: 1 round
Area of Effect: One edged weapon
Saving Throw: None

When cast on an edged weapon, the weapon will become a *Weapon of Sharpness* upon its next use, and will remain that way for 1 round per 3 levels of the wizard. The weapon may not be magical, except if subject to an *Enchant an Item* spell.

The spell adds no plusses to the weapon (it severs on a 20), but plusses due to quality or an *Enchant an Item* spell do apply. The material component is a mithril razor enchanted to +3 with an *Enchant an Item* spell costing 500 GP. The spell can be made permanent, but to do so requires a specially forged weapon, and a miniature version of the weapon forged from the same metals in lieu of the razor. The total cost starts at 30,000 GP.*

Sillvatar's Dragon Bite (Conjuration/Summoning)

Range: 3 m/level
Components: V, S, M
Duration: 1 round/2 levels
Casting Time: 7
Area of Effect: One creature
Saving Throw: None

This spell is similar to *Sillvatar's Dragon Claw*, except it conjures a shadowy dragon head within spell range. The procedures for attacks are as per that spell, except the victims who are hit receive bite damage, instead of claw damage. For example, if this spell is cast using the material component from a white dragon, the damage inflicted by each successful bite is 2-16 points of damage. In addition, each attack receives a +2 on all "to hit" rolls.

The caster may conduct 2 attacks using this spell, each of which must occur in a separate round. The dragon head dissipates when both attacks have been made, the duration expires, or the head is dispelled. The head is not harmed by other attacks.

The material component for this spell is the teeth from any type of dragon; these teeth are consumed when the spell is cast.*

Stash (Alteration)

Range: 300 m
Components: V, S
Duration: Special
Casting Time: 1 hour
Area of Effect: 300 pounds/level
Saving Throw: None

Stores a large mass in hyperspace for an indefinite period of time until a command word is spoken. The object(s) in hyperspace do not experience passage of time so for example a small army with all its weapons and equipment could be stashed in time of peace and recalled when war started. A spellcaster can have only one Stash spell in effect at the same time: if he wishes to stash anything, he will first have to recall the items or persons previously Stashed.

Only objects and willing victims are affected by this spell.*

Summon Wizard (Conjuration/Summoning)

Range: 50 m
Components: V, S, M
Duration: 4 rounds + 1 round/level
Casting Time: 7
Area of Effect: Special
Saving Throw: None

Within one round of casting this spell, the caster summons 1d2 wizards to aid him. The summoned wizards' level will be equal to 3/4 the caster's level, rounded down, up to a maximum of twentieth level. The wizards will appear anywhere within the spell range as desired by the caster, and will serve the caster as per monsters summoned via a monster summoning spell. There is an 80% chance of summoning a mage, and a 20% chance of summoning a specialist (determine school randomly). Equipment and abilities are determined randomly.

The material component for this spell is an ornately carved, gem-encrusted, wooden staff (worth at least 100 GP), which is consumed when the spell is cast.*

Tharo's Temporal Study (Alteration)

Range: 0.3 m
Components: V, S, M
Duration: Special
Casting Time: 6
Area of Effect: Special
Saving Throw: Special

When this spell is cast a magical door outline, only seen by the wizard, will appear one foot in front of the wizard. The wizard then may enter through the outline (the wizard is the only one able to enter the doorway). Once the wizard walks through the outline he will see a nice sized furnished room (6 x 6 x 6 metres). While in this room the wizard will be able to heal, memorize spells, sleep (safely), or do anything else he is normally able to do, with the excep-

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tion of new spell study, or the casting of any other spells than healing spells. If an attempt to do this is made the room will explode, doing 30d20 to the wizard.

The wizard may stay in this room for 2 hours + 1 hour per level, the catch being that as soon as he leaves they will have been gone for only 1 second per hour spent in the room (example: Murlock, a 24th-level Wizard cast this spell and spends a whole day within the room, but when he leaves the room his companions state that he has been gone for exactly 24 seconds). If a wizard is still in the room when the spell's duration has come due, the wizard must make a saving throw at -5 or be hurled into the void (note: the wizard does age normally when in the room).

The material component for this spell is 50 GP value of each of the following: diamonds, rubies, ivory and jade.*

Uldark's Radiant Bolt (Conjuration/Summoning)

Range: 100 m + 5 m/level
Components: V, S, M
Duration: Special
Casting Time: 7
Area of Effect: One creature/bolt
Saving Throw: 1/2

When this spell is cast, a small interdimensional connection opens between the quasi-elemental plane of radiance and the caster's plane; through this opening, a 0.3 m diameter glowing sphere appears and slowly hovers around the caster. This sphere contains all colours of the spectrum; this sphere will last for 2 rounds per level of the caster; if not used to its full potential at that time, the sphere dissipates.

During any round which the sphere is in effect, the caster may discharge a bolt of one colour of the spectrum; only one such attack may be made in a single round, and the sphere may discharge only one bolt per colour; once used, that colour disappears from the sphere. When all colours have been discharged, or when the duration expires, the sphere dissipates. Each bolt may affect one creature, and each colour has a unique composition as follows:

Colour:	Composition:	Item save vs.:
red	fire	magical fire
orange	poison	n.a.
yellow	acid	acid
green	gas	n.a.
blue	lightning	lightning
indigo	cold	cold
violet	force	crushing blow

All the bolts do an identical amount of damage: 1d6 + 2 per level of the caster. A successful saving throw vs. spell reduces the damage by half. If this save fails, the victim's possessions must save vs. the indicated composition (if applicable) or be destroyed.

There is a chance that an extraplanar creature may enter through the opening whenever this spell is cast. The chance of this occurring is: 20% - 1% per level of the caster (to a minimum of 1%). Any creature entering the caster's plane will normally be hostile to the caster.

The material component for this spell is a crystal or glass prism; light is sent through the prism to create a spectrum when the spell is cast. The prism is consumed with the casting of the spell.*

Valcon's Spectral Army (Illusion/Phantasm)

Range: 200 m
Components: V, S, M
Duration: Special
Casting Time: 2 turns
Area of Effect: Special
Saving Throw: None

Using this spell, the caster may create an army of semi-real humanoids; any type of humanoid may be chosen, but all soldiers must be of the same type. Because the army is somewhat real, they may not be disbelieved. The army is made up of one or more "units," each of which is comprised of 10 infantry soldiers. The caster may create a number of units according to the following table:

Caster's level:	Number of units:
14-15	2
16-17	3
18-19	4
20+	5

The army may appear anywhere within spell range as desired by the caster. The army must not stray too far from the caster; they may move up to a distance of 20 m per level of the caster. This spell will last until the caster wishes it to end, or until all units of the army are destroyed; however, a single caster may not have more than two of these spells in effect at any one time; any additional castings of the spell will fizzle and be wasted.

Each unit always moves and attacks as a single entity; it will never split up, or act independently, as each unit is a single component of the illusion. The unit will have an armour class equal to: 22 - caster's level, and hit points equal to 2 times the caster's level (i.e. a 16th level caster, may create 3 units, each having an AC of 6 and 32 hit points). All hits on the unit count against the units' hit point total; an individual soldier may not be destroyed, even if all hits are on a single target. Once the units' hit point total is exceeded, all 10 soldiers in that unit are destroyed. Besides melee attacks, the army may be dispelled, although only one unit may be dispelled per dispel attempt.

Each unit will be equipped with armour appropriate to their AC, and will be armed according to what material components are used; the caster may provide one or more weapons for every unit he creates; the units will then be armed with the corresponding weapon(s). Any number of weapons may be given to a single

unit, and each unit may be equipped differently from the rest; the only stipulation is that the caster must have the appropriate number of the desired weapons available when the spell is cast (in the case of missile weapons, the missiles themselves need not be used as a component; the missile weapon suffices in this case). Continuing the example of the 16th level caster, the caster may elect to equip all 3 units with longswords only (at the cost of 3 longswords as a material component) or may wish to diversify by equipping one with long bows and short swords, one with spears, and the third with halberds; (at the cost of 1 each of a long bow, short sword, spear, and halberd as a material component).

Since a unit always acts as a group, it may only make one or two attacks per round, unless equipped with a weapon that normally allows multiple attacks (i.e. a unit of long bow archers would receive 2 or 4 attacks per round). If the unit makes only one melee attack in a round, it will inflict 1d8 points of damage if successful; if two melee attacks are made, each will inflict 1d4 points of damage if a hit is scored; the amount of damage does not depend on the type of weapon used - all cause the same amount of damage.

Missile attacks cause 1d4 points of damage if the minimum number of attacks are made, or 1d2 points of damage if the maximum number of attacks are conducted (i.e. a unit using long bows would do 1d4 points of damage per hit if two attacks are made, or 1d2 points of damage per hit if making 4 attacks).

Hurled weapons are not allowed by this spell. Under no circumstances may these illusionary armies use any special attack or defense forms normally employed by their race (i.e. an illusionary army of trolls will not regenerate lost hit points). Strength, dexterity, and similar bonuses also do not apply.

In addition to the weapons required for material components, the caster must also have a suit of armour (and a shield, if desired) that comprise the appropriate armour class for the units. One suit (and shield, if used) is sufficient for all units created by this spell. All material components are consumed when the spell ends.*

Wind Tunnel (Alteration)

Range: 0
Components: V, M
Duration: 1d10 rounds + 1 round/level
Casting Time: 1
Area of Effect: Special
Saving Throw: None

By use of this spell, the wizard creates a cylindrical tunnel of wind 3 m directly in front of the wizard, 3 m in diameter, and stretching 3 m per level in length. As long as the wizard maintains concentration on the spell, the tunnel's primary section will be under the wizard's control. Once concentration is broken, however, it cannot be retained, and the tunnel will move and grow in a random fashion for the spell's duration, which cannot be shortened. The tunnel is capable of moving 3 m per round and growing at both ends at the same rate. If

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it splits into parts due to this movement, it will grow at all loose ends for the duration of the spell.

The wizard and designated friends may pass through the controlled tunnel unscathed. Others, however, must make Strength checks to avoid being pulled into the tunnel, make melee attacks at -2, and may take a point of damage per round from loose sand, dirt, or pebbles. While in the tunnel, missile and hurled attacks are made at -5. Such attacks through the tunnel "skin" are next to impossible. Note that the wizard may walk, communicate non-verbally, and still maintain control, however if the wizard is hit or distracted, then control is lost.

The material component for this spell is a fan.*

Wolldin's Fearstalker (Illusion/Phantasm)

Range: 10 m/level
Components: V, S
Duration: Special
Casting Time: 7
Area of Effect: One creature
Saving Throw: Special

This spell creates an illusory creature in the mind of its victim much the same as a Phantasmal Killer spell. The "fearstalker" appears as a shadowy creature of a vaguely humanoid shape (only the victim and the caster can see the creature). Once cast, the fearstalker will tirelessly pursue its target; if the victim does not succeed in making a disbelief check (this intent must be specifically stated) it will be attacked by the fearstalker.

The fearstalker has a movement rate of 24, has HD equal to half the caster's level (rounded down), has 2 attacks (2-12/2-12), and can be hit only by +1 or better weapons. It is immune to charms and other mind-affecting spells, but is susceptible to most other spells and magic attacks.

Once the battle has been joined, nothing short of the death of one of the combatants will end it. Rendering the victim unconscious will not help, as the fearstalker will enter the target's dreams and the battle will continue normally. If the caster of the spell is slain or rendered unconscious, the current battle will continue normally, but the fearstalker will not be able to return at a later time (see below).

If the victim of this spell is reduced to 0 hit points by the fearstalker, he must make a systems shock roll; if this roll fails, the victim dies and the spell ends; if it succeeds, the target only believes he has died and falls into a coma for 2-24 hours. Only a *Heal* spell or a *Wish* will rouse the victim from this coma. If the target reduces the fearstalker to 0 hit points, it will vanish instantly. However, in this case, the fearstalker is not actually destroyed; it will reappear in 4-24 hours (at full strength) to again attack its victim (the fearstalker will not be able to return if the caster has been slain, or if he was unconscious at the time of the fearstalker's defeat in the previous battle).

The only way to permanently end this spell (short of the victim's death) is to make a successful disbelief check. The victim is allowed one such roll each time the fearstalker returns after being defeated, as well as when the spell is first cast. This disbelief check has the same modifiers applied to it as for the Phantasmal Killer spell. However, the wearer of a *Helm of Telepathy* may not turn the fearstalker upon the caster. If the victim is asleep or otherwise unconscious when the fearstalker returns, the battle will take place in the target's dreams, and the disbelief check is made with a -2 penalty.*

Zandare's Twist (Alteration, Enchantment)

Range: 3 m/level
Components: V, S, M
Duration: Permanent
Casting Time: 7
Area of Effect: Special
Saving Throw: Negates

By means of this spell the caster changes the target creature, effectively, inside out. The organs are outside the body and the skin is inside. GM's insert your own really graphic descriptions here... The spell caster must have a small leather pouch for the casting. At the end of the seven segments the caster thrusts his hand into the bag and violently pulls the bag inside out. Now the target is either painfully turned inside out, or the caster looks like a total fool. The spell affects one medium size creature or two small creatures. Large creatures receive a +3 to their save.

Note that clothing, armour, etc. are in the inside also.*

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Annihilate Matter (Invocation/Evocation)

Range: 10 meters/level
Components: V, S, M
Duration: 1 turn/level
Casting Time: 6
Area of Effect: 1-yard radius sphere
Saving Throw: Negates

This spell causes a spherical region 1 metre in radius to appear anywhere within range of the wizard. In this region all matter vanishes. When it appears, a hurricane-force wind blows into the sphere as the air inside it is annihilated. All human-sized or smaller creatures in the vicinity who have no means of support must make a saving throw versus magic or lose their balance and be sucked into the sphere and destroyed (in which case a *Wish* or possibly a Limited *Wish* is required to recover them). "Means of support" can include for example, holding onto something solid, being held by another character, being under the influence of a *Fly* spell or having the natural ability to fly or levitate (e.g. a beholder).

Note that the wizard is not necessarily immune to being sucked into the sphere. Light objects which are not being held by anything or anyone e.g. papers lying on a desk, are also liable to be sucked into the sphere and destroyed. Anything thrown into the sphere, short of an artifact or relic, is automatically destroyed. While the sphere can move under control of the wizard, it is not a useful weapon because it moves only at walking pace, hence even the clumsiest creature can easily dodge it. If an attempt is made to actually cast the spell at a target, a saving throw indicates whether the target dodges or is hit and destroyed. A successful *Dispel Magic* will destroy the sphere, otherwise it neither affects nor is affected by spells.*

Caligula's Vitality Drain (Alteration)

Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 7
Area of Effect: Special
Saving Throw: None

This terrible spell allows the caster to drain the youth from a victim, revitalising himself, at the expense of aging the victim. Hardly a spell used by good aligned mages.

The caster first prepares the spell, by casting the eight phase portion of it. He then has his level in rounds to make contact with the victim, and begin draining. To drain the youth of the victim, the caster must be in continuous contact with the flesh of the victim during the draining process. The act of being drained is extremely painful to the victim, and is sufficient to awaken sleeping victims, and allow charmed victims a new saving throw. Even if the victim is conscious, however, the draining will continue. The victim must break flesh contact with the mage to break the spell.

The caster is able to drain a decade for every four levels he possesses, i.e. 20 years at fifth, 30 at ninth, 40 at 13th, etc. Each year takes a segment to drain, a decade drained per round. If the spell is broken during casting, the caster will still have drained a number of years dependent on time of casting (e.g. contact broken after 2 rounds, 20 years drained). Due to the imperfect nature of the spell, however, the caster only reduces in age by a year for every three drained from the victim.

Both caster and victim will be affected by the change in age. The victim will only suffer the disadvantages of aging (STR and CON loss), whereas the caster will only experience the benefits (STR and CON gain). After the spell, the victim will have visibly aged, with greying hair, and lined, shaggy skin. The caster will appear invigorated, with grey disappearing from his hair, and the obvious return of muscle tone. The victim must save vs. paralyze, or pass out for 1d4 turns, if he is drained more than 20 years. The caster will experience a temporary d4 increase in STR (not including that gained from becoming younger), which will fade by 1 point a turn. The caster will also feel as if inebriated, an affect which persists for d6 rounds.

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This spell is only effective on humans. Long lived races, such as elves and dwarves, as well as humanoid races, are immune from the spell, and the caster must save vs. paralyzation, or be knocked unconscious if attempting to drain a member of these races.

Finally, there is no known cure for this spell, save *Wish*.

The material component of this spell is a scrap of flesh from a vampire, which must be consumed by the caster.*

Celestarion's Warding (Abjuration)

Range: 0

Components: V, S, M

Duration: 1 round/level

Casting Time: 7

Area of Effect: 10-foot radius sphere

Saving Throw: Negates

This spell is designed to ward off undead creatures and creatures from the lower planes. When cast, all such creatures within 10 feet of the wizard are subject to a save vs. spells at -5, taking into account their Magic Resistance. Those failing their save are thrown out of the area by a tremendous force, and land 20 feet away. Thereafter, the creatures cannot enter the sphere, or use their powers on creatures within the sphere. Spells and attacks can still be cast at these foul creatures from within the sphere.

The material component of this spell is a glass ball or a marble made of crystal.*

Channeling (Alteration)

Range: 0

Components: V, S

Duration: 1 turn/level

Casting Time: 1 turn

Area of Effect: The wizard

Saving Throw: None

When cast, this spell draws upon extra magical energy to make the next spell cast more efficient and powerful. For every 5 levels of the wizard the following effects occur:

* +1 per die of damage (maximum of +3), * -1 on saves, * +50% on range and duration, and * -5% on target's magic resistance.*

Deathshroud (Necromancy)

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 8

Area of Effect: One creature/two levels of the caster

Saving Throw: Negates

By casting this spell, the wizard draws upon the Negative Material plane and surrounds himself with a shroud of negative power. While the spell-caster suffers no ill effects from this magical energy, it may have dire consequences for anyone who comes into contact with him.

To activate the deadly power of this spell, the wizard must touch his victim by successfully rolling an attack roll against his target. Any creature touched must immediately make a saving throw vs. death magic with a -4 penalty. If the roll is successful, the victim is unharmed. If the save is failed, a black haze will form about the victim, draining 20% of his current hitpoints each round until the unlucky individual dies at the end of the fifth round. The deathshroud also protects the wizard; anyone who touches the spell-caster or attempts to strike him with any hand-held object or weapon must make a saving throw vs. death magic at normal changes or be affected by the deathshroud in the same manner.

The following spells remove the deathshroud from any affected individual: *Cure Critical Wounds*, *Heal*, *Limited Wish*, *Wish*, or a successful *Dispel Magic* spell. As a last possibility, if the afflicted individual is somehow able to reach the Positive Material plane within five rounds, the negative energy of the spell will be destroyed and the victim will be saved. Once a being has successfully saved against the effects of a particular deathshroud, that being cannot be affected against during that spell's duration.

The deathshroud remains in effect until the wizard has attacked or been attacked by a number of creatures equal to one-half of his level (round down), or the spell's duration of two rounds per level of the wizard has elapsed. Creatures from the Outer Planes and undead beings are not affected by the spell; if an undead creature is attacked with a deathshroud, it immediately gains one hit dice and the wizard must save against death magic or suffer the effects of the spell himself.

In order to cast the spell, the spell-caster must have the following material components available: a mixture of crushed black opal and diamond (worth 5000 gp), dust from either a vampire or lich, and a piece of a smoky quartz.*

Demonstar (Evocation)

Range: 0

Components: V, S, M

Duration: 1 round/level

Casting Time: 8

Area of Effect: One target

Saving Throw: Special

This powerful attack spell is used exclusively against natives of the lower planes. Against other creatures, it is absolutely harmless. When the spell is cast, a star appears in the hand of the wizard, and travels at very high speeds to implant itself on the creature's forehead, or the nearest equivalent of a forehead. Then the star starts to glow very brightly and hot. The demon gets to make his magic resistance roll, but at -30%. If he fails his saving throw, he gets a saving throw vs. spells every round to reduce some of the spell's effects.

The star does 10d6 hp of damage per round, and immobilizes the demon in pain. The saving throw is for half damage and the ability to act, despite the pain. The spell also blocks any Gate attempts by the demon. This blocking of

Gate attempts stops when the spell duration is over or the demon is dead, whichever comes first.

The material component of this spell is a golden star.*

Dheryth's Sanctum Sanctorum (Abjuration)

Range: 10 yards

Components: V, S

Duration: Permanent

Casting Time: 1 hour

Area of Effect: 27,000 cubic feet

Saving Throw: None

This spell seals an interior area (e.g. building, room, cave) with a volume up to 27,000 cubic feet off from entry by teleportation (including *Teleport*, *Teleport without error*, *Dimension door*, and even *Drawmij's Instant Summons and Succor*), plane shifting (including colour pools, border ethereal penetration, and plane shift), and similar magical effects.

Any of these may be performed if a password is known and spoken during the attempted entrance. There can only be one password at a time, but it may be changed by recasting Sanctum Sanctorum.*

Ditan's Everdeep Pocket (Alteration)

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 6

Area of Effect: One pocket

Saving Throw: None

By use of this spell, the wizard endows one pocket with half the holding capabilities of a Bag of holding (ie. the pocket will hold 125 pounds, or 15 cubic feet of material, and when full will weigh 75 pounds). The pocket has all the abilities and restrictions of a Bag of holding listed in the Dungeon Master's Guide.

The material components for this spell are a pinch of fairy dust, and a pocket.*

Elemental Gate (Conjuration)

Range: 50 feet

Components: V, S, M

Duration: Special

Casting Time: 1 hour

Area of Effect: One square foot/level

Saving Throw: None

This spell creates a small gate from an elemental plane. It allows the free passage of objects and creatures from the elemental plane to the prime material only, and not the other way around. If the gate is free standing, it will only last for 2 turns + 1 round per level of the wizard. It may be supported, though, by an ornate frame that will make it last exactly as long as the frame itself.

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Element	Frame Type
Air	Silver
Fire	Brass
Water	Gold or Gilt

Also needed as a material component of the type of material the wizard wants the gate to open into. For instance, if the wizard wants salt water to spew out of the gate, he needs to cast the water version with a sample of saltwater. This works similarly with the other planes - air of the appropriate freshness, temperature, etc must exist as a sample.

The most common uses of this spell are listed below:

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Air	May be used to ventilate rooms, provide breathable air, and maintain average temperatures.
Fire	Often used to heat places in cold climates or serve as the heart of a forge.
Water	Usually created to provide large quantities of fresh, drinkable water.

If the supporting frame is magicked with a *Protection from Evil or Good, 10-foot Radius* or similar spell, the vast majority of elemental creatures that might stumble across the gate will be unable to pass through.

Fellstar's Flame Jet (Evocation)

Range: 10 m/level
Components: V, S, M
Duration: 1 round/5 levels (4 rounds maximum)
Casting Time: 5
Area of Effect: Special
Saving Throw: 1/2

When this spell is cast, a jet of flames shoots forth from the caster's hand; this jet is 1.5 m wide and has a length of up to 10 m per level of the caster (the caster may vary the length from 0.3 m up to the maximum range). The jet travels in a straight line and is blocked by normal obstacles (i.e. stone, metal, etc.). If the jet is blocked, it will not rebound, but may flow around the barrier if it is small enough (less than 5 feet across).

Anyone struck by the jet suffers 1d10 points of damage per two levels of the caster (up to a maximum of 10d10). A successful save vs. spell reduces the damage by one half. If this save fails, all possessions must save vs. magical fire or be consumed.

The flames from this spell will melt ice and ignite wood on contact; they are able to melt a hole in a wall of ice in a single round (though they will not destroy it), and can bring down a Wall of Fog instantly; other wall spells are not affected by this spell.

The jet will remain in effect for one round for every 5 levels of the caster, up to a maximum of 4 rounds. A single creature must be chosen

as the target for the jet (but others may be struck if they are in the path of the flames) and a new target may be selected each round the spell is in effect.

If the caster chooses, two jets (one from each hand) may be employed instead of one; if this is the case, range and damage are halved (in some cases, one jet will do one more die of damage than the other). A separate target may be chosen for each of these jets each round they are in effect.

At the beginning of each round the spell is in effect, the caster may split a single jet in two, or may combine two jets into a single one.

The material components for this spell are a powdered ruby and a powdered fire opal which must be worth a least 500 GP together. The powdered gems are mixed together in the hand(s) of the caster at the time of the casting; all material components are consumed with the casting.*

Improved Mirror Image (Illusion/Phantasm)

Range: 0
Components: V, S, M
Duration: 4 rounds/level
Casting Time: 4
Area of Effect: 12-foot radius
Saving Throw: None

This spell is a much more powerful version of Mirror Image. Not only are more images (1d6 + 1 per 2 levels) created, but they last longer, and the ruse can only be detected with a Gem of True Seeing, or a similar device. The phantasms are solid for all intents and purposes, taking damage when attacked instead of winking out. A Wand of Negation or *Dispel Magic* will destroy only one of the phantasms.

The material component is a small mithril mirror worth not less than 500 GP.*

Jamye's Spell Reversal (Alteration)

Range: Touch
Components: V, S, M
Duration: 1 round/level above 10th
Casting Time: 8
Area of Effect: Creature touched
Saving Throw: Special

This spell affects the saving throws vs. spell of the subject in much the same way that the fifth level spell *Jamye's Armour Reversal* (q.v.) affects attack rolls, i.e. saving throw results that would normally indicate success will fail, and results that would normally fail will succeed. For example, a 19th-level mage normally needs a 6 or greater to save vs. a spell. If he is affected by a Spell Reversal spell, he will need a 5 or less (i.e. a failure under normal circumstances) to save vs. a spell. Protection devices, Wisdom bonuses, etc. all work to the benefit of the subject, i.e. if the above mage had a *Ring of Protection* +3 and a Wisdom of 16 (+2 magical defense), he would need an 8 or less to save vs. most spells (5 normally, +3 for the Ring) and a 10 or less to save vs. spells that would give him his Wisdom bonus. Likewise, penalties to

saving throws still work to the detriment of the subject. If the subject is willing, there is no saving throw; otherwise, a normal save vs. spell (obviously, this is made before the spell takes effect) will negate it.

There are certain special cases that apply to this spell. It is not affected by Spell Turning. The only thing that can dispel it is another Spell Reversal cast at the subject, who must make a save while under the influence of the original Spell Reversal. If the subject is under the influence of another spell that grants invulnerability to certain spells (*Shield vs. Magic Missile*, for instance, or any type of *Globe of Invulnerability*, but *not* *Anti-Magic Shell*), the subject takes full, maximum damage from that spell with no saving throw. For instance, a mage has both *Shield* and Spell Reversal cast upon him. If he is targeted for *Magic Missiles* during the time both spells are functioning, he will take 5 points of damage - the maximum possible - from *each* Missile that hits him.

The material components for this spell are a piece of amber worth no less than 300 GP and a doughnut made less than 24 hours previously.*

Life Leech (Necromancy) Reversible

Range: Special
Components: V, S, M
Duration: Special
Casting Time: 8
Area of Effect: Special
Saving Throw: Negates

This spell allows the death master to steal 2d6 years from a victim and add them to his own life. The victim must be human and of a level equal to or greater than that of the caster. If the victim is of lower level, the number of years transferred is multiplied by the victim's level and divided by the necromancer's. Since the victim must be in the center of a pentagram at the completion of the casting, it is useful to have him held or immobilized in some way.

The reverse spell works in the same fashion, except that the caster ages 2d6 years while the recipient becomes younger, and the recipient must be willing.

In either case, the material components are a black candle, a white candle, a drop of blood from both parties, and a specially prepared glass screen.*

Lightning Storm (Evocation)

Range: 40 m + 10 m/level
Components: V, S, M
Duration: 1 round
Casting Time: 9
Area of Effect: 21 m-diameter sphere
Saving Throw: 1/2

This spell creates electrical discharges within a spherical area. Bolts of lightning leap repeatedly about within this area, regardless of the presence or location of metal, water or other conductors. All beings within this area take 6d12 points of damage (unless immune

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to electrical damage), and all items must make saving throw against electricity. The magic prevents lightning from travelling along conductive paths out of spell range; a man in full armour and a bather in a moat, both just outside the spell's area of effect, will be unharmed.

The caster of a lightning storm is unharmed by the spell (even if he stands in the center of the storm) or by any other electrical attacks or effects during the spell's duration.

The material components include a shard of glass, a scrap of fur, a piece of silver, and a flint.*

Long-Range Carrier (Alteration)

Range: 100 miles/level
Components: V, S
Duration: Instantaneous
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

Long-Range Carrier is like the *5-Mile Carrier* but the range is 100 miles per level of caster.*

Lorth's Sending (Alteration)

Range: Touch
Components: V, S
Duration: Special
Casting Time: 8
Area of Effect: One creature/2 levels
Saving Throw: Negates

The Sending spell was created by Lorth the Traveller as a more versatile form of the *Teleport* spell. When the spell is cast, one creature for every two levels of the mage (rounded down) is Sent to a place defined by the caster as for a *Teleport* spell (the caster must have a mental image of the place). The creatures must be touching the mage, but "chains" are possible. The mage does not have to accompany them, but he may if he so desires. There is no chance of error for this spell.

If any of the creatures "sent" is harmed within 5 minutes of arrival, all of them will be bounced back to the place from which they were Sent (whether they want to go or not). Any damage incurred during those five minutes, to themselves or their equipment, is erased. Note that this does not allow the spell to be used as a quick and easy messenger spell; anything dropped during the five minute grace period is returned with its owner. This can be used as a fail-safe teleport. After the five minute period elapses, the spell expires and the "protected" individuals are on their own. The Sending will not work across planar boundaries. Unwilling creatures receive a saving throw vs. magic to resist this spell.*

Major Globe of Invulnerability (Abjuration)

Range: 0
Components: V, S, M
Duration: 1 round/level
Casting Time: 4

Area of Effect: 3 m diameter sphere
Saving Throw: None

This spell is the same as the fourth level *Minor Globe of Invulnerability* (q.v.), except with regards to casting time. This spell prevents the function of first to fifth level spells passing through and affecting the mage within the sphere, while allowing the mage to cast spells through it.*

Masol's Spell of Item Transferral (Alteration, Enchantment)

Range: Touch
Components: V, S, M
Duration: Special
Casting Time: Special
Area of Effect: One item
Saving Throw: None

When this spell is cast, the wizard establishes a link with the item he holds. Immediately after casting this spell, the wizard must cast another touch ranged spell or the effects of the Transferral are negated. The casting time of this second spell equals its original casting time plus 1. The second spell is cast in the same round as the first.

Whenever the item hits another creature, the effects of the second touch spell immediately take effect. The spell stays in the item until it either is discharged, or the second spell's duration runs out.

A *Permanency* spell cast on an item with Transferral cast on it, will have the effect of the Transferral until dispelled (note that the second spell will not be permanent)

The material component of this spell is the item on which the Transferral is to take place.*

Mystyk's Halflife (Necromancy)

Range: 5 m/level
Components: V, S, M
Duration: Instantaneous
Casting Time: 8
Area of Effect: One creature
Saving Throw: Negates

When this spell is cast, a crackling, black bolt shoots from the caster's palm towards its victim. The caster must make a successful "to hit" roll (with a +2 bonus) in order to hit the target; if this roll misses, use the grenade scatter diagram to determine if anyone else is hit by the bolt. If anyone is in the area of the miss, a normal "to hit" roll (with no bonus) is used to determine if the stray bolt hits anyone.

Anyone who is hit by the bolt must make a saving throw vs. spell; if this roll is successful, the spell has no effect and the bolt dissipates. If the save fails, the victim immediately loses half of his current hit points (round fractions down), and is rendered unconscious by the shock. These lost hit points may be regained through normal means.

The material component for this spell is an onyx gem worth at least 500 GP. The gem is held in the hand of the caster, and is consumed when the spell is cast.*

Mystyk's Major Backlash (Abjuration, Invocation/Evocation)

Range: 0
Components: V, S, M
Duration: 1 round/level
Casting Time: 8
Area of Effect: Caster
Saving Throw: None

This spell is identical to *Mystyk's Improved Backlash* except for the following: when the caster is hit in melee, any damage suffered is halved; in addition, if the caster makes a successful save vs. rods, the attack inflicts no damage at all. Also, the energy bursts inflict 10d6 points of damage on any attacker; a successful save vs. spell reduces this damage by half.

The material component for this spell is the same as that for *Mystyk's Backlash* except the gem must be worth at least 800 GP.*

Mystyk's Plane Survival (Abjuration, Alteration)

Range: Touch
Components: V, S, M
Duration: 1 day/level
Casting Time: 1 hour
Area of Effect: One creature/5 levels
Saving Throw: None

This spell provides the caster with a means of surviving on a hostile plane of existence. In order for this spell to work, the wizard must have access to a library or other source of information on the plane in question. This information must then be studied for an extended length of time; this period is equal to: 24 weeks - 1 week per level of the caster (to a minimum of one week). After this time has passed, the wizard is ready to cast the spell.

Each time this spell is cast for use on a new plane, the normal study time is required. If cast for use on a previously studied plane, and less than a week has passed since the last casting with respect to that plane, no additional studying is necessary as the information is still fresh in the wizard's mind; however, if more than a week has elapsed since the previous casting, a day of "brushing up" is required.

If the wizard is a sage with expertise in the plane in question, normal research times are required (see section on sages in the DMG) the first time this spell is cast for use on that plane. If cast again within two weeks, no additional time for studying is needed; if cast more than two weeks later, only 12 hours of brushing up is necessary. These times also apply if the wizard is obtaining this information from another sage.

Using the information gained from his studies, the caster prepares the Plane Survival spell. After one hour has passed, the spell is complete; at this time, the DM (secretly) rolls

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percentile dice; a result of 5 or lower indicates the wizard has used erroneous information in the casting of the spell which will reduce the protection afforded by the spell, and may even cause it to fail altogether (the exact effects depend on the source of information and other factors, and it is left to the DM to decide the exact results). If some or all of the planar information was obtained by a sage who misdirected the wizard, the percentile roll has a -25% penalty applied to it. Even if correct information is obtained from a sage, a -5% penalty applies, since the wizard is using secondhand information. In any case, if the roll results in a 1, the spell fails altogether (although the caster will not know this until attempting to make use of the spell's protection).

If the spell was successfully cast, it will grant the caster (along with others, if the caster's level is high enough) protection from the hostile environment of the studied plane of existence. The recipients may move about in the plane as if they were in the prime material plane; conditions that would make it hazardous or impossible to exist in the plane are negated by this spell. Spells have a chance of having normal affects while under the influence of the Plane Survival spell: when a spell is cast, if the caster makes a successful save vs. paralyzation, his spell will have normal affects (as if it were cast on the prime material plane) instead of the affects it usually has on that plane.

If the recipients are still on the plane when this spell expires, normal characteristics for that plane go into effect immediately. Note that this spell provides no way of moving from one plane to another; it only provides a means of survival once a plane is reached. The caster may have more than one of these spells in affect at a time, as long as the appropriate amount of time has been spent studying each plane.

The material components for this spell are a diamond worth at least 1000 GP and a specimen of a substance related to the plane in question (i.e. some fire for the plane of fire, darkness for the negative material plane, etc.). Alternately, something symbolising the plane may be used (i.e. a balance for the plane of concordant opposition). All material components are consumed when the spell is cast.*

Noska Trades' Mass Contagion (Necromancy)

Range: 5 m/level
Components: V, S
Duration: Permanent
Casting Time: 8
Area of Effect: One creature/level
Saving Throw: Negates

This spell causes a major disease and weakness in one or more creatures. Up to one creature per experience level of the wizard can be effected, provided that all subject creatures are within the spell range.

The afflicted individual is immediately stricken with painful and distracting symptoms: boils, blotches, lesions, seeping abscesses, and so on. Strength, Dexterity, and Charisma are reduced by 2. Attack rolls are decreased

by 2. The effect persists until the character receives a *Cure Disease* spell or spends 1d3 weeks taking a complete rest to recover. Characters ignoring the contagion for more than a day or so may be susceptible to worse diseases at the discretion of the DM. Saving Throws against the spell suffer a penalty of -1, and if a single creature is to be affected, its saving throw suffers a -4 penalty.*

Orko's Elemental Triads (Evocation)

Range: 15 m + 10 m/level
Components: V, S, M
Duration: Instantaneous
Casting Time: 6
Area of Effect: Special
Saving Throw: 1/2

When this spell is cast, three bolts of fire, electricity, frost, water, or acid shoot forth from the palm of the wizard. They may strike one, two or three targets. If more than one target is struck, the targets must be within 60 degrees of each other. The damage inflicted is 1d6 hp + 1 hp per level. The wizard must be able to see the targets. Successful saving throws halve the damage. A save applies to each separate bolt so if only one creature is attacked then it must make three saves.

The material component for this spell is a small piece of gold shaped like a pyramid.*

Orko's Petrifying Gaze (Evocation)

Range: 5 m/level
Components: V, S, M
Duration: 1 round/level
Casting Time: 7
Area of Effect: Personal
Saving Throw: Negates

While this spell is in effect, the wizard may use a gaze attack, exactly like that of a basilisk, against one opponent per round. The gaze is in addition to normal attacks and requires but 6 seconds to complete. The victim must save vs. petrification or be turned to stone. The gaze attack extends into the ethereal plane, and the wizard is subject to the effects of his own reflected gaze.

The material component is an ointment that includes powdered basilisk scales.*

Orko's Spell Extension (Alteration)

Range: 0
Components: V
Duration: Special
Casting Time: 7
Area of Effect: Special
Saving Throw: None

This spell is about the same as the fourth-level spell *Extension I*, except that it quadruples the duration of 1-3 level spells, triples the duration of 4-5 level spells, doubles the duration of 6-7 level spells, and extends the duration of eighth-level spells by 50% of the indicated duration.*

Phantasmal Force III (Illusion/Phantasm)

Range: 1.5 m/level
Components: V, S, M
Duration: 1 round/level
Casting Time: 4
Area of Effect: One creature
Saving Throw: Special

When this spell is cast on a single individual of not greater than twice the hit dice or level of the wizard, the diabolic magic of the spell sweeps into the darkest corner of the victim's mind constructing from the idea an illusory form of the subject's greatest fear. This fear "strikes" with a 15 THAC0, is invulnerable to all attacks, and will kill the subject on a successful hit. Generally speaking, the only defense save for distracting the wizard is an attempt to disbelieve (make Intelligence check on 3d6).

The material component for this spell is a bit of fleece.*

Phase Conjugation (Abjuration)

Range: 0
Components: V, S, M
Duration: 1 round/level
Casting Time: 8
Area of Effect: One creature
Saving Throw: None

This powerful defensive spell provides superlative protection against directed energy attacks. Any spell or effect which projects a discrete stream of energy at the recipient is deflected back in the direction from which it came. This is more than just a simple deflection, however. The spell is Phase Conjugated, that means it retraces its path exactly. If the recipient is within 1/2 the range of the attacking spell, the offending wizard suffers the full effect of his own spell, no save allowed. The reason this is so is that the wizard cannot possibly dodge fast enough to avoid the rebounding energies. Only magic resistance, and whatever other defenses he may have, will protect him.

Examples of spells effected by Phase Conjugation are:

- any ray-type spell,
- *Magic Missiles* of any type,
- *Lightning Bolts* (*Call Lightning* will not strike wizard), and
- *Cone of Cold*, *Heat*, or *Force* (only the recipient is protected).

Examples of spells not affected are:

- *Fireball*, or any similar magic (they change form on impact),
- breath weapons,
- *Power Words*,
- touch spells, and
- *Cone of Acid* or *Steam* (they project matter, not energy).

The material component of this spell is a small device consisting of three highly polished triangular mithril mirrors set at right angles to each other, forming a corner of a cube. This device costs at least 1000 GP.*

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Pilpin's Black Death (Conjuration/Summoning)

Range: 120 m
Components: V, S, M
Duration: Special
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

This spell conjures 250 flea-infested rats that carry the bacteria *Yersinia pestis*, commonly known as the Black Death or Bubonic plague. These rats will act as any other rat and simply scurry away. If this spell is cast in a humanoid community, it will cause a number of humanoids to become infected with the disease and probably die. The number of people infected depends on the size of the community, the season, and a little bit of chance. In the following table, the column entitled "Number Infected" gives a number of creatures infected in the community or a percentage of creatures infected. Use the value that gives the smallest number.

For example, if the spell was cast in a village of 200 elves in the middle of summer, the choice from the table is 300 elves or 60 elves (30% of 200), the number infected is then 60 (because it's the smaller number and 300 is impossible). It will take 2d6 days for the creatures to become infected.

Season	Number Infected	Plague
Winter	50 or 5%	0%
Spring/ Fall	200 or 20%	1%
Summer	300 or 30%	3%

The final column, "Plague", gives the chance that the disease actually reaches epidemic proportions. If this happens, 1 in 3 humanoid creatures (33%) in a 100-mile radius will be infected by the disease. The wizard can be infected by his own disease.

A diseased creature will lose 2 points of Constitution, 1 point of Strength and 1 point of Dexterity per day of infection until death, that occurs when Constitution has reached -10. The rats and disease are not magical and therefore cannot be dispelled. A creature does not get a saving throw to resist being infected, it's strictly by chance. The disease can be cured by a character with healing proficiency that makes a successful proficiency check, or by magical means. A cured creature will regain 1 point of each ability per day.

The material components are a tiny rat skin bag containing rotting humanoid flesh, which both disappear upon casting.*

Pilpin's Ephemeral Wand (Enchantment)

Range: Touch
Components: V, S, M
Duration: 1 day

Casting Time: Special
Area of Effect: Wand
Saving Throw: None

This dangerous spell turns a specially prepared wand into a magical wand for one day. The wand can be used by anyone who knows the command word, which is decided upon by the wizard.

The power the wand contains depends on what spell the wizard decided to enchant the wand with. The wand can be made to cast any single spell, chosen by the wizard, of up to fifth level that has a casting time of up to 1 round (i.e., *Find Familiar*, *Strength*, *Phantom Steed*, *Hallucinatory Terrain*, *Conjure Elemental*, etc., could not be used).

The number of charges the wand contains depends on the number of times the wizard casts the chosen spell into the Ephemeral Wand (i.e., obviously it cannot be more than five charges). The wizard must have previously memorized the appropriate spells. For example, a 16th-level wizard creates an Ephemeral Wand that casts the fifth-level spell *Wall of Iron*. If the wizard wanted to put five charges in the wand he would have to use all five of his fifth-level spell slots to memorize five *Walls of Iron*. He would then use all five of his *Walls of Iron* to give the wand five charges. The wand cannot have different spells in it, a different wizard cannot add charges to it, nor can it be recharged. The spell in the wand takes as long to activate as the casting time of the spell, and the spell performs at the experience level of its creator. There is a 5% chance per usage that the spell cast from the Ephemeral Wand backfires, the exact details depending on the spell being cast (DM's love this kind of thing!).

The casting time for this spell is 1 turn plus 1 round per charge added.

The material component is an ivory wand, inlaid with a special gold pattern (minimum 1000 GP in craftsmanship) and topped with a diamond worth at least 1000 GP. The wand does not disappear at the end of the spell (although it could very well get stolen): it simply becomes non-magical.*

Power Link (Necromancy)

Range: 10 m
Components: V, S, M
Duration: 1 turn/level
Casting Time: 10
Area of Effect: Creature touched
Saving Throw: Negates

This spell creates a link between the caster and the victim through which magical energy can flow. Thus the wizard can cast spells centered on the recipient, as if he were a projected image. Also, the wizard can route malevolent spell side-effects, such as magical aging, to the victim. The recipient must be an intelligent, living native of the wizard's home plane.

The material components of the spell are a chip of jet, an herbal tea of spearmint and devil's dung, and a wooden disc.*

Remember (Enchantment/Charm) Reversible

Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 5 minutes
Area of Effect: One creature
Saving Throw: Negates

By means of this spell the wizard can cause knowledge to be temporarily forgotten and remembered at a trigger. The trigger can be a word, event, image or any other specific trigger device (e.g., seeing the wizard again).

The reverse of this spell, *Forget*, causes knowledge or memory to be forgotten at a trigger. Again, the trigger can be a word, event, image or any other specific trigger device (e.g., being captured).

The degree of effect of this spell is depending on the complexity of the trigger and the complexity of the description of what is to be remembered or forgotten. This spell is mainly used to shield from a *Read Mind* spell, and is especially useful in creating fake personas for infiltration.

The material component for the spell is a brush.*

Repair (Alteration)

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 8 rounds
Area of Effect: Special
Saving Throw: None

This spell is a heavy-duty version of the first-level *Mend* spell. It can repair any non-magical item, completely mend one structural point per level of the wizard, and can fix any magic item the wizard can create.

The material component is a complete miniature tool set appropriate to the damage to be repaired. The set must be made of the finest materials and cost no less than 200 GP. If a magic item is being repaired, a special tool set costing one tenth the value of the damaged item, or 2000 GP, whichever is greater, must be used. The item must then save vs. magical fire for the spell to work.*

Rune III (Enchantment)

Range: Special
Components: V, S, M
Duration: Until Discharged
Casting Time: 1 turn/spell level
Area of Effect: Special
Saving Throw: Special

This spell allows the wizard to inscribe a rune containing the energies of one spell up to seventh level. Instructions of up to 1 word per level may be given to control the conditions under which the spell contained in the Rune is discharged.

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The material component is 100 GP gems and inks per level of the spell contained in the rune.*

Sarius' Ethereal Gateway (Conjuration/Summoning)

Range: 6 m/level
 Components: V, S
 Duration: Special
 Casting Time: Special
 Area of Effect: Special
 Saving Throw: None

This spell allows a mage to create a 3 × 3 × 3 m invisible magical gateway which will provide access to the ethereal plane of existence, or alternatively, provide a gateway from the ethereal plane to a connecting plane of existence. The duration of this gateway is a base 24 hours. It must be cast in an area of gaseous or watery makeup (i.e., not in the earth or in solid rock), although, it may be cast so as to lay on the floor (giving a chance of creatures falling into it) or against a wall or portal. For every two levels above 16th a mage gains the ability to create an additional 3 × 3 m area (two if a Conjurer specialist) which must either be used to increase the surface area of the gateway or increase the power of the original 3 × 3 m area by infusing the two gateways together. The effects of increasing the power level of a gateway are listed in the table below.

If a gateway is larger than 3 × 3 m then all of its surface area blocks must be increased to the same level of power to allow the gateway the next higher power rating. For example, a 26th level mage creates a gateway with dimensions of 9 × 3 m and has three slots left, so he will be able to double the surface area power rating to 2 if he so chooses. But, if he were to use one of the remaining slots to make an add an additional 3 × 3 m block to the surface are he would have no chance of raising the power rating of the gateway to 2. Note that if a gateway is too small for a creature to fit through it will not be able to totally go through the portal, though, it will be able to poke part of its body through and exist simultaneously on both planes.

Power Rating:	Duration (days):	Comments (cumulative):
1	1	Visible on the exit side
2	10	Invisible on exit side
3	100	Allows magic items to keep powers*
4	1,000	10% more resistant to <i>Dispel Magic</i>
5	10,000	20% more resistant to <i>Dispel Magic</i>
6	Permanent	30% more resistant to <i>Dispel Magic</i>
7	Permanent	40% more resistant to <i>Dispel Magic</i>
8	Permanent	(each power slot adds another 10%)

* Usually magical swords and similar items lose a plus for plane crossing.

Each additional power slot beyond a rating of 3 adds a 10% extra percentage that this spell will resist a *Dispel Magic*. For game purposes, this is added onto the dispeller's percentage as a penalty.

Casting time is one turn for the initial gateway area and is doubled every time another 3 × 3 m block is added onto the area (i.e., 2 turns for 2 3 × 3 m blocks or slots, 4 turns for 3 3 × 3 m blocks or slots, 8 turns for 4 3 × 3 m blocks or slots, etc.). Therefore, casting a gateway that uses 6 slots would take a total of 32 turns. If the casting is interrupted after any slots have been created only further creation of gateway surface areas or power slots is disrupted.

For every 6 turns the caster spends casting this spell the mage's constitution score is reduced by one point. If the mage's constitution reaches 0 he becomes unconscious and only a week of complete bed rest will allow him to start regaining lost constitution. Otherwise, these points are replaced at a rate of 1 point for every two days of complete bed rest. The point is not taken unless a full 6 turns of casting has expired. A *Heal* spell will negate the unconsciousness and raise the mage's constitution to 1 point. A *Restoration* will totally negate the effects of any lost constitution.

Gateways, once created, may not be altered by further castings of this spell on the same area of effect. Only a successful *Dispel Magic* is capable of destroying a gateway, although higher level power ratings can make a gateway resistant to this spell. Power rating 1 gateways are visible to creatures on the exit side of the gateway (usually the ethereal plane) and may attract wandering monsters, though they will most likely not be able to pass through. Anyone may pass through the portal on the invisible entrance side, but only the mage may freely take creatures back through the exit side by touching them as they pass through. The mage may create magical amulets (base 500 GP value) which will allow any creature to freely use gateways cast by him as though he were touching them. On the ethereal plane, the caster and anyone possessing an amulet will be able to find any portal of the caster in 5-50 hours.

Any mage familiar with this spell (i.e., either possessing the spell as a castable spell in his spellbook, or having used a *Write* spell to put

the spell in his spellbook) is capable of trying to force their way through the exit side back to the entrance side by force of will. There is a base chance of 50% modified by plus or minus 5% for every point of difference between the mage's current level and the level of the caster at the time of casting, though Conjuration specialists have a base 70% chance.

There are no material components to the spell, and the magical amulets may be created at any time the mage wishes, whether before or after the casting of this spell.

This spell will not work with the 8th level *Permanency* spell.

The source of this spell is Sarius Mendle-kine.*

Seizure (Alteration, Charm)

Range: 3 m + 0.6 m/level
 Components: V, S, M
 Duration: 1 round/3 levels
 Casting Time: 5 rounds
 Area of Effect: One creature
 Saving Throw: Negates

When cast this spell, also known by its nickname, *Super Spasm*, causes the victim to lose complete control over all muscles in his body for the duration of the spell. This causes the victim to "spas out": fall down and flip around like a fish out of the water. There is a quirk to this spell. Any creature not possessing a central nervous system is not affected by this spell. In all other aspects this spell is the same as *spasm*.

The material component of the spell is psehaw-monkey blood.*

Sheath (Alteration, Conjuration/Summoning)

Range: Touch
 Components: V, S, M
 Duration: Permanent
 Casting Time: 8
 Area of Effect: One object
 Saving Throw: None

When this spell is cast, it empowers strong magics between a creature and an item. What the effect of this spell is to allow a creature to store a favoured item into an extra-dimensional space and bring it forth at will.

The object, while it is in it's space, is completely non-detectable, by any means, except by use of a wish. It will also be perfectly safe in the space where it is held.

During the casting of the spell, two command words and a physical gesture must be specified. The command words are those to make leave and enter the "storage" space. The gesture is used with the command to bring the object back into the owners possession. For example, a creature would make a "sword holding gesture while using the proper command to retrieve his sword.

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The material components for this spell is a 5000 GP of blue sapphire dust which is sprinkled on a phase spider web. The web is then wrapped around the object and the enchantments are completed.

This is a great way to carry around important equipment. Magic Users are prone to cast this upon their spell books to always keep them handy.*

Shout - Word of Sound (Alteration, Evocation)

Range: 0

Components: V

Duration: Instantaneous

Casting Time: 1

Area of Effect: 1.5 m/level long, 30° arc

Saving Throw: ½

This spell allows the wizard to shout with such intensity that a sonic field is generated, expanding in a thirty degree radius from the wizard, doing 1d4 hp + 1 hp per level of damage to all within 5 feet per level of the wizard in a 30 degree arc. Glass stands a 10% up to 50% chance of breaking depending on whether it is free standing, fragile, muffled, or sturdy, and creatures caught in the area of effect suffer deafness for 1d10 melee rounds. Victims save vs. magic for half-damage or suffer extended deafness for 1d10 hours and are stunned for 1d4 rounds.

Note that hard surfaces such as stone walls caught in area of effect may cause ricochet of the sonic field back upon the wizard, and that wandering monsters within 1d6*1000 feet may be attracted.*

Sillvatar's Dragon Armour (Conjuration/Summoning)

Range: 0

Components: V, S, M

Duration: 1 round/level

Casting Time: 8

Area of Effect: Caster

Saving Throw: None

When this spell is cast, the caster will be covered by a semi-real coating of dragon scales. The type of dragon that provided the material component determines the protection afforded by this spell: the armour class of the caster is equal to the appropriate dragon's armour class at age category 1-6. For example, if the material component was obtained from a green dragon, and a 6 is rolled for the age category, the caster would have armour class -2 for the duration of this spell.

The material component for this spell is a small pouch of scales from any type of dragon; this component is consumed when the spell is cast.*

Smoke Cage (Alteration, Evocation)

Range: 3 m/level

Components: V, S, M

Duration: 1d4 rounds + 1 round/level

Casting Time: 7

Area of Effect: 6 m radius

Saving Throw: Special

This spell creates a 6 m radius cloud of purple and black smoke up to 10 feet away per level of the wizard. The smoke is impervious to all forms of vision. The smoke cloud is actually extradimensional, employing forces similar to the *Distance Distortion* spell. The internal diameter of the cloud is 30 to 45 metres; furthermore, the vapours contain a powerful Misdirection spell (save -2) which prevents those inside from wandering out. The cloud persists for 1d4 rounds plus one round per level of the wizard, after which it disperses. Only a strong wind will break it up prematurely. Extradimensional devices in the cloud are unaffected.

The material component is a black pearl worth at least 500 GP and a bent compass needle.*

Sonic Blast (Illusion/Phantasm)

Range: 0

Components: S

Duration: Instantaneous

Casting Time: 1

Area of Effect: 36 m + 3 m/level long, 60° arc

Saving Throw: Negates

By means of this spell, the wizard creates an illusory sonic blast by the clap of his hands which is capable of deafening and stunning creatures which fail their saves. Once the direction and arc are determined, creatures nearest the wizard are affected first, each one draining the illusory magic from the spell until its power is expired. Creatures failing their save are stunned for 1d4 rounds, able to run on a successful Intelligence check but not fight. The number of creatures which may be affected is as follows:

Hit Dice	# Affected	Hit Dice	# Affected
up to 1	1d20	7 or 8	1d6
up to 2	1d20	9 or 10	1d4
up to 3	1d12	11 or 12	1d2
up to 4	1d10	13 or 14	1
5 or 6	1d8	15 or 16	0 or 1

This spell only has a verbal component.*

Stargate (Alteration)

Range: Infinite

Components: V, S, M

Duration: 1 hour/level

Casting Time: 1 turn

Area of Effect: 2 gates

Saving Throw: None

This spell creates a gate between the caster's current location and any location which the caster has been before. The gate can be freely crossed in either direction and will last one hour per level of caster. Range is not an issue (hence the name of the spell). Anyone can cross the Stargate, as long as it is in existence.*

Stonemorph Survival (Alteration)

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 1 turn

Area of Effect: One person

Saving Throw: None

This spell must be cast on a willing humanoid person, or the spell does not take effect. Once cast the spell remains active until it is triggered or one day per level has passed. If the recipient is killed or becomes unconscious (knocked down, loss of hitpoints, etc.), his body and his whole equipment turn to stone. In this form he suffers no damage from acid, fire, cold and electricity. He is not affected by any spells except of *Disintegrate*, *Stone to Flesh*, *Wish* and similar spells. *Stone to Flesh* causes an immediate re-transformation, while *Disintegrate* has its normal effects. The statue has an armour class of -2 and can only be wounded by +2 or better weapons. To break off limbs a total strength of 60 is needed. It weighs 600 pounds.

An hour after the transformation the statue turns to flesh again gaining 1d12 hitpoints (up to its maximum hitpoints). If the person was killed, it is resurrected and can perform simple tasks. If the character was harmed while he was a statue, the damage lasts in its revived form.

Example: At the beginning of a day a magician casts Stonemorph Survival on the warrior (60 hp) of the party. In the evening they encounter a Red Dragon. In the oncoming fight the warrior is killed by the dragon's breath (51 hp of damage and no successful saving throw vs. death magic) and is immediately transformed into stone. Finally the dragon is defeated and the character comes back to life with nine plus 1d12 hitpoints.

The material component for this spell is a precious crystal statue of the recipient (worth 5000 gp), which is consumed during casting.*

Stone Protection (Abjuration)

Range: 10 m/level

Components: V, S, M

Duration: 1 hour/level

Casting Time: 1 turn

Area of Effect: 30 m³/level

Saving Throw: None

This spell will protect any magical or non-magical stone in the area of effect from the following spells: *Transmute Rock to Mud*, *Passwall*, *Phase Door*, *Disintegrate*, *Stone to Flesh*, *Animate Object*, *Earthquake*, *Polymorph Any Object*, *Stone Shape*, *Distance Distortion*, and

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Animate Rock. It further gives the stone affected a +3 on saving throws against other attack forms (*Fireball*, *Lightning Bolt*, cold, acid, blows, etc.).

An earth elemental can neither be conjured in the area nor enter it. This spell will have no effect on stone golems or clay golems, but it will prevent xorn, umber hulks, purple worms and similar creatures from burrowing in the affected area. At the DM's option, non-standard spells, spell-like effects (e.g. *Horn of Blasting*), and psionic abilities which affect stone may be prevented from operating. This spell can be made permanent by *Permanency* spell with the loss of one point of Constitution from the caster due to the use of the *Permanency* spell.

The material component of this spell is a boulder of at least 400 GP weight.

This spell was researched by Whitewolf.*

Summon Wraiths (Conjuration/Summoning, Necromancy)

Range: 10 m

Components: V, S, M

Duration: 1 round + 1 round/level

Casting Time: 5

Area of Effect: 3 m high cube

Saving Throw: None

This spell is identical to the fifth-level spell *Summon Shadow*, except that it conjures up one wraith for every three levels the death master has attained. These monsters are under the control of the wizard until they are slain or the spell expires.

If the wraiths are turned, they continue to serve in any capacity which does not require them to confront the cleric who resisted them.

The material component of this spell is a piece of black jet.*

Teleport Block (Abjuration)

Range: 10 m/level

Components: V, S, M

Duration: 1 hour/level

Casting Time: 1 turn

Area of Effect: 27 m³/level

Saving Throw: Special

This spell prevents teleportation into or out of the region specified by the caster, which may be of any shape and any size, up to 27 m³ per level of the abjurer. No character can enter or leave the region by means of *Dimension Door*, *Teleport*, or other-planar travel. Teleportation within the region is not restricted, and teleport without error has a chance of success equal to 1% per level of the caster, though it has the same chance of failure as a regular teleport attempted under normal conditions. A full *Wish* will also provide transportation across the boundary, as of course will walking, riding, and flying.

Any attempt to teleport or dimension door across the block will automatically fail; all memory of the spell will be lost; and the caster must make a system shock check or be killed

by the shock of the rebound. Attempts at transplanar travel will also fail, but not in so dramatic a fashion.

The material component is a glass globe.*

Teleport Warp (Alteration)

Range: 10 m/level

Components: V, S, M

Duration: 1 day/level

Casting Time: 1 round

Area of Effect: 10 m/level radius globe

Saving Throw: None

This spell causes all creatures teleporting into or out of the area of effect to arrive in a prepared area. The area which the caster wishes people to appear in must also be in the area of effect.

The space the caster wishes incoming teleporters to arrive at must be open area, free from objects. It can be in the air however, causing incomers to fall. Should a person teleporting into an area effected by this spell be larger than the area he would be sent to, then he is effectively blocked and would not be able to teleport at all to the area.

Example: Archmage Istle casts *Teleport Warp* on his tower. He wishes all people who unexpectedly arrive to be placed in his dungeon cell which is 3 × 3 × 3 m. The cell is also in the area of effect, at the bottom of his tower, which totally is under the spell. Thus a person who teleports to his tower will arrive in a dungeon cell instead of the wizard's guest chambers. If Golstein the Chaotic decides to send his 5.4 m tall iron golem over to Istle's bed chamber, he will find the golem still there, unmoved.

All forms of teleport magic are affected, thus *Dimension Door*, *Pattern Teleports* and the like also would be warped. This is a great spell for the mage wishing to "block" an area for outside aid coming in short of all out planar travel.

Material component is a lodestone which must be placed in the location the caster wishes teleporters to arrive. It is consumed upon casting.*

Tonal Attack (Enchantment/Charm)

Range: 18 m/level

Components: V, S

Duration: 1 round/level

Casting Time: 2

Area of Effect: One creature

Saving Throw: Special

This spell causes a spell-using creature to temporarily lose the knowledge of how to cast any spells unless a saving throw is made. Those fortunate enough to have made their save must make an Intelligence check before casting each spell throughout the Attack's duration. Even such spells which the recipient does manage to cast will be made as if they were cast by a magician 2 levels lower with respect to spell effects. If such a spell is failed, the material components are still expended.*

Twin (Evocation)

Range: 0

Components: V, M

Duration: Special

Casting Time: 2 turns

Area of Effect: Special

Saving Throw: None

This spell causes a creature to appear. This creature is physical, looks exactly like the wizard, but has no personality: it is actually only a channel through which the wizard can operate. The Twin has only a fraction of the hit points of the wizard:

Roll (1d6)	Hit Points
1 or 2	40% of wizard
3 or 4	50% of wizard
5 or 6	60% of wizard

This spell does not create possessions for this creature. The magic user will wholly operate through this Twin and therefore will need items for this Twin.

While the spell is in effect the wizard's body is effectively unconscious. If the wizard specifically concentrates he can partially sense the area around the real body. If the twin is destroyed the wizard and any familiars automatically will lose 1/2 their hit points. Furthermore the wizard will be unable to cast spells for 1d6 days.

The material component for this spell is a mirror.*

Vandergast's Vacuous Void (Alteration)

Range: 10 m/level

Components: V, S, M

Duration: Instantaneous

Casting Time: 8

Area of Effect: 1.5 m/level radius sphere

Saving Throw: Special

This spell creates a momentary vacuum inside the area of effect. Anyone caught inside this area must save vs. spell to avoid the crushing effects of the vacuum. If the save fails, the victim suffers 8d8 points of crushing damage; all possessions must save vs. crushing blow at -4 or be destroyed. Anyone who dies outright from this spell has more than likely (65%) been torn ass-under from the pressure differential. Note that this may make regeneration difficult, if not impossible. If the save is successful, the target suffers 4d8 points of damage, and possessions are not affected.

The material components for this spell is an empty vial which is unstoppered and broken at the time of the casting.*

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Alamanther's Return (Alteration, Evocation)

Range: 60 m + 10 m/level
Components: V, S
Duration: Special
Casting Time: 4
Area of Effect: Special
Saving Throw: Special

This spell allows the caster to duplicate the effects of any one spell he has ever seen cast - even if he does not know how to cast the spell, lacks the necessary material components, and is ignorant of even the spells name. The duplicated effect cannot be a magical item discharge, psionic effect, natural spell-like power, or a priest spell. The damage, extent, and duration of the duplicate spell match exactly those of a chosen casting that the caster saw. The target of the spell is up to the caster; it need not duplicate that of the observed casting.

A return can't be used to duplicated any spell available to the caster. A spell that was cast once form a scroll, which then faded, isn't "available", but any spell studied, copied into a spellbook, or researched by the caster would be considered "available", even if the spellbook is presently inaccessible and the spell isn't memorized. (This prevents a mage from using a return to forever duplicate the high-damage effects of an especially successful fireball or other favorite spell.)

The name of this spell comes from the mage who devised it, Alamanther of Aglarond, and his habit of using it to hurl nasty spells used on him right at those who cast them.*

Bone Shatter (Evocation)

Range: Touch
Components: V, S, M
Duration: 1 round/5 levels
Casting Time: 9
Area of Effect: One creature
Saving Throw: Special

This is a more powerful version of the 5th level spell *Bone Splinter*. It is identical to that spell except that it has a +3 "to hit" bonus and causes a serious compound fracture when a hit is scored in melee, with the following results:

Loca- To-hit Effect:
tion: mod.:

Head	-8	Major skull fracture: save vs. spell or die; else suffer 4d8 points of damage (no save for 1/2)
Arm*	-4	Major broken arm: arm is totally useless; it cannot be used to attack or defend with
Leg*	-4	Major broken leg: leg is totally useless; movement is 1/2 normal
Ribs	-4	Broken rib: loss of 1d6 CON points and 2d8 points of damage (no save)
Spine**	-8	Severed vertebrae: save vs. spell or die; else paralyzed until healed/cured
Pelvis	-4	Major hip fracture: -6 to DEX when using legs; movement rate is at 1/4 normal; suffer 3d8 points of damage (no save)

* If attacking from the side, only the nearest appendage may be targeted.

** The spine may only be targeted if attacking from the rear.

A *Cure Critical Wounds* spell is required to heal one of these effects (except for paralysis, which must be cured by normal means) as long as the victim is still alive, and a *Heal* spell will fully restore a living victim to full health.

The material components for this spell are an intact bone of at least a foot in length, and a large metal hammer which are consumed when the spell is cast.*

Cantor's Closed Cottage (Alteration, Conjunction)

Range: Special
Components: V, S
Duration: Special
Casting Time: 8 rounds
Area of Effect: Special
Saving Throw: None

This spell creates an extradimensional space - an improved form of Mordenkainen's Magnificent Mansion. It literally duplicates a small, closed section of the wizard's plane, creating a temporary new demiplane. The area of effect is a base 1 square kilometre per level of the wizard. The duration is a base 2 hours per level, modified as below:

* Each 1 square kilometre added to the base amount lessens the duration of the spell by 2 hours. * Each 1 square kilometre subtracted from the area of effect increases the duration by 3 hours.

The wizard can modify the terrain and plant features to a limited extent when closing off the area. The land, animals, structures, etc. are duplicated in the new planar space with the following restrictions:

* No magic items or magically protected structures are duplicated, and * Creatures of Intelligence greater than 2 cannot be duplicated.

Source: Jim Sisolak.*

Celestarion's Total Blast (Evocation, Necromancy)

Range: 240 yards + 10 yards/level
Components: V, S, M
Duration: Instantaneous
Casting Time: 9
Area of Effect: One creature/object
Saving Throw: Special

This spell was designed as a last line of defense by Celestarion for use when all else failed. It is nothing less than a ninth-level blast of totally destructive energy. Upon casting, the following things happen, in the sequence given.

a) A blast of scintillating energy erupts from the wizard's hands and strikes the target.

b) The target has to make a saving throw versus spells at -6. This spell also causes Magic Resistance rolls to be made at -30%.

c) Failure of the saving throw totally disintegrates the target.

d) Success of the save means the target takes 10d20 hitpoints of damage and, if still alive, is stunned for 1d4 turns.

e) The wizard, regardless of spell effects automatically loses one level, permanently, and must make a save vs. spells. Failure indicates instant death, with only a *Wish* able to bring him back. Success results in losing 1d100 of his remaining spell levels, randomly chosen, and being unconscious for 1d4 rounds.

The material component of this spell is a ioun stone, which is lost in the casting.*

Coradon's Conflagration (Invocation/Evocation)

Range: 150 m
Components: V, S, M
Duration: 4 rounds
Casting Time: 9
Area of Effect: Special
Saving Throw: 1/2

This spell causes a fiery explosion similar to that of a *Fireball*, but with a smaller radius (initially a 6 m radius sphere). However, the flames caused by this spell will continue to burn for 4 rounds (the initial round, plus 3 additional rounds). The damage inflicted on victims inside the area of effect, the bonus to the victim's saving throw, and the radius of the flames vary according to how long the flames have been burning, as follows:

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Round:	Damage:	Radius:	Save bonus:
1	8d8	6 m	0
2	4d8	4.5 m	+1
3	2d8	3 m	+2
4	1d8	1.5 m	+3

Damage suffered is cumulative from one round to the next, but the save bonus is not. Anyone who makes a successful save takes only half damage that round, and automatically saves on any subsequent rounds; those who fail their saves suffer full damage, and must have all their possessions save vs. magical fire to avoid destruction. If anyone leaves the area of effect and returns later, a new save must be made, even if the previous one was successful.

The conflagration may, or may not conform to a confined space, at the caster's discretion. Apart from the changes mentioned above, the conflagration otherwise acts like a *Fireball*.

The material components for this spell are the heart of a red dragon, and a powdered diamond worth at least 600 GP.*

Damians Mindswap (Enchantment/Charm)

Range: 21 m
Components: V, S, M
Duration: Permanent
Casting Time: 9
Area of Effect: One creature
Saving Throw: Negates

When this powerful enchantment is cast, the spell user attempts to rip the target creature's soul from its body and temporarily place it in a gem of not less than 15000 GP. At the same time the casters soul is eased from his body and also travels through the gem. When, and if, both souls are in the gem, they both proceed to the opposed bodies from which they came. You'll note that this has two very noticeable effects:

1) the caster and victim have essentially swapped minds (or bodies, whichever you prefer), this has the effect that the caster now takes on the physical attributes of that body (i.e. STR, CON, DEX and COM). The caster still retains his own mental capacities and previous knowledge (i.e. INT, WIS, CHR, hit points and level).

2) If the caster or victim can kill their old body (i.e. their swapped body) then the other's soul goes to its respective plane. Thus, after completion of the spell, if the caster kills his old body then he can never be displaced from his new, for in all intents and purposes it is his body now. If neither is killed and at some later point in time a cleric casts a *Dispel Evil* spell at either body (both have to be within 21 metres of each other though) the caster of the original Mindswap must save vs. death or return to his old body.

If the save vs. this spell is made it indicates that this person's body will never accept the casters soul and need never fear this spell from the same caster again.*

Ding Shu's Draconian Holocaust (Invocation, Evocation)

Range: 60 m + 3 m/level
Components: V, S, M
Duration: 1 round
Casting Time: 9
Area of Effect: 0.6 m/level by 3 m per level swath
Saving Throw: 1/2

This spell causes to what appears to be a huge Celestial Dragon to appear in the air and swoop down spewing forth its fiery breath.

The spell affects an area of 0.6 m wide by 3 m long per level of the caster. All creatures in the area of effect take 1D10 + 2 points of damage from the fire.

This spell does structural damage to all constructions in the area of effect. The damage is 3/2/1/5 points to wood/earth/soft stone/hard stone per level of the caster.

The material component of this spell is the scale from a fire breathing dragon and a *Potion of Firewater*.*

Ding Shu's Marvelous Chopsticks (Conjuration/Summoning)

Range: 36 m
Components: V, S, M
Duration: 2 rounds/level
Casting Time: 6
Area of Effect: 36 m radius sphere
Saving Throw: None

This spell brings into existence a pair of huge chopsticks, 9 m long, which attacks all creatures as if they were AC 10 (modified by dexterity). These giant chopsticks attack with the casters THAC0.

Victims weighing more than 5 tons are immobilized by the chopsticks, while those of lesser weight will be picked up, and may be deposited, within the same round, at any point in the spell's range. Those who successfully roll to bend bars manage to free themselves, but they may suffer falling damage as a result.

Most probably, the caster will choose to deposit the victims into a gargantuan mouth which appears above his head. This mouth can hold 2 size L, 4 size M, or 8 of size S creatures at one time.

Each round, the mouth „chews“ its contents for 10D10 damage each. When a creature trapped inside the mouth is reduced to below 0 hit points, the creature is „swallowed“ into the astral plane, and more room becomes available for creatures to be dropped into the mouth.

Normally, persons reduced to such a hit point score would die in a matter of minutes, but in the timelessness of the astral plane, they may remain unconscious but barely alive for thousands of years, provided they had more than -10 hit points when they entered the plane.

This of course is only valid in campaigns which use the optional rule concerning hovering at death's door.

If the creature caught by the chopsticks weighs more than 5 tons, then the mouth will move toward the trapped creature and start biting it into little pieces until it is all gone.

The spell requires minimal concentration and direction once it has been cast. This allows the caster to cast other spells, and maintain concentration on them instead.

If the caster is killed before the end of the spell's duration, the mouth and chopsticks will remain, with the chopsticks capturing creatures that were enemies of the caster and depositing them in the mouth when space allows.

Naturally, the material component of this spell is a pair of chopsticks.*

Ditan's Portable Dwelling (Alteration, Conjuration)

Range: Special
Components: V, S, M
Duration: 1 day/10 levels
Casting Time: 8 rounds
Area of Effect: Special
Saving Throw: None

This spell is a more powerful version of the seventh-level spell *Ditan's Portable Quarters*, with the following exceptions.

The spell only enchants one doorknob, and it opens up onto a two story home, with 5 bedrooms, two bathrooms, 5 miscellaneous rooms, and a kitchen. The owner may allow up to 16 beings in, as well as himself. In addition, the character may contact the outside world via a call portal that allows the characters inside to view the immediate area where they entered.

The additional material component is a ring of spell storing with 3 enlarge spells held within, that is consumed in casting the spell.*

Dual Casting (Alteration)

Range: 0
Components: V, S, M
Duration: Until Used
Casting Time: 1 turn/level
Area of Effect: The caster
Saving Throw: None

This rare and powerful spell allows the wizard to cast two spells at once. When cast, the spell remains on standby until the wizard is ready to use it. On the round it is used, the wizard may cast two spells at the same time. The total spell levels cast may not exceed one third the wizard's experience level. It is possible to have multiple castings of this spell active; the wizard is limited to one per 9 levels for a maximum of four.

The material component is an egg with two yolks, and a perfect crystal sphere composed of spent ioun stones, shiral crystal (lesser), and quartz melted together costing 2000 gold pieces per level of the wizard. The egg is eaten (fried or hard boiled) and the sphere vanishes during casting.*

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Eldarr's Major Spell Conversion (Alteration)

Range: 0
Components: V, S, M
Duration: 1 hour/level
Casting Time: 3 turns
Area of Effect: Caster
Saving Throw: None

This spell is similar to the two previous spell conversion spells, except it may convert any spell of level 9 or less to any known spell of 8th level or lower.

The material components for this spell are as per those for *Improved Spell Conversion*, except the gem must be worth at least 800 GP.*

Expanded Awareness (Alteration, Divination) Reversible

Range: 1.5 m/level
Components: V, S, M
Duration: 1 turn/level
Casting Time: 9
Area of Effect: One creature
Saving Throw: None

This spell, when used, gives the caster a great deal of information about the immediate area. The caster receives the effects of the following spells or spell like powers:

- Detect Charms and Curses
- Detect Enemies
- Detect Evil or Good
- Detect Illusion
- Detect Invisibility
- Detect Lie
- Detect Magic
- Detect Phase
- Detect Poison
- Detect Psionics
- Detect Secret Doors
- Detect Traps

The spell remains constantly in effect and the caster receives all the information at once. There is no problem with assimilating the data. The range of detection for this spell is 1.5 m per level of the caster.

With the appropriate spell reversals, the caster using this spell could become blind to some or all of the things that the spell detects for as long as the spell would normally last. For example, the reversal of know alignment cast upon the caster will cause him to be unable to detect evil or good. In some instances, it will become obvious to the caster that some of the detections are lost.

The caster does not have to concentrate to use this spell, the information arrives immediately and the caster knows instantly. The caster can cast other spells while this spell is in effect.

The reverse of this spell causes one creature to be unable to detect, by any means, any of the above things for the magic of the spell will render all attempts ineffective. There is no save versus this effect.*

Fellstar's Flame Sheet (Evocation)

Range: Special
Components: V, S, M
Duration: Instantaneous
Casting Time: 9
Area of Effect: Special
Saving Throw: 1/2

This is an improved version of *Fellstar's Flame Arc*; it is identical to that spell, with the following exceptions:

The flames fall to the ground from the height at which they were cast, so in effect, anyone at the initial height or below is affected by the flames. In addition, if these flames are blocked by an obstacle, they will flow around the barrier and will rejoin at a distance equal to the width the obstacle; therefore, if the flames are blocked by a 0.6 m wide boulder, they will rejoin 0.6 m behind the rock. This applies in both the horizontal and vertical dimensions.

The flames from this spell will continue to burn for one round after the spell is cast; anyone hit by the flames on the first round suffers 10d10 points of damage, and those hit on the second round suffer 5d10 points of damage. On either round, a successful save vs. spell reduces the damage by half (saves for the second round are at +2); if this save fails, all possessions must save vs. magical fire or be destroyed. Note that damage is cumulative if caught in the flames on both rounds the spell is in effect.

The material components for this spell are as per those for the *Flame Arc* spell, with the addition of one or more gems worth at least 500 GP. The gems and the volcanic rock are consumed when the spell is cast.*

Fenzill's Phantasmal Fingers (Necromancy)

Range: 40 m + 5 m/level
Components: V, S, M
Duration: 2 rounds/level
Casting Time: 9
Area of Effect: One target
Saving Throw: None

This spell is an enhanced version of the second level spell *Spectral Hand*; it differs from that spell in the following ways: it can be used to deliver a touch spell of any level and it gives a +3 to the attack roll. It has an AC of -4, but it cannot be destroyed by any attack (it may only be dispelled). Instead, any hit on the hand inflicts full damage on the caster (although a successful save vs. spell reduces this damage by half). The caster may end the spell with a single word.*

Fire Gem (Abjuration, Evocation)

Range: 0
Components: V, S, M
Duration: Special
Casting Time: 3 turns
Area of Effect: One gem
Saving Throw: None

This spell requires an expensive gem. The value of the gem depends on the number of spell levels that will be cast into the gem. The gem's value must be 5000 GP per spell level of the spell or spells (cumulative). This spell causes a gem to have a flame appear at the centre. The flame has no real significance other than that the gem is ready to receive spell(s). After a spell is cast into a gem it can be called forth in one tenth of a round. The spell will act at the level it was cast into the gem. The gem will be destroyed in the process.

A spell that is going to be placed into a fire gem must be equal to or less than the wizard's level divided by four, rounded down. An 18th-level wizard could put up to a fourth-level spell into a fire gem. A 24th-level wizard could put up to a sixth-level spell into a fire gem.

If a *Permanency* spell is used on a fire gem, it will allow the spell to be cast a number of times per day. To determine how many times the spell or spells can be cast, divide the wizard's level by five times the level of the spell, i.e., a first-level spell cast into a fire gem at 18th level will be able to be cast 18/5 or 3 times a day. If a *Conduit* spell is added before the *Permanency* it will double the effects of the spell (if appropriate) and double the number of uses per day.

Remember that a *Permanency* and a *Conduit* spell are a total of 19 spell levels. Therefore a *Conduit*, *Permanency* and a *Magic Missile* would require a gem costing 20*5000 = 100,000 GP gem. Also the wizard would be unable to cast spells for 20 days (due to effect of the *Conduit* spell).*

Genocide (Evocation, Necromancy)

Range: 5 m/level
Components: V, S, M
Duration: Permanent
Casting Time: 9
Area of Effect: 6 m radius sphere
Saving Throw: Special

This spell allows the caster to kill one or more creatures of the same species: the caster chooses a creature as the initial target for the spell, and after the incantations are complete, a black bolt shoots forth from the caster's finger towards the chosen target. If this creature makes its saving throw vs. spell at -2 (or if it has 15 or more HD) there is no effect and the spell terminates.

If the save of the initial target fails, the creature dies, and the spell continues as follows: if there are no more creatures of the same species within the area of effect, the spell ends at this point. Otherwise, the bolt will continue jumping to other targets. The bolt jumps randomly from one target to the next; range is not a consideration - as long as the target is in the area of effect, and it is of the appropriate race,

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it may be hit by the bolt. Each creature that is hit with the bolt must make a successful saving throw vs. spell (with no modifiers) or die.

This spell will affect a number of hit dice equal to: 10 HD + 1 HD per level of the caster (the number of creatures is not a factor). The spell will terminate when one or more of the following occurs: the HD limit is exceeded, there are no more potential targets in the area of effect, or the bolt strikes a target with more than 15 HD (such a creature is unaffected by this spell). Each target hit with the bolt counts towards the HD limit, whether its saving throw was successful or not.

The bolt will never jump to a creature of a different species, or to one that has already been hit (whether living or dead). Any creature with more HD than the original target will not be affected by the bolt, but its number of HD is still counted towards the HD limit of the spell. If a target's HD would exceed the limit of the spell, it is not affected (and the spell terminates).

The bolt will never jump back to the caster; in addition, the caster may choose individuals to be unaffected by the spell simply by naming them as part of the incantations (usually used to avoid killing friends or allies).

Note that some races are closely related, but are not considered identical species for purposes of this spell (i.e. goblinkind). „Half-breeds“ will be affected by this spell if either of their parent-race is targeted, as well as when the cross-breed is specifically targeted. However, if a parent-race is named as the target, a half-breed of that race earns a +2 to its save. For example, a half-elf is affected normally if half-elves are named as the target of this spell. They would also be affected if either humans or elves were targeted, although they would gain a +2 to their saves in the latter two cases.

After this spell is cast, the wizard must make a successful system shock roll or fall unconscious for 1d10 rounds. Note that the DM may wish to inflict other penalties on the caster due to loss of blood (see material components below), especially if the spell is cast more than once in a short period of time.

The material components of this spell are a pint of the caster's blood and a figurine/statuette of the race to be targeted. The blood is consumed at the time of the casting, and the figurine is also destroyed, unless the caster makes a successful save vs. spell.*

Greater Disintegration (Abjuration, Alteration)

Range: 100 feet/level
Components: V, S, M
Duration: Instantaneous
Casting Time: 9
Area of Effect: 10-foot long cube/level
Saving Throw: Negates

This powerful spell is a long range, heavy version of *Disintegrate*. When cast, a sizzling blue beam springs from the wizard's hand destroying 1000 cubic feet of matter (10-foot long cube) per level of the wizard.

The material component is a pinch of residue from a normal *Disintegrate* spell. The saving throw is made at a -2.*

Kiri's Possession (Enchantment/ Charm)

Range: 10 feet/level
Components: V, S, M
Duration: 1 rounds/level
Casting Time: 1 round
Area of Effect: One person
Saving Throw: Negates

This spell allows a wizard to totally dominate and possess another. When the wizard possesses his target, he in effect becomes it therefore he knows what abilities the possessed being has. The possessing wizard can force the possessed being to use any of its powers, spells or combat abilities at no penalty, or the wizard can choose to cast his own spells through the creature. The incredible part of this spell is, is that if the wizard is not casting a spell of his own through the possessed creature, he can give the creature orders and can still act fully on his own!

After the spell has worn off, the possessed creature will not remember anything that has happened. A save vs. spells is allowed to resist this spell.

The material component is a marionette attached to strings that must be shaken as the spell is cast.*

Lazatar's Spellstopper (Abjuration)

Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 2 hours
Area of Effect: 9 m² section of wall/level
Saving Throw: None

This very potent abjuration is used to protect a castle, keep, city, etc. from one or more enemy spells. For each level the caster has obtained, he may protect up to a 9 m² section of wall; more than one application of this spell may be cast on a single wall at once, as long as the areas of protection do not overlap (the caster may shrink the area of effect to any size less than the maximum, as desired); in other words, no one brick of the wall may be under protection by more than one Spellstopper at a time. The protection afforded by this spell extends to individuals on top of an affected wall.

The Spellstopper may be used to affect one other spell for each level of the caster; thus a 19th level caster may provide protection against 19 other spells directed at the protected area. These affected spells may be *any*

spells, with the exception of *Wish* and *Dispel Magic*; however, the chosen spells must be ones the caster already has learned. Once this spell is cast, any of the chosen spells directed at the protected area automatically fail; the Spellstopper has no effect on other spells.

The Spellstopper may be removed by a *Wish* or it may be dispelled. For every non-chosen spell cast at the area of effect, the chance for dispelling the Spellstopper is increased a percentage equal to the level of the spell. This bonus is cumulative (up to 25%) and lasts for one turn. In order to earn this bonus, the wall itself must be targeted; an attack directed at a defender on top of the wall does not contribute to this bonus.

As an example, let us assume a wall is protected from, among others spells, *Passwall*, and *Magic Missile*, and that *Fireball* and *Transmute Rock to Mud* are not affected. On the first round, a *Magic Missile* is directed at one of the defenders; since the wall protects its defenders, the spell is stopped. The next round, a *Passwall* is cast on the wall; since it too is a chosen spell, the *Passwall* has no effect. On the third round, a *Fireball* is cast at the defenders, and since it was not named during the casting of the Spellstopper, it has full effect; in addition, if a *Dispel Magic* was cast within one turn, it would have a 3% bonus, since *Fireball* is a third level spell. Nine rounds after the *Fireball* is cast, a *Transmute Rock to Mud* is cast on the wall; it too has full effect; if a *Dispel Magic* was cast now, it would have an 8% bonus applied to it (3% for the *Fireball* and 5% for the *Rock to Mud*). Two rounds later, another *Rock to Mud* is cast; subsequent dispel attempts now have and 10% bonus (5% for each *Rock to Mud*; the 3% for the *Fireball* no longer applies, as it has been more than 10 rounds since it was cast).

Each casting of the Spellstopper temporarily reduces the caster's constitution by 1d4 points; an hour of undisturbed rest will restore one constitution point lost in this manner. If the caster's constitution is reduced to 0 or less by casting this spell, he must make a successful system shock roll to prevent actual death.

The material component for this spell is a thin sheet of lead, as well as the material components for *all* spells the Spellstopper will protect against.*

Lazzaro's Murderous Sword (Enchantment)

Range: 50 m
Components: V, S, M
Duration: 1 round/level
Casting Time: 9
Area of Effect: Special
Saving Throw: None

This spell is a version of *Mordenkainen's sword*, but with a twist. This spell causes a shimmering aura to form around any sword. This sword will then arise and be at the command of the spell caster. He may order to attack, defend, guard, or whatever. The sword can respond to moderately complex tasks like, „Let no one through this door unless they say the word, *ixitayal*.“

Mage Spells Ninth Level

In combat the sword hit any AC on a 19 or 20, it has the same hit points as a fighter of the level of the caster (18 con), has the same AC as the caster, and fights like a fighter of the same level (i.e. 2 attacks per round, THACO whatever). It attacks as if wielded by someone with an 18/00 strength (+3,+6). It also has its own bonuses; it requires a magical sword as material component. If the sword has any special abilities these will also be used in the combat.

The sword acts independently of the caster (obviously) and requires no concentration to maintain. However the caster must remain within 50 m of the sword or it falls to the ground, inert (with magic drained from it). The ways to defeat the sword: render the caster unconscious, hit it for loss of hit points, encase it in something, or successfully dispel it.

As discussed above the material component is a magical sword, the magic of which is consumed after the spell ends (gives high level mages a reason to collect all those magic swords and destroy them in the process). The other material component is a gem with the soul of a fighter trapped in it. This gem becomes embedded in the sword during the spell. Each time the gem is used, it has a cumulative 5% change of shattering, freeing the poor soul inside. Obviously the gem is not consumed after the spell ends.*

Lichdom (Alteration)

Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 3 hours
Area of Effect: Caster
Saving Throw: Special

When this spell is cast, the wizard saves vs. Death. If he fails, he becomes a lich, otherwise he dies. Should he be raised or resurrected, he can try again. This spell makes clear why a wizard has to be 18th level to be able to become a lich.*

Lorth's Translocation (Alteration)

Range: 0
Components: V, S
Duration: Instantaneous
Casting Time: 1 round
Area of Effect: Caster
Saving Throw: None

Lorth's Translocation is the most advanced teleport-class spell ever devised. Given a description of any sort, the caster is able to place himself at the specific location. The description might be a detailed mental image, a verbal description, a painting, „Nine metres due east“, „The center of the room in which stands the Sceptre of Ashka Mankh“, or anything else sufficiently precise. If there does not exist a location such as the one described, nothing will happen. If the description is insufficiently precise („A field of grass“, „The center of a

forest“), the spell will have no effect. If the location does exist, then the caster will be placed there, no matter where it is.

This spell can transport the caster to any plane, any distance. Note however that it is very, very difficult to describe a specific place in planes such as the Astral or the Ethereal, due to the lack of good landmarks. Of course, if there should happen to be a solid object in the place described, the caster is slain instantly.*

Magic Swarm (Alteration)

Range: Special
Components: V, S, M
Duration: Special
Casting Time: Special
Area of Effect: Special
Saving Throw: Special

The magic swarm spell is both a very potent, and a very unstable spell. With this spell, the wizard may bind up to three attack-type spells (those that cause any type of damage) together into one spell. The caster begins the incantations of the magic swarm and then „loads“ the spells to be bound into the swarm (this effectively casts the spells - the proper components are required, and the loaded spells fade from memory; the magic swarm is the „target“ for these spells). The wizard then finishes the binding process by continuing the incantations of the swarm. This entire process takes two turns plus the casting times of the spell(s) to be bound.

When the magic swarm is actually cast, the bound spells are released simultaneously (this has a casting time of 3). However, due to the unpredictable nature of this spell, there is a chance that some of the bound spells may not function normally. At the time of casting, the DM rolls 1d3; the result is the number of spells that work properly - the remaining spells fizzle and are lost (the spells go off in the order they were bound, so it is important to keep track of the order). Due to the extreme exertion required to cast this spell, the following penalties/stipulations are placed on its use:

- only one magic swarm spell may be memorized in any two day period.
- after a magic swarm is cast (actually cast, not after binding), no further spell casting is possible for one turn (10 minutes).
- after the spell is cast, the caster temporarily loses 1d4 constitution points; if this brings the wizard's constitution score to zero or below, a system shock roll must be made; if this roll is failed, the wizard dies, otherwise he falls into a coma until his constitution is restored to a positive value; it takes one hour of rest to restore one constitution point lost in this manner.
- if the magic swarm is not cast in one hour per level of the caster, the caster must make a saving throw vs. spell; if this save fails, the swarm will discharge with full effect, centered on the caster (1d3 is still rolled to determine how many spells actually go off and how many fizzle); if the save is successful, the magic swarm simply fades from memory and is lost (along with all bound spells).

The material component for this spell is a *Bag of Holding* (which effectively „holds“ the spells in the bound state). When the spell is cast, the bag is destroyed unless the caster makes a successful saving throw vs. spell at -2.*

Mental Library (Alteration)

Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: See below
Area of Effect: Caster
Saving Throw: None

This spell is similar to the *Mental Ledger* spell in that it enables the caster to record information in some unused portion of the caster's brain and then gives the caster the ability to read the information at a later date as if they were reading it in their own hands.

This spell actually will allow the caster to hold as many spells as he knows and any that the caster might learn in the future. In fact, any spells that are stored in the caster's brain through the use of the spell will remain there essentially forever available for recall when necessary.

This spell also allows the caster to record information other than spells in this „storage area“. The caster can store the entire contents of any book that he reads and can access the book at any time in the future just like the spell *Mental Note*.

To add more information after the spell is cast requires that the caster cast the spell again at the time that they wish to add more information.

This spell is highly useful for mages on the go who want all their spells and library without having to carry it around for themselves.

The casting time depends on what is being stored. It takes one hour per spell level per spell memorized, and it takes the time it takes the caster to read a book to store a book (the caster is allowed to take short breaks and sleep if there is a large amount of information being memorized).

The material components for this spell the first time it is cast is a specially prepared lead crystal which has been enchanted to absorb magical energies. The value of this item is no less than 50000 GP. To add more information in subsequent castings, the caster would require a pure lead crystal of 5000 GP (as in the *mental ledger* spell).*

Mezzalldam's Choking Fist (Evocation)

Range: 3 m/level
Components: V, S, M
Duration: 1 round/level
Casting Time: 9
Area of Effect: Special
Saving Throw: None

Mage Spells Ninth Level

This spell creates a disembodied hand similar to those of *Bigby's Hand* spells, except it is much smaller (about the size of an ogre's hand). It will attack as directed by the caster (no concentration is required to do so - the wizard simply chooses the target). The hand does not automatically hit, but will attack using the caster's THACO, with a +2 „to hit“ bonus.

If a hit is scored, the fist closes tightly around the victim's throat; it will continue squeezing until the target is dead, or until the hold is broken. Once per round, the fist's lock may be broken by making a successful bend bars roll (the victim has a 10% penalty applied to this roll); only one person may do this each round, due to the small size of the hand. Other party members who try to free the victim must devote their entire attention to this for the round (i.e. no other action may be taken, DEX bonuses to AC are lost, etc.).

Each round the victim is choked, a system shock roll must be made; each additional round (past 1) of constriction inflicts a 5% penalty to this roll. If this roll fails, the victim fall unconscious and if the hold is not broken the following round, the victim dies. While a victim is being choked he may perform no other actions (other than breaking the fist's hold) - all the target's efforts are required to fight the effects of the constriction. The fist will continue attacking until it is destroyed/dispelled, or until the spells' duration expires; the caster can also end the spell with a single word.

The fist may be destroyed by direct attack; it has an armour class of -2 and as many hit points as the caster at full health. The fist will also break its hold on a victim every time it loses half its remaining hit points. Note however, that attacking the fist while it is choking a victim is dangerous; if an attack on the fist fails to hit, another normal attack must be immediately rolled against the victim, inflicting any damage normally. If the fist's hold is released or broken, it may be attacked without fear of hitting companions. If the fist is not choking a victim, it may be attacked by anyone who beats the wizard's initiative roll (or by anyone, if the fist fails to score a hit that round).

The material components for this spell are a bit of bone and skin from any constricting snake; these components are consumed when the spell is cast.*

Mezzalldam's Lightning Swarm (Invocation/Evocation)

Range: 10 m/level
Components: V, S, M
Duration: 2 rounds
Casting Time: 9
Area of Effect: 1.5 m wide, 1.5 m per level long ray
Saving Throw: 1/2

When this spell is cast, a 1.5 m wide, electrically-charged, blue ray shoots from the caster's finger, and strikes as directed up to distances of 10 m per level of the caster. The ray travels in a straight line and is blocked by most obstacles; however, it will burn through thin, flammable material such as cloth and straw.

When the ray reaches its terminal point, as chosen by the caster (or when it strikes a blocking obstacle) it will erupt into a lightning swarm. This swarm appears as a glowing, blue sphere with dozens of small lightning bolts flashing in all directions. The radius of the swarm is 1.5 m per level of the caster.

Anyone caught inside the swarm suffers 10d6 points of damage; a successful save vs. spell reduces this damage by half (victims wearing metal armour suffer a -2 penalty to their saving throw). Those who fail their save must make saves vs. lightning for all their objects; items that fail their save are destroyed.

If the caster desires, the swarm may be continued for a second round. If full concentration is maintained, the caster may move the swarm 3 m per level of the caster; if the caster's concentration is broken, the swarm stays where it is. Anyone that comes into contact with the swarm during the second round suffers 5d6 points of damage. Those who successfully saved on the first round automatically save on the second round as well.

The material component for this spell is the heart of a blue dragon, which is consumed when the spell is cast. Evil spellcasters have discovered that the heart of a bronze dragon will also work as a material component for this spell.*

Mystyk's Mystical Missile (Invocation/Evocation)

Range: 10 m + 10 m/level
Components: V, S, M
Duration: Special
Casting Time: 9
Area of Effect: Special
Saving Throw: Special

This spell causes a sparking, blue ray to shoot from the caster's hand; the ray will strike any creature as chosen by the caster. When the ray strikes the target, it will evolve into a vortex of electricity that surrounds the victim. The target must make a saving throw vs. spell at -4; if this save succeeds, the spell ends with no effect. If the save fails, the victim suffers damage equal to 1d8 + 1 per level of the caster, and the spell continues. Each round, a new save must be made, with a cumulative +1 bonus (i.e. -3 on the second round, -2 on the third, etc.); the spell ends if a save is successful, otherwise the victim is again subject to a damage roll. The target must devote his or her entire effort on escaping the vortex; if any other action is performed that round, the save automatically fails and damage is inflicted normally. If the victim is rendered unconscious by the vortex, saves automatically fail (although the bonus still accumulates) until the target regains consciousness.

If a victim is killed by this spell, the vortex will immediately attack the nearest enemy of the caster; if none exist (within spell range of the caster), the spell ends. The vortex moves at a rate of 24, and the new target is attacked normally; the penalty or bonus to the save resumes at the point it left off when the previous target was killed. For example, if the initial target was killed during the fifth round, the new

victim's save begins with a +1 bonus. Any number of targets may be attacked by this spell, as long as the saves are unsuccessful, and a potential target is within range; otherwise, the spell ends.

The material components for this spell are the heart and scales of a blue dragon, and any gem worth at least 500 GP. All components are consumed when the spell is cast.*

Orko's Absorption (Alteration, Evocation)

Range: 0
Components: V, S, M
Duration: 5 rounds/level
Casting Time: 9
Area of Effect: The wizard
Saving Throw: None

This spell enables the wizard to absorb and redirect up to 10 levels of magic energy. Any incoming spell is nullified, and the energy stored as potential. Only the same spell can be redirected, even if the wizard is not familiar with it. Any type of spell directed at the wizard may be absorbed, with the exception of area of effect spells, touch spells, and effects from magic items. Unused energy stored is lost at the end of the spell's duration.

If an incoming spell exceeds the spell's remaining capacity, the wizard may make a saving throw vs. spells (with a bonus of +2 per level of the incoming spell absorbed), to avoid the effects of any remaining spell energy, even for spells that ordinarily do not allow saving throws.

The material component is an amulet that glows when spell energy is stored then disintegrates on the ending of the spell.*

Orko's Dimensional Travel (Alteration)

Range: 0
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: The wizard plus an additional 1d6 beings
Saving Throw: Negates

This spell allows the wizard and 1d6 beings to travel the circuits of the woven dimensions. The wizard can travel to the different realms or dimensions and back with this spell. The duration of the spell is all dependent upon the will of the wizard, with a maximum of 2 days. The number of creatures that can accompany the wizard should be rolled secretly by the DM, and only revealed after the first dimension travel has been made. No creatures other than those that accompanied the wizard on the first travel can accompany him on subsequent travels. Any unwilling creature gets a saving throw vs. spells to avoid the effects of this spell.

The material component for this spell is a brazier burning various rare herbs during the casting of the spell.*

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Orko's Mnemonic Enhancer (Alteration)

Range: 0
Components: V, S, M
Duration: 1 day
Casting Time: 1 turn
Area of Effect: Personal
Saving Throw: None

This spell is similar to the fourth-level spell *Rary's Mnemonic Enhancer*, but, by means of this spell, the wizard is able to memorize and retain the memory of nine additional spells, in different combinations. The wizard can elect to memorize the spells immediately or the wizard may elect to retain the ability to memorize the spells until a later time.

The material components for this spell are a piece of golden thread, an ivory plaque of at least 1000 GP, an ink composed of squid secretion and a drop of blue dragon blood. All components disappear when the spell is cast. No spell may be enhanced more than twice, by means of this spell.*

Pilpin's Dark Wall (Conjuration/Summoning)

Range: 200 m
Components: V, S, M
Duration: 1 day/level
Casting Time: 7
Area of Effect: 4500 m²
Saving Throw: Special

The spell conjures a 0.3 m thick wall of black mist that causes death to most creatures that touch it. The wall cannot be seen through, but sound or objects will pass through it. Any living creature that touches or attempts to pass through the wall must roll a saving throw versus death, modified depending on their level as follows:

Creature's Hit Dice	Saving Throw
less than 1	none
1 or 2	-4
3 or 4	-3
5 or 6	-2
7 or 8	-1
more than 8	normal

The wall can be shaped into a rectangle, box, hemisphere, sphere, or just one huge wall, as long as the surface area is 4,500 m². The wall cannot be physically disturbed (i.e., blow away, pushed, etc.), but parts of it can be negated by a successful *Dispel Magic*. It can be penetrated using an *Anti-Magic Shell*, or totally negated with a *Wish*.

The material components are a crushed black pearl and a vial of gaseous death poison.*

Pilpin's Nightmare (Enchantment/Charm, Necromancy)

Range: Plane of casting
Components: V, S, M
Duration: Special
Casting Time: Special
Area of Effect: One creature
Saving Throw: Special

This spell allows the wizard to enter a creature's dream and attempt to control it, but the spell can backfire and destroy the wizard. Creatures that do not dream are not affected by this spell (i.e., undead, non-intelligent monsters, etc.). The creature must have been asleep for at least one hour before the spell will work.

The wizard goes into a deep trance for the duration of the spell and is totally oblivious to the surrounding environment. If the wizard is disturbed, the spell ends.

The wizard projects from the trance into the creature's dream. The wizard will appear in the dream as an observer, unable to influence the dream or say anything. There is a 5% chance that the dream projected into is hostile to the wizard (see below for the effects of a dream hostile to the wizard).

Once in the dream, the wizard attempts to take control of the dream. The target creature is allowed a saving throw at -4 to resist the wizard's attempt. If this first save is successful, the wizard does not take control of the dream and cannot try again for a week. At this point, the wizard can leave, or remain as an observer. If the wizard chooses to remain, there is a 5% chance per round that the dream turns hostile to the wizard. If the creature fails the save, the wizard takes control of the dream and can make anything happen in that dream. If the wizard causes the dream to become hostile to the creature (i.e.: turning it into a nightmare), the target creature must make a saving throw versus death magic or die in its sleep. If the creature's save is successful, the wizard loses control of the dream, but the target creature still takes physical damage equal to 25% of its maximum hit points. The target creature will not awaken due to the physical damage caused by the nightmare, but may be awakened by another, who witnesses the damage suddenly appearing on the creature.

After the first attempt at turning the dream to a nightmare there is a 50% chance that the dream turns hostile to the wizard. The wizard can again attempt to take control of the dream or leave. If the wizard regains control of the dream, he can again attempt to kill the target. If the target saves versus death magic again, the wizard loses control of the dream and the target takes another 25% of its maximum hit points in damage. The dream now automatically turns hostile to the wizard.

The wizard can continue to go through this, each time the creature can either fail its save and die, or successfully save and take 25% of its hit points in damage. If the target creature saves and takes damage four times, it dies from physical damage.

If at any time the dream turns hostile to the wizard, the wizard can attempt to control the dream in the usual manner, or attempt to leave the dream. If the wizard chooses to leave, a successful saving throw versus spells is required (leaving a non-hostile dream does not require a save), if the save fails, the wizard is trapped. If the wizard unsuccessfully attempts to control the dream (i.e., the target saves against the attempt), the wizard is trapped.

A wizard trapped in a dream hostile to himself cannot make the dream hostile to the target again and must make a successful saving throw versus death magic or die for each round trapped. If the wizard successfully saves, the wizard loses 25% of his hit points due to physical damage (a wise wizard will have somebody watching in case this starts to happen). If the wizard is not awoken by another, he must regain control of the dream before he can attempt escape. If unsuccessful in gaining control of the dream, the wizard will die in four rounds from physical damage, if not sooner from a failed save versus death.

The material components are a personal possession from the target creature and a lock of hair from a night hag.*

Pilpin's Soul Exchange (Alteration, Necromancy)

Range: Touch
Components: V, S, M
Duration: Permanent until reversed
Casting Time: 1 turn
Area of Effect: Two creatures
Saving Throw: Special

This spell causes the life forces of two creatures to exchange. The wizard must touch both creatures simultaneously at the end of casting without having to make a roll to hit. Any two creatures with a soul or spirit (e.g., humans, elves, animals, birds, dragons, fish, etc.) can be affected. Examples of creatures that do not have souls or spirits (as we understand them) are: undead, demons, devils, automatons such as golems, and extra-planar creatures in general.

The saving throw against Pilpin's Soul Exchange depends on whether both, one, or neither of the recipients are willing to undergo the exchange. Treat indifferent as unwilling. If both recipients are willing than no saving throw is required. If one recipient is willing but the other is not, then the unwilling target is allowed a saving throw with a -2 penalty. If both are unwilling, then they are both allowed a normal save. A successful saving throw by any one of the recipients negates the spell.

This spell is much more powerful when used in combination with the eighth-level spell *Trap the Soul*. Unwilling creatures that are trapped within a gem prison have an additional -6 penalty on their saving throw. So if one recipient is willing and the other not, and the unwilling recipient is first imprisoned by *Trap the Soul*, the unwilling creature saves with a -8 penalty. If both recipients are unwilling and trapped in gem prisons, they both save with a -6 penalty. The spell does not release them from the gem prisons, only exchanges their souls.

Mage Spells Ninth Level

A creature's soul in a different body has that body's hit points or hit dice, Strength, Dexterity, Constitution, and Comeliness, but the soul's Intelligence, Wisdom, Charisma (modified by the body's new Comeliness), memories, and Intelligence based skills (i.e., languages, non-weapon proficiencies, spell-casting ability providing the body has require attributes, etc.). If the body has extraordinary Strength, it can only be used if a warrior's soul enters the body. The body will not radiate magic. The alignment will be that of the soul. *True Sight*, or *True Seeing* will reveal to a person that previously knew the recipient of the Soul Exchange that they are no longer the same person.

The spell can only be reversed by a carefully worded and executed *Wish* (creatures must be touching each other), another Soul Exchange, or the will of the original wizard. If a creature dies while in another's body, it can only be brought back with its own body, so if both creatures died this could be a reckless way to reverse the spell.

The material components are a diamond worth 1000 GP and a bit of fresh brain tissue from a mind flayer (not necessarily freshly acquired, possibly magically preserved).*

Power Word, Vapourisation (Alteration, Conjunction/Summoning)

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 9

Area of Effect: 3 m/level high cube

Saving Throw: None

When this symbol is cast, it will cause a large volume of inorganic material to simply vanish and cease to exist as if it had never been. This effect is instantaneous, and remains permanent. Only a wish can bring the lost matter back into existence. The volume that is destroyed can be in any shape the caster desires up to the maximum volume effected.

If any of the inorganic material is somehow magical, then assign it a value of 1 to 6, using the guidelines from the magic user spell detect magic where artifacts are assigned a value of 6. This is the basic saving throw number that must be rolled, or rolled under, using a d20 in order for the object to save and not be disintegrated.

If a magic item has powers or bonuses which could protect it from disintegration then they must be taking into account for the items saving throw. An intelligent item cannot be effected by the spell, as it does not count as an inanimate object. A ring of spell turning would not be able to turn the spell, but the roll is made anyway and if the turning is successful, then the ring would get the bonus or be saved completely. A ring of protection would get its saving throw bonus, while a device of protection from disintegration would always save.

The material components of this spell is a pinch of dust from the coffin of a mummy.*

Ralorn's Bolt of Dragon Slaying (Necromancy)

Range: 20 m/level

Components: V, S, M

Duration: Permanent

Casting Time: 9

Area of Effect: One dragon

Saving Throw: Negates

This spell launches a bolt of killing energy specifically tuned to slay dragons. Any dragon struck by this spell must save vs. death or die. If the save succeeded, it suffers 1d10 hp of damage per level of the wizard. Against any other creature, the spell inflicts 1d6 per level, save for half damage.

The material component is the tooth of a Wyrms or greater dragon slain by the wizard without using this spell.*

Rune IV (Enchantment)

Range: Special

Components: V, S, M

Duration: Until discharged

Casting Time: 1 turn/level

Area of Effect: Special

Saving Throw: Special

This spell allows the wizard to inscribe a rune containing the energies of one spell up to eighth level. Instructions of up to 1 word per level may be given to control the conditions under which the spell contained in the Rune is activated.

The material component is 100 GP gems and inks per level of the spell contained in the rune. This is the most powerful Rune spell normally available.*

Sarius' Endosmotic Zone of Magic (Alteration)

Range: 0

Components: V, S, M

Duration: 1 day/level

Casting Time: Special

Area of Effect: Special

Saving Throw: None

This powerful spell was researched by Sarius Mendlekine, Lord of Telnorne. It is actually used to create a magical rod (1 m long and 3 m in diameter) that projects a continual zone of increased magical potential in a spherical area of effect equal to a radius of 3 metres per level, extended outward from the rod in all directions. This spherical zone makes magic function at its utmost effectiveness, normally. But, it can be used to travel to planes with reduced magical factor ratings (MF) while keeping a MF rating of 0 within the area of effect. On planes with an increased MF the spell simply allows all spells of 9th-level or less to work optimally. The zone will permeate any area which is not totally enclosed in a lead casing or protected by an anti-magic shell which withstands the dweomer. All anti-magic shells or effects that come within the zone react as

though a dispel magic is cast upon them each and every round. Every round the two areas interact the anti-magic zones have a chance of dispelling as though a mage of four levels higher than the caster were trying to „*Dispel Magic*“ against them. On planes with a negative MF rating, everything within the area of effect operates as though the MF rating were 0. So, someone with a ring of flying would fly within the zone, but exiting it would cause them to drop like a rock! On a negative MF rating plane anti-magic shells are dispelled at the normal level of mastery or the spell-caster and all spells cast by any class of characters, whether native to the plane or not, operate at a normal MF rating of 0.

The spell's duration (from activation of the rod) is equal to a base 1 day per level in a Prime Material plane with a MF rating of 0. On negative MF rating planes, the duration is calculate as the total number of whole days left for the rod to operate divided by the result of the MF rating multiplied by -1. For example, a 20th-level mage activates the rod and hurriedly enters a gateway to an alternate Prime Material plane with a MF rating of -5 (since the spell must be initially cast on a plane with a MF rating of 0 or better). The duration would be determined thus: 20 days/(-5 × -1) = 4 days. But, if the mage had operated the rod (for more than 1 turn) before entering the gateway it would have lost a days duration and be calculated as: 19/(-5 × -1) = 3.8 days, or 91.2 hours, or 5472 turns, or 5,472 rounds. If the wielder had travelled to a plane with a MF rating greater than 0 the spell's duration would be calculated as the base duration multiplied by the MF rating of the plane. Whenever the rod changes alternate Prime Material planes (even if they both contain the same MF rating) its duration is recalculate with the current remaining days of operation left used as the base for determining the duration of the spell (disregard any remaining duration that does not equal a day or more in length). If the rod travels from a positive MF rating plane to a negative MF rating plane the rod is totally disrupted in the transferral as though the spell had ended, and vice versa. Dispelling magics will only affect the rod for one single round unless they are cast by a Demi-Power, Lesser Power, or Greater Power, in which case the a successful *Dispel Magic* will cause the device to become disrupted as described below.

The rod is the only material component of this spell. It is made from the purest mithril and rune inscribing agents (costing at least 7000 GP). Then, 9 deep blue amethysts (1000 GP each) are inset to the side of the rod among the various runes of power, and a large sapphire (1,000 GP) is affixed to the top. Once the rod has been fashioned (2 months creation time minus 1 day per level of mage working on the inscribing of the runes down to a minimum of 1 month) this spell can be cast upon it, empowering the rod with enormous magical potential. From this point, the rod remains dormant until its power is activated by speaking the proper command word and willing the rod to function. Until the rod is activated the casting mage loses a single 9th-level spell casting slot because of the bond that he has established with the rod's dormant power. While this spell could be inscribed onto a scroll it would still require the rod as a material component

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and the mage who inscribed the spell would not regain the spell slot until the potential of the scroll was released through copying it into a spellbook or casting it onto the rod and activating the rod. (Note: An apprentice may be used to inscribe the runes upon the rod freeing the learned master to further research).

Although almost any sentient creature may utilize the rod, in the hands of the original spell-caster it will convey a personal magic resistance equal to his level of experience (and cumulative to any other magic resistance he may be employing). On any Prime Material plane the rod will also act as a Rod of Striking, conveying a +3 magical to hit bonus and striking for 3d6+3 points of damage per round. The rod may only strike once in any melee round no matter if the creature wielding it is capable of multiple attacks with weapons. During the last turn of the spell's duration the rod will begin to hum extremely loud (hearable in a 1/2 mile radius. During the last round of the spell's duration the rod will glow with extremely powerful magical electricity, causing 1d20 hit points of damage to all that touch it, per segment of contact. In the last round it will flash with a bright light (causing all in the zone to save vs. rods or be blinded for 1d20 rounds) and then cease to function. This last burst of energy transmutes the mithril rod into pure lead, causes the runes to dissolve, and disintegrates the 10 gems into a useless powder.*

Sillvatar's Dragon Breath (Conjuration/Summoning)

Range: 3 m/level
Components: V, S, M
Duration: Instantaneous
Casting Time: 9
Area of Effect: Special
Saving Throw: Special

This spell conjures a dragon head similar to that created by *Sillvatar's Dragon Bite*; however, instead of bite damage, the caster may direct the head to make a single, instantaneous breath attack. The dimensions and composition of this breath attack are as per the dragon the material component is from. The damage inflicted by this attack is equal to an attack from the appropriate dragon of age category 1-6 (determine age randomly). For example, if a red dragon is the source of the material component for this spell, and a 4 is rolled for the age category, the breath attack takes the shape of a 27 × 1.5 × 9 m cone of fire, and inflicts 8d10 points of damage. All victims must save vs. the worst of spell or breath weapon to receive only half damage; possessions are treated as if they had been hit by the actual corresponding breath weapon (if the victim's save was successful, possessions are not affected).

The material component for this spell is the heart from any type of dragon; this component is consumed when the spell is cast.*

Sillvatar's Superior Summoning (Conjuration/Summoning) Reversible

Range: Touch

Components: V, S, M
Duration: Special
Casting Time: 2 turns (casting time of 5 to trigger summons)
Area of Effect: Special
Saving Throw: None

The caster of this spell is able to summon to his aid one or more prechosen individuals; the creatures to be summoned must be chosen at the time the spell is cast and must be willing to receive the summons. The total number of levels or hit dice of the individuals summoned must be equal to, or less than the level of the caster.

When the spell is initially cast, the wizard must follow a set procedure for each person or creature summoned: first the individual must be marked with a Wizard's Mark spell; this must then be made permanent through the casting of a *Permanency* spell (to prevent the mark from wearing off). Finally, the Superior Summoning is cast; this entire process takes two turns, plus the casting times of the other two spells. Each recipient must be marked by a separate Wizard's Mark, but a single casting of the *Permanency* spell, as well as the Superior Summoning will suffice. These marks will be visible only to the caster and the recipient (although a *True Seeing* spell or similar magic will reveal them) and will remain until dispelled or the spell is triggered.

When the wizard wishes to trigger the spell, the final incantations are uttered along with the names of each of the recipients (this has a casting time of 5). The summoned individuals will appear anywhere within 30 m of the caster, as desired. The individuals to be summoned must be on the same plane as the caster when the spell is cast (triggered) or they cannot answer the summons.

The reverse of this spell, Sillvatar's Superior Sending, will send the marked individuals to a pre-chosen location (a separate location may be chosen for each recipient). The result is similar to a *Teleport without Error* spell, but with a separate location for each recipient. The same procedure must be followed as for the Superior Summoning, and since the Wizard's Mark disappears when the individual is summoned, multiple castings of this spell, as well as the Wizard's Mark and *Permanency*, are required to send summoned creatures back to where they came from.

The material component for this spell is a diamond worth at least 500 GP for each individual to be summoned. These diamonds are powdered and sprinkled on the Wizard's Mark (this fulfills the component requirements for the Wizard's Mark spell as well).*

Sphere of Annihilation (Evocation)

Range: 12 m
Components: V, S, M
Duration: Permanent
Casting Time: 12 hours
Area of Effect: 0.6 m diameter sphere
Saving Throw: None

This ancient and arcane spell was first found in the Libram of Tel' Aknus the Mad. It is used to create a *Sphere of Annihilation*. The mage must prepare a special magical device, which costs 15,000 GP to construct, to house the energies required to bring the sphere into existence. The construct is made of the rarest or ores, adamantite, and requires a full year of work by a master smith to fashion. A Master Alchemist must then fuse ten vials of Essence of Platinum, ten vials of Essence of Gold, and ten vials of Essence of Silver, in this order, into the construct (which looks something like a giant spider when finished). This will take two weeks per vial and the chance of success is equal to the alchemist's chance of creating said essences (checked for each vial fused to the structure) and any failure means that the entire structure has been transmuted in the metal of the current essence which is being fused into the construct.

Then the casting procedure can take place. It consists of a highly ritual ceremony requiring a black pearl of at least 0.3 m in diameter being placed inside a magic circle and then calling forth the various magics of the planes to instill the pearl with anti-planar power of a sphere of annihilation. The spell then temporarily doubles the current hit points of the casting mage as it starts. Every hour of casting time instills the pearl with more and more power. At the end of every hour's casting the mage must roll a successful saving throw vs. magic which is unadjusted by any means other than his current level of mastery. If successful, the casting continues for the next hour. If unsuccessful, the mage takes 1d20 points of damage for an unsuccessful hour of casting and the casting time is extended for another hour. The spell will only be successful if 12 hours of continual casting is completed. Remember that if the spell is successful the mage must still attempt to bring the sphere under his control. This spell in no way gives any special bonuses for control attempts.

If the mage is reduced to zero hit points the pearl disappears (in a harmless, but spectacular flash of light) and his strength and constitution are reduced to 1 and he is thrown into a coma, losing knowledge of all spells currently memorized. These statistics and normal hit points are regained at a rate of 1 point per day or total rest unless some form of magic is used to increase healing. Until the mage reaches half of his original constitution score he is extremely susceptible to diseases and will take 4x the amount of damage a disease would normally inflict. When half of his original strength is restored he may save vs. spells each day to see if he comes out of the coma. Failure means that he remains in the coma. Once the mage comes out of a coma he will be in a ravenous state and will not be able to regain spells again till he has eaten and rested for as many days as he was in the coma. Success or failure notwithstanding, this spell will always destroy the construct and the pearl used as the material components. If the spell is successful, the construct and pearl are sucked into the sphere, and if unsuccessful, the construct crumbles into a useless crystal substance and the pearl disappears as mentioned above.

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If the spell-caster is physically touched during the casting of this spell by anything, including the power of another magic, and sustains damage which subtracts from his hit points or any ability score or level, the pearl will explode in a force of magic dealing out damage equal to 1d20 per hour of casting time that has passed (rounded down) in a radius equal to 3 m per hour of casting time that has successfully passed (again, rounded down and a unmodified saving throw vs. spells will allow anyone in the area of effect to save for half damage). Also, when this happens the extra hit points disappear (if they are still present) and the mage takes damage from his normal remaining hit points. Death by this explosion means that the body has been disintegrated, ruling out „raise dead“ or „resurrection“ spells for bringing the victim back to life.*

Staff of Smiting (Alteration, Enchantment/Charm)

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 day
Area of Effect: One hazel staff
Saving Throw: None

This spell creates a magical staff. First an thaumaturge must find the finest wood of a hazel tree and fashion it magically into a wizard's staff. The staff must be then dipped in serpent's venom and touched by a dragon's breath. Then, it must be enchanted and sprinkled with mithril dust. The staff thus created will be capable of striking at +3 to hit for 1d6+3 hp twice per round. Once per day it may strike as a venomous weapon, doing double damage for the attack and causing the victim to save vs. poison or suffer the effects. The staff may also attack for 10d6 with the breath of the dragon which imbued this magic, however, this attack destroys the staff.*

Sunball (Evocation)

Range: 10 m + 10 m/level
Components: V, S, M
Duration: Instantaneous
Casting Time: 9
Area of Effect: 6 m radius sphere
Saving Throw: ½

This powerful spell superficially resembles a *Fireball*; instead of fire, however, the ball consists of solar radiance. All within the area of effect suffer 1d10 hp of damage per level of the wizard. Undead and similar creatures suffer double damage. Creatures specifically harmed by sunlight save vs. death or are slain instantly. If the save is made, they suffer the effects of 1 turn of full sunlight per level of the wizard.

The material component is a golden sun symbol with a large topaz set in the centre. The symbol costs 2000 GP to make and is lost in the casting.*

Symmetry (Evocation)

Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 3 hours
Area of Effect: 10-mile radius sphere
Saving Throw: None

Composed of 2 level 9 spells which have to be cast simultaneously. Creates within a 10-mile radius a condition in which the symmetry between the physical interactions which prevailed at the time of the Big Bang is restored. Everything within the 10-mile radius is instantaneously gone regardless of magic resistance, god or artifact status etc. Everything for a couple of hundred miles around gets burned, vaporized, melted etc. Note that this has a range of zero, so use of Long-Range Carrier is advised.

Telnorne's Force Layer (Evocation)

Range: 3 m
Components: V, S
Duration: Permanent
Casting Time: 1 hour
Area of Effect: One 3 × 3 m area
Saving Throw: None

The source of this highly improved version of the *Wall of Force* spell is the Telnorne Mageocrat. It is used to create a barrier which cannot be penetrated by any known spells or forces in the multi-universe, including major powers, avatars, devils, or demon princes.

The casting time of 1 hour is standard, but the mage must also spend a hour in contemplation, reviewing diagrams and/or charts of the area or object to which the force layer is to be attached when memorising the spell. A force layer may cover an area of up to 3 × 3 metres, and must be attached to a localized gravity: either an object, a structure, or an area. Once cast, only spells of wish-like power may affect the force layer.

A *Limited Wish* will effect the force layer as a 1/2 strength *Dispel Magic*, an *Alter Reality* will effect the force layer as a 3/4 strength *Dispel Magic*, and a *Wish* will effect the force layer as a full strength *Dispel Magic*. The force layer may be attached to moving objects, but only those which are of one piece and move in conjunction to something else. For example, a chest (with hinges) could be covered, but the chest would still need to have a break within the spell effect, so only the top or the bottom of the chest would be affected. Placing the spell on a wagon would effectively make the wagon indestructible, but the wagon would never again roll since the wheels are now locked in place. But, if the wheels alone (and possibly the axle if the mage was inventive) were protected the wagon would still roll. Of course, after the wheels eventually rotted away in a few years the spell area would still be in effect and invisible wheels would still roll.

When this spell is cast on the Prime Material plane the area of effect extends into the astral and ethereal planes, although the force

layer will still be invisible. Nothing will stick to the force layer except for another force layer which is attached to a previously cast one. Paint, dust, and powders will simply roll off its surface. Only *Dust of Appearance* will stick to the force layer, and then only for 1d10 rounds.*

Tempestcone (Alteration, Evocation)

Range: 0
Components: V, S
Duration: 1 round/level
Casting Time: 9
Area of Effect: One creature
Saving Throw: None

This spell creates a shadowy, upright cone of force surrounding the caster or one creature touched by the caster. The cone comes to a point a few feet above the recipient's head, and extends to the floor (or, if the caster is flying, falling, or otherwise removed from a solid surface, to just below the lowest part of the caster's body). The tempestcone moves with the caster, and seems to be a faintly-shrieking, tumultuous chaos of whirling winds and shadowy clouds (hence its name). Its only effect is to "drink" all magic coming into contact with it (including magical-item charges and spells cast by the caster it is protecting), and transforms them into magical missiles.

The caster is unharmed by the whirling cone of winds (and is unaffected by all incoming spell effects); the magic missiles created by a tempestcone whirl around the cone until hurled unerringly at targets within 42 m by the being enveloped by the cone. The protected creature can hurl the missiles even if it isn't a spell-caster; a mental command is all that is needed. The missiles are identical in all respects to a magic missile spell.

A tempestcone creates two magic missiles per spell level absorbed, each doing 1d4 + 1 hp damage and flying unerringly at MV Fl 24 (MC: A). If the projectiles pass more than 42 metres from the cone, or are unused when the spell expires, they fade away harmlessly. Magical-item discharges for which no spell equivalent exists are considered sixth level for purposes of generating magic missiles.*

Uldark's Ultimate Summoning (Conjuration/Summoning) Reversible

Range: 10 m/level
Components: V, S, M
Duration: 1 round/level
Casting Time: 9
Area of Effect: Special
Saving Throw: Special

This spell is Uldark's response to his friend Sillvatar's spell, *Superior Summoning* [q.v.]; it is not as powerful (in terms of levels) as Sillvatar's spell, but is more versatile, and requires less preparation time. This spell allows the caster to summon any creature of the wizard's choice; only one such creature may be summoned per casting of this spell, and the summoned creature's hit dice may be no more

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than two-thirds the caster's level (drop fractions). A certain species of creature may be specified in the summoning (or in the case of an adventurer, class and level), but a specific individual may not be called; for example, the caster may summon a 12th level Paladin, but may not summon a specific paladin by name.

The summoned creature appears anywhere within the spell's range as directed by the caster. If a good caster summons an evil creature (or if an evil one summons a good creature) both the creature and the caster must roll a save vs. spell. If the caster succeeds and the creature fails, the spell proceeds normally; if the caster fails and the creature succeeds, the creature will attack the caster immediately; if both fail, the creature ignores the caster (the caster may still attempt to gain control of the summoned creature via some other magic).

Of course since Sillvatar's spell is reversible, Uldark felt his should be as well. The reverse of this spell, *Uldark's Ultimate Banishment*, sends the previously-summoned creature back to its place of origin. This will only work on a creature who was previously summoned by this spell. If the creature fails a save vs. spell at -4, it is immediately sent back to where it came from.

The material component for this is a ruby, diamond, or emerald worth at least 800 GP. The gem is consumed with the casting of the spell.*

Mage Spells Tenth Level

Conduit (Evocation)

Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 3 rounds
Area of Effect: Creature or item touched
Saving Throw: Special

By means of this spell a conduit to either the positive or the negative material plane is opened (wizard's option, based on his alignment). This channel can be used to infuse another wizard or a magic item with power.

If another wizard is infused, both wizards must make a saving throw vs. magic, at the level of wizard. A failure means both instantly pass out, a critical failure (a roll of a natural one) means death for both. If the save is successful, the recipient can cast spells at triple power and will not forget any spells currently memorized.

For each tenth of a round that the Conduit is open the wizard cannot cast spells for one full hour. The wizard may only keep a Conduit open for one tenth of a round for each point of Constitution + level he has. Additionally, immediately after the Conduit is closed the wizard will fall unconscious for a length of 10 times the time the Conduit was open.

If the Conduit is cast into an object, and a Permanency is added, it doubles the power of the item. In this case, add the levels of the spells cast into the object. The number thus

attained indicates the number of days the wizard is unable to cast spells after regaining consciousness.

The material component for this spell is a small piece of hose.*

Learn Language (Alteration, Divination)

Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1 round
Area of Effect: The wizard
Saving Throw: None

This spell allows the wizard to learn to speak and understand a desired language known by another creature, or to read and write a language found in a book, scroll, manuscript, etc. The wizard will only be able to learn the language if he has a nonweapon proficiency slot left to spend.

The somatic component is a splayed hand touching the head of the creature or the surface of the written object. There is no saving throw, but because the hand must be kept on the subject the entire round of casting, the spell is effective only on a willing (or unconscious, firmly held, etc.) creature.*

Mass Death (Necromancy)

Range: Special
Components: V, S
Duration: Permanent
Casting Time: Special
Area of Effect: Special
Saving Throw: Negates

Mass Death is a modified version of *Power Word, Kill*. After nine tenths of a round of verbal and somatic preparations, the wizard is ready to utter the Word of Death. This word can be uttered any time within one turn per level of the wizard, provided no other spells except *Shout* or *Ventriloquism*, are cast in the intervening time. The Word has a range of 15 m plus 3 m per level.

All creatures (besides the wizard) within the range of the spell, including allies, having one third of the wizard's level or less, must save vs. death or be instantly slain.

A *Shout* spell will double the range, while *Ventriloquism* will allow the wizard to move the centre of effect. Use of either spell grants the victims a +4 bonus on their save due to magical synergy.

It should be noted that the final word must be heard by its victims. The deaf are therefore totally immune to this spell. Magical silence can negate the spell's effect, while loud noises and ear plugs will offer partial protection, i.e. saving throw bonuses, at the DM's discretion. This spell does not affect undead or creatures without functioning auditory organs.*

Noska Trades' Selective Death Spell (Necromancy)

Range: 0
Components: V, S, M
Duration: 1 round
Casting Time: 6 hours
Area of Effect: 600 m/level
Saving Throw: None

This spell will slay a selected type of creatures in the designated area of effect with the effectiveness of a double strength *Death Spell* (with respect to numbers of creatures slain). For example, all the first born of a specific race could be slain in the area of effect.

During the 6 hour casting time, black storm clouds form over the wizard's location and slowly pillar to the ground. Upon completion of the casting the cloud touches the ground and vanishes and the selected group of creatures slowly dies over a one-round period.

The first material component is a blade of grass from the grave of a creature of the type to be selected. The single blade of grass must be picked in the direct light of a full moon. The second material component is 5,000 GP worth of powdered diamond.*

Orko's Time Travel (Alteration)

Range: 0
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: The wizard or 1d6 creatures
Saving Throw: None

This spell allows the wizard or 1d6 beings to travel the circuits woven by time. The wizard can travel into the future or into the past and back with this spell. It is recommended that the past be left alone for the general safety of the future. The wizard controls the duration by his will. If beings other than the wizard are sent into the future or the past, they can return whenever they will it.

The material component for this spell is a small piece of oriental silk.*

Rune V (Enchantment)

Range: Special
Components: V, S, M
Duration: Until Discharged
Casting Time: 1 turn/level
Area of Effect: Special
Saving Throw: Special

This spell allows the wizard to inscribe a rune containing the energies of one spell up to ninth level. Instructions of up to 1 word per level may be given to control the conditions under which the spell contained in the Rune is released.

The material component is 100 GP gems and inks per level of the spell contained in the rune. Since few areas can support tenth-level magic, this spell is extremely rare.*

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Vorpal Blade (Alteration)

Range: Touch

Components: V, S, M

Duration: 1 round/3 levels upon use

Casting Time: 1 turn

Area of Effect: One edged weapon

Saving Throw: None

When cast on an edged weapon, the weapon will become Vorpal upon its next use, and will remain that way for 1 round per 3 levels of the wizard. The weapon may not be magical, except if subject to an *Enchant* spell. The spell adds no plusses to the weapon, but plusses due to quality or an *Enchant* spell do apply.

The material component is a mithril razor enchanted to +6 with an *Enchant an Item* spell and a *Sharpness* spell costing 1000 GP. The spell can be made permanent, but to do so requires a specially forged weapon, and a miniature version of the weapon forged from the same metals in lieu of the razor. The total cost starts at 50,000 GP.*

Youth (Alteration)

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 10 turns

Area of Effect: One creature

Saving Throw: Special

This spell reduces the physiological age of the recipient by 2d6+6 years. The recipient must make a saving throw vs. death for the spell to succeed. If the save is failed, the spell is ruined. A fumbled save (a natural roll of 1) results in the recipient being aged 2d6+6 years. Only the recipient's natural saving throw is used in this roll.

The material component is a quart of dragon blood, and 1000 gold pieces worth of gems per year of time the recipient has lived (his chronological age). The recipient must be willing for the spell to work.*

Priest Spells First Level

Priest Spells First Level

Animal/Bird Call (Conjuration/Summoning)

Sphere: Animal, Summoning
Range: 0
Components: V, S
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: 3,6 m + 0,3 m/level radius area
Saving Throw: None

This spell allows the cleric to call all animals or birds within the spell effect. The animals or birds will converge upon the cleric within 1d3 rounds. While the spell is in effect, none of the animals or birds will attack each other. While there, the cleric may set one small task for the group to perform. When the spell ends, the animals or birds will peacefully disperse to whence they came.*

Animal Enmity (Enchantment/Charm)

Sphere: Animal, Charm
Range: Touch
Components: S
Duration: 1 day
Casting Time: 1
Area of Effect: One creature
Saving Throw: Negates

This spell simply causes the victim to be offensive to animals for the period of one day. Horses will shy or buck, dogs will bark, bulls will charge, birds will aim at them, etc. Note that animals with a close association to the victim won't do anything to hurt the victim, they'll just treat him like you would treat a friend who, for some reason, smelled horrible.*

Animal Tracks (Alteration, Enchantment)

Sphere: Animal
Range: 0
Components: V, S, M
Duration: 3 turns + 1 turn/level
Casting Time: 2 rounds
Area of Effect: Caster
Saving Throw: None

This spell causes the cleric to leave tracks & scents as the animal specified during casting. The tracks have traces of magic for 3 turns, after which they are indistinguishable from normal tracks. Only non-mythical creatures can be impersonated. A holly berry and some fur from the animal to be impersonated is needed to cast this spell.*

Coalstone (Alteration)

Sphere: Elemental (Fire)
Range: Touch

Components: V, S, M
Duration: Special
Casting Time: 3 turns
Area of Effect: One gem
Saving Throw: None

When this spell is cast, the cleric enchants a gem, turning it into a coalstone. The coalstone glows and gives off heat. It is hot enough to start a fire, ignite flammable substances and sheds light in a 1,5 m radius. Holding the coalstone will inflict 1 hit point of damage per round unless the wielder possesses some form of protection. The coalstone will burn for 1 day per GP value of the gem used for a maximum of 1 year per level of the caster, after which the coalstone crumbles into a fine powder. Another function of the coalstone is that the caster may opt to cause it to explode. This will cause 1 point of concussion damage for every 100 days left on the duration (save for +) and ignite any flammables within a 1,5 m radius. The material component for the spell is the gem to be enchanted and a sprig of holly.*

Comprehend Languages (Alteration) Reversible

Sphere: Divination
Range: Touch
Components: V, S, M
Duration: 5 rounds/level
Casting Time: 1 round
Area of Effect: Creature or object touched
Saving Throw: None

This spell is the same as the first level magic-user spell Comprehend Languages.*

Conjured Weapon (Conjuration)

Sphere: Combat
Range: 0
Components: V, S
Duration: 1 turn/level
Casting Time: 1
Area of Effect: One weapon
Saving Throw: None

When this spell is cast, it brings into existence a weapon of the caster's choice which he can use to fight with. The weapon is a normal weapon with the holy symbol of the god engraved upon it. The weapon has a dim glow upon it which can be faintly seen. The caster, if he is to use the weapon, must be proficient in its use. The weapon can be given to another character to use.

If a striking spell is used in conjunction with the conjured weapon spell, then there will be an additional +1 to hit and to damage rolls because of the cumulative effects of the magic of the spells. The conjured weapon then counts as a +2 weapon for purposes of special defence.

The weapon stays into existence until the end of the spell or until the caster wishes the spell to end.

The verbal component would sound something like, "Oh Great Warrior Kos, give me a broadsword to smite down my foes!", then the gestures made are those to signify the caster's intent.*

Create Earth (Alteration) Reversible

Sphere: Elemental (Earth), Summoning
Range: 0.3 m
Components: V, S, M
Duration: Permanent
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

By this spell, the caster creates up to 3 pounds per level of stone or 1 cubic foot per level of sand, dirt, or dust. The stone can be solid or loose gravel. The reverse, Destroy Earth, will destroy a like amount of earth or stone. Magical creatures are allowed a save vs. magic or take 1 point damage per level of the caster.

The material component is the cleric's holy symbol.*

Detect Enemy (Divination)

Sphere: Divination
Range: 0
Components: V, M
Duration: Instantaneous
Casting Time: 2
Area of Effect: 0.3 m/level radius area
Saving Throw: None

By casting this spell, the cleric may determine whether there are creatures within the area of effect that bear hostile intent toward him. The spell will reveal the direction of the creatures, even if they are invisible, ethereal, astral, or out of phase.

Note that this spell does not reveal anything about the alignment or motives of the creatures in concern.*

Detect Life (Divination)

Components: V, S
Range: 0
Casting Time: 1
Duration: Instantaneous
Saving Throw: None
Area of Effect: 20 m radius
Sphere: Divination

This spell enables the priest to sense the aura of life. Diviners may also sense as well one attribute per level above third, noting such attributes as number, degree (size), concentration (power), and location. Diviners may also focus in on a particular aura and sense at will one "colour" per level above seventh, noting such features as kingdom (animal, plant, etc. . .), state (live, undead, divine, etc), form (gaseous, liquid, solid), and extension (prime-material, para-ethereal, negative-energy, etc).

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Dieme's Forcing Hand (Alteration)

Sphere: Combat
Range: 1 m + 0.3m/level
Components: V, S, M
Duration: Instantaneous
Casting Time: 1
Area of Effect: One creature
Saving Throw: 1/2

By this spell, the caster throws a stone hand at the target. The stone hand will then make a crackling noise and show blue lightning as it flies towards its target. When it hits, it will do 2 points per level of impact damage. Upon casting this spell, the caster throws the hand and says "to arms." This spell (like "magic missile") always hits.

The material component is a carved (or created) stone hand.☞

Dispel Fatigue (Abjuration)

Sphere: Healing
Range: Touch
Components: V, S, M
Duration: 3 turns/level
Casting Time: 1 round
Area of Effect: Creature touched
Saving Throw: None

This spell removes fatigue from the affected creature and protects it from tiring further for the spell duration. However, once the spell expires, the recipient must rest for the amount of time spent in strenuous activity (i.e., running, melee combat) while under the spell. No damage sustained is restored, including broken or sprained limbs, i.e., you still can't run on a sprained ankle. The spell is also ineffective against magically or psionically caused fatigue (such as Ray of Enfeeblement), or against subdual damage.☞

Faithfulness (Abjuration)

Sphere: Guardian, Protection
Range: 0
Components: V, S, M
Duration: 1 day
Casting Time: 1 round
Area of Effect: Caster
Saving Throw: None

This spell acts as a Phylactery of Faithfulness in that it will alert the cleric to any action or item which will adversely affect his alignment and standing with his deity, if a prior moment is taken to contemplate the action. Furthermore, if the cleric is forced by some form of possession or domination to act contrary to alignment, the spell bestows a 10% chance per level of breaking free of the mind control, as well as a saving throw to not carry out the offending act.☞

Flame Tongue (Enchantment/Charm)

Sphere: Charm
Range: 0
Components: V, M
Duration: 1 round/level
Casting Time: 5
Area of Effect: One or more persons listening
Saving Throw: Negates

This spell grants the caster the ability of fast talking: during the spell's duration, the caster is able to talk and talk and talk, thus gaining the undivided attention of those listening, provided they can understand the caster. Note that all hearing the caster will be affected by this fast talking: party members are affected too.

The second use of this spell is to increase the morale of hirelings, followers and henchmen: prior to a fight, the priest can encourage them by talking vividly for one round, thus increasing their morale by two points plus one for every two levels above first, up to a maximum of 5. Thus, a fifth or sixth level priest will increase the morale by 4 points.☞

Git (Abjuration, Enchantment/Charm)

Sphere: Charm
Range: 12 m radius
Components: V, S
Duration: 3 turns/level
Casting Time: 1
Area of Effect: Special
Saving Throw: Negates

By use of this spell, the priest may frighten away two hit dice of animals per level of experience.☞

Gnat Swarm (Conjuration/Summoning)

Sphere: Animal, Summoning
Range: Sight
Components: S, M
Duration: 1d4 + 1 rounds
Casting Time: 1
Area of Effect: One creature
Saving Throw: None

The cleric can summon a swarm of gnats to bother and harass the victim for the duration of the spell.

For example: a man is stalking Bob-the-wonder-druid through the forest. The fellow gets closer than Bob would like, and, unless he acts fast, is liable to get spotted (a situation he'd like to avoid.) The man has a 30% chance to spot Bob normally, but with the swarming gnats, his attention is elsewhere, so his chances are cut to 15%. The material component for this spell is a dead gnat.☞

Grow (Alteration)

Sphere: Plant
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 2 rounds
Area of Effect: One plant
Saving Throw: None

The cleric can cause a single plant to show a week's worth of growth in one day. This spell can be cast at most once per day per plant. The material component for this spell is some fertilizer or humus, and some water, to be given to the plant (the components are not consumed by the spell, but they are by the plant). If the cleric wishes to continually cast this spell, then he should be prepared to furnish additional fertilizer and water to sustain the plant.☞

Guardian Watch (Conjuration/Summoning)

Sphere: Elemental (Earth), Summoning
Range: 1 m
Components: V, S, M
Duration: 8 hours
Casting Time: 1 round
Area of Effect: 0.6m radius sphere
Saving Throw: None

This spell summons a small quasi-earth-elemental (1d4 HP) to stand watch. If some creature moves across or under the ground into the area of effect that weighs more than 1 pound, the elemental will cause the ground to shiver and wake people up (detection of creatures is by movement and vibrations across the ground). The elemental can also form a hand and try to trip intruders (the guardian is semi-intelligent and can remember simple commands from the caster, i.e. like who the party members are). The guardian is hard to detect and will almost always trip from surprise. Opponents get a save vs. magic to avoid tripping -a save means they just felt something trying to grab their leg.

The material components of this spell are the cleric's holy symbol and a live worm.☞

Itch (Enchantment/Charm)

Sphere: Charm
Range: 30 m
Components: V, S
Duration: Instantaneous
Casting Time: 1
Area of Effect: One creature
Saving Throw: Negates

Causes the victim to have an irresistible urge to scratch, if he, she or it fails its saving throw. This can be cast on any sort of animal that might have to scratch, and dogs save at -4. This spell works with embarrassing effectiveness on armoured folks. The actual location of the itch is semi-random (i.e. GM rolls a dice, pretends it matters, then does whatever (s)he likes).

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Most of the time, though, it's on the back, the foot, or, on the odd occasion, less appropriate places.*

Quick Step (Alteration)

Sphere: Charm
Range: 0
Components: V, S, M
Duration: 1 hour/level
Casting Time: 1
Area of Effect: One creature
Saving Throw: None

This spell allows one creature to be able to run at full speed without getting tired over stone, dirt, or grass. At the end of the duration, the creature must stop for 1 turn for each hour it was running. During this time it can do nothing except drink liquids and small, light portions of food. At the end of this resting period, the creature will start to regain enough energy to be able to carry on normal activities (i.e. eat, walk, etc.). When the creature has stopped for a time equal to the time it ran, it will be able to carry on all activities without penalty (i.e. fight, run, etc.). This spell will work on horses, pack animals, etc.

The material component for this spell is a small piece of leather.*

Request Animal (Enchantment/Charm)

Sphere: Animal, Charm
Range: 3 m
Components: V, S, M
Duration: Instantaneous
Casting Time: Special
Area of Effect: One animal
Saving Throw: Special

By casting this spell, a cleric can ask a particular animal for a favour. The caster must have some sort of enticement for the animal to actually perform the favour, because the animal can opt not to carry out the cleric's wishes. The casting time of this spell is 1 plus the time necessary to make the request, which may take no longer than one turn. This spell does not empower the priest to actually speak the animal's language.

For example: If a cleric spotted an owl, the cleric could request the owl to, if it saw any other humanoids around, fly back and alert the cleric. An appropriate offering might be some choice part of a rabbit, a mouse, or some other form of owl snack food. If the owl was actually required to fly patrol all night (and forego hunting, a favourite owl activity) then probably the owl would turn him down no matter what the cleric offered.*

Rock-Jump (Conjuration)

Sphere: Creation
Range: 100 m
Components: S, M
Duration: Instantaneous

Casting Time: 1
Area of Effect: One creature
Saving Throw: None

With this spell, the cleric can cause a rock to find its way into the shoe of the victim. If the victim has no shoes, the spell causes a thorn or something to stick into the foot of the victim. The material component for this spell is a small stone of thorn, that is to be thrown in the direction of the victim. It is consumed in the victim's shoe or foot.*

Seedling (Alteration) Reversible

Sphere: Plant
Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: Special
Area of Effect: Special
Saving Throw: Special

This spell causes one tree seed or seedling per level of the caster to be specially blessed by the caster's god. When the spell is cast upon a seed or seedling and planted in the ground, it will immediately start to grow at an astonishing rate. It will grow to a total height of 0.6 m + 0.3 m per level of the caster in the period of one turn. A tree thus "blessed" by this spell will grow to be a large, healthy tree, highly resistant to both parasites and disease, and will have a much longer lifespan than the ordinary trees of its type.

The reverse of this spell, Tree Shrink, causes one tree to be reduced in height by the above amount. If this is cast upon a "monster" tree then it gets a save vs. spells. If the tree saves, there is no effect. If the tree fails, then the tree is reduced in HD by the level of the caster.

The spell can be cast in two ways. The first way takes 1 round per seed or seedling to cast and be planted. The other way takes 9 segments per seed or seedling to cast. The spell is then finished at a later time by completing the final gestures (1 segment per seed or seedling) and then planting the seeds or seedlings. There is no limit to the time in between the original casting and completion in this variation. Anybody can complete the final gestures needed to complete this spell.

The seeds or seedlings are most commonly used for gifts or reforestation projects as needed. The trees around a cleric grove tend to be of this type.*

Sense Direction (Divination)

Sphere: Divination
Range: 0
Components: V, S
Duration: Instantaneous
Casting Time: 6
Area of Effect: Caster
Saving Throw: None

By use of this spell, the cleric is able to divine exactly what direction his home grove is in relation to his current position. Only direction is known, not distance. The component for this spell is a oak leaf (from the home grove) suspended by a spider silk thread.*

Sharpleaf (Alteration, Invocation)

Sphere: Combat
Range: 0.6 m
Components: S, M
Duration: 1 turn/level
Casting Time: 5
Area of Effect: 3 leaves/4 levels
Saving Throw: None

Using this spell, the cleric causes oak leaves to become rigid and extremely sharp. These Sharpleaves can now be wielded or thrown as daggers. If the leaves are crumbled before the spell is cast, then the resulting pieces are similar to caltrops, doing 1d2 points each. One leaf can cover 13 cm square, with 1d4 hitting the first creature to enter.*

Striking (Invocation)

Sphere: Combat
Range: 0
Components: V, M
Duration: 5 rounds + 1 round/level
Casting Time: 2
Area of Effect: One weapon/4 levels
Saving Throw: None

The use of this spell calls down upon a specially consecrated weapon of a believer, the benediction of his deity. This spell only works for those of the same faith as the caster and the weapons used must have been previously dedicated to that deity through a Ceremony spell. Once these conditions have been met, the spell endows the weapon with a glowing, magical aura that inflict an additional 1d6 points of damage per blow struck. This additional damage will affect creatures that are struck only by magic weapons of +2 or less (while the weapon itself may do no damage to these creatures).

Note: this spell will not affect weapons which are +2 or better. The material components are the cleric's (un)holy symbol and the consecrated weapon.*

Tracker (Divination)

Sphere: Divination
Range: 3 cm/level
Components: V, S, M
Duration: 2 hours/level
Casting Time: 1 round
Area of Effect: One object
Saving Throw: Negates

This spell allows the caster to place an enchantment on an object. The caster will then know, for the duration, the direction and relative distance to the object. The object can be

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up to a mile away before the spell fades away. The spell will last until the spell duration expires or it is dispelled. If the object is on an unknowing recipient at the time of casting, then (and only then) does the carrier get a save.

The material component is the object to be tracked.*

Trance (Divination)

Sphere: Divination
Range: 0
Components: S
Duration: 8 rounds
Casting Time: 1 round
Area of Effect: 100 m radius area
Saving Throw: None

The cleric goes into a meditative trance, and, after being in this trance for one round, can feel the presence of the spirits in the area — including the spirits of the animals in the area.

For example: If, say, a troll happened to be within 100 metres of the caster, the caster would certainly know that something large and fell is in the area, but, unless the caster had come into contact with the spirit of a troll before, wouldn't know what it was.*

Trip (Alteration)

Sphere: Plant
Range: 100 m
Components: V, S, M
Duration: 2 rounds/level
Casting Time: 1
Area of Effect: One 3m/level long square
Saving Throw: None

Actually, this is a low-budget Entangle spell. However, the effectiveness of this spell depends upon the amount of underbrush in the area of effect. In a bramble of thorn-bushes, it is as effective as an entangle spell. On a putting green, it has no effect at all.*

Water to Wine (Alteration)

Components: V, S, M
Range: 0
Casting Time: 4
Duration: Permanent
Saving Throw: None
Area of Effect: Special
Sphere: Creation

This spell allows the priest to transform one glass of water per level to wine.*

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Bat Sense (Divination, Alteration)

Sphere: Divination
Range: Touch

Components: V, S, M
Duration: 3 turns + 1 turn/level
Casting Time: 5
Area of Effect: One creature
Saving Throw: None

When this spell is cast, it enables the recipient to be able to sense objects, creatures, etc. around him as a bat would (i.e. by the reflection of sound waves). To use this ability, the recipient must spend one round "switching" his sensory input. While using this capability, he must keep his eyes closed. This spell will reduce a thief's move silently percentages by 50%. Also invisible creatures may be "seen" using this spell.

The recipient can "see" things up to one and a half metres away from him.

When using this ability, if the recipient is within the effect of a shout spell, horn of blasting, or similar phenomenon, then he must make a save versus death or be stunned for 1d6 rounds and have a 40% chance of becoming deaf (eardrum ruptures).*

Battle Cry (Enchantment/Charm)

Sphere: Combat, Vengeance
Range: 0
Components: V, S
Duration: 6 rounds
Casting Time: 2
Area of Effect: 60 m + 10 m/level radius
Saving Throw: None

At the culmination of this spell, the priest utters a deafening cry or shriek drawing the attentions of all hostile creatures within the area of effect. 1d6 HD of these creatures per level of the priest are stunned for 1d3 rounds; this effects creatures with the lowest hit dice first. All effected creatures will thereafter attempt to physically attack the priest, foregoing any other actions. The desire to hunt down the priest will remain for 6 rounds or until the priest is slain.

At the same time, all friendly creatures within the range of the spell receive the benefit of a Bless spell (+1 to attack rolls and saving throws). Friendly creatures also receive a +1 to their morale checks as long as the priest remains alive.

Undead or creatures with Intelligence less than 5 are not affected by this spell.*

Command II (Enchantment/Charm)

Sphere: Charm
Range: 1 m + 0.3 m/level
(and within hearing range)
Components: V
Duration: 2 rounds
Casting Time: 2
Area of Effect: One creature
Saving Throw: None

This spell is an improved version of the Command spell (see the first level priest spell Command). The differences are: the range (as

noted above), the duration (as noted above), and that only those creatures with a 15 and above intelligence or 6 HD get a save.*

Cure Moderate Wounds (Necromancy)

Reversible

Sphere: Healing
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 6
Area of Effect: Creature touched
Saving Throw: None

This spell is a more potent form of Cure Light Wounds. When the caster lays his hands upon the creature to be touched the spell cures 3-17 (2d8+1) HP of damage. The reverse of this spell, cause moderate wounds, does the above amount of damage if the caster succeeds in touching the victim.

Otherwise this spell is the same in all respects as a Cure Light Wounds spell.*

Detect Invisibility 3 m Radius (Divination)

Sphere: Divination
Range: 0
Components: V, S, M
Duration: 5 rounds/level
Casting Time: 4
Area of Effect: 3 m radius sphere
Saving Throw: None

Except as noted above, this spell is the same as the second level magic-user spell, Detect Invisibility. Note the spell allows only the cleric to see invisible creatures, and only those within the specified radius.

The material component of this spell is a pinch of any fine powder such as talc.*

Detect Phase (Divination)

Sphere: Divination
Range: 4 m
Components: V, S, M
Duration: 1 round/level
Casting Time: 5
Area of Effect: Person touched
Saving Throw: None

When this spell is cast, the person touched can see and perceive any creature that is out of or in a different phase than that of the spell recipient. This means that the person touched will see clearly such creatures with special defences such as displacement, blinking, duodimension, astral, or etherealness and those who can shift out of phase, such as a phase spider. Furthermore, if the person touched has means to attack such creatures, he will have none of the ill effects that normally occur when trying to attack (i.e. the person touched would know the exact location of a displacer beast,

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or where the phase spider is etc.). The information cannot be communicated to his fellows by words.

The material component of this spell requires, in addition to the caster's holy symbol, a lens of calcite crystal which must be viewed through for the spell to have effect. It does not disappear at the end of the spell.☞

Detect Style (Divination)

Sphere: Divination
Range: 30 m
Components: M
Duration: Instantaneous
Casting Time: 2
Area of Effect: One or more creatures
Saving Throw: Special

This spell has two uses: if cast on more than one creature, this spell will make the one, highest in rank, known to the caster. If all creatures, which must be in sight, are of equal rank, or there is a tie for the highest rank, no one will be detected. Note that the highest in rank need not be the most powerful of the scanned creatures. In this case, there is no applicable saving throw.

The second use of this spell is to determine the exact rank of a specific creature: if the spell is cast on one creature only, the caster will know the rank of the targeted creature. If the caster is unfamiliar with the hierarchical structure of the victim's society or organisation, he will only feel a general indication: something like "no rank", "officer" or "very high rank" would be appropriate descriptions. Note that nothing is revealed about the victim's level of experience e.a. The target gets a saving throw, that will negate the spell.☞

Dieme's Forceful Hand (Alteration)

Sphere: Combat
Range: 1.2 m + 0.3 m/level
Components: V, S, M
Duration: Instantaneous
Casting Time: 2
Area of Effect: One creature
Saving Throw: Special

This spell is like the first level spell except the fist is a lot larger (about 15 cm high) and more forceful. The base damage is 2d6 + 1 per level for small or medium, and 3d6 + 1 per level for large creatures. The creature saves for 1/2 damage, and those that fail are affected as follows:

Large:	Creature falls down
Medium:	Creature pushed back 4 + 1d4 feet, DEX check to stay on feet
Small:	Creature thrown back the number of feet equal to the damage they took. They also take another 1d6 points of damage when they land.

This spell does not insure a safe landing, and if the creature is in a position where a fall would do extra damage, like mounted on a horse for example, extra damage may occur.

The material component is a carved (or created) stone hand.☞

Dispel (Abjuration)

Sphere: Protection
Range: 10 m
Components: V, S, M
Duration: Permanent
Casting Time: 1
Area of Effect: Special
Saving Throw: None

By use of this spell, the priest can attempt to negate the affects of any other single spell providing that at least some part of that spell's area of effect is within thirty feet of the priest. The base chance for success is 50% modified upward or downward by 5% per level the priest is above or below the caster of the spell being negated. This spell can also be used to negate the magical effects of potions (either before or after ingestion), with the level of potion maker being generally treated as 12th.

The material component of this spell is a piece of gum.☞

Efembe's Spitting Image (Conjuration/Summoning)

Sphere: Protection (reversed)
Range: Touch
Components: V, S, M
Duration: 1 week/level
Casting Time: 2
Area of Effect: One creature
Saving Throw: Negates

Upon casting this spell, the caster spits on his fingertips and smears some spittle on the target's forehead. This bestows a curse on the victim: every time he looks into a mirror or another reflecting surface during the spell's duration, his mirror image will spit into his face.

Note that a Remove Curse will dispel this spell.☞

Empathy (Divination)

Sphere: Divination, Thought
Range: Sight
Components: V, S, M
Duration: 1 round/level
Casting Time: 1
Area of Effect: One creature
Saving Throw: Neg.

This spell enables the priest to sense the general needs, drives, and emotions generated by an individual.

The material component is a lens, which is not consumed in the casting.☞

Flame/Frost Blade (Invocation)

Sphere: Combat, Creation
Range: 0
Components: V, S, M
Duration: 1 round/level
Casting Time: 3
Area of Effect: 10 cm long, sword-like blade
Saving Throw: None

When a cleric casts this spell, he causes a blazing ray or red-hot fire or a freezing icicle to spring forth from his hand. This blade is actually wielded as if it were a scimitar (but it is not a scimitar), and is the cleric scores a successful hit while employing the blade, the creature struck will take 2d6 points of damage - with a damage bonus of +2 if the creature is especially vulnerable to that attack form (i.e. fire vs. undead, ice para-elementals and frost vs. red dragons or fire elementals). The flame blade will ignite combustible materials. The blade will not affect creature that can be hit by magic weapons except with respect to undead monsters. In addition to mistletoe, the cleric must have a leaf of sumac in order to cast this spell.☞

Guardian Watch (Conjuration/Summoning)

Sphere: Elemental (Earth), Summoning
Range: 30 m
Components: V, S, M
Duration: 8 hours
Casting Time: 1 round
Area of Effect: 20 m radius sphere
Saving Throw: None

This spell summons a small quasi-earth-elemental (1d4 HP) to stand watch. If some creature moves across or under the ground into the area of effect that weighs more than 1 pound, the elemental will cause the ground to shiver and wake people up (detection of creatures is by movement and vibrations across the ground). The elemental can also form a hand and try to trip intruders (the guardian is semi-intelligent and can remember simple commands from the priest, i.e. like who the party members are). The guardian is hard to detect and will almost always trip from surprise. Opponents get a save vs. magic to avoid tripping - a save means they just felt something trying to grab their leg.

The material components of this spell are the priest's holy symbol and a live worm.☞

Heliot's Healing Sleep (Necromancy)

Sphere: Healing
Components: V, S, M
Range: 0
Duration: 4 hours + 2 hours/level
Area of Effect: One person
Casting Time: Special
Saving Throw: None

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This spell causes the healing benefits of sleep to be threefold (i.e. 3 HP per day rested). Additionally this spell causes any and all curative spells cast during its duration to have maximum effect plus 1 HP. The individual to be effected must be able to sleep, and must be asleep during the spells effect. The casting time of this spell is 6 turns minus the caster's level, with a minimum of one turn.*

Improved Detect Good (Divination)

Sphere: Divination
Range: 0
Components: V, S
Duration: Instantaneous
Casting Time: 1
Area of Effect: 20 m radius
Saving Throw: None

This spell enables the priest to sense the aura of goodness. Diviners of fourth level and above may also sense both the degree and location of such auras. Diviners of seventh level and above may concentrate the spell on a single individual, sensing the name of that individual's god (if good) and noting the level of devotion that person holds toward the god and the state of favour the individual has achieved.*

Inaudibility (Alteration)

Sphere: Protection
Range: 0
Components: V, S, M
Duration: 5 rounds/level
Casting Time: 4
Area of Effect: Caster
Saving Throw: None

This spell causes the cleric's movements to become completely silent for the duration of the spell. All sounds made by his equipment from the neck down are muted into inaudibility. Intentional shouting or spell casting can be heard, and will negate the inaudibility for the duration of said noise. Attacking completely negates the spell effect (Cf. Invisibility).

The material component is a piece of sea sponge.*

Mystic Bolt (Invocation)

Sphere: Thought
Range: 10 m
Components: V, S, M
Duration: Instantaneous
Casting Time: 1
Area of Effect: One creature
Saving Throw: Negates

This spell sends a mystical bolt of energy through the target's mind, doing 1d6 points of fatigue damage plus an additional hit point per level of priest. The spell may only be cast on sentient creatures, and creatures of fifteen or higher Intelligence are allowed a saving throw vs. spell to avoid the effects entirely.

The material component for this spell is a glass bottle.*

Nausea (Enchantment/Charm, Abjuration) Reversible

Sphere: Charm, Healing, Protection
Range: 30 m
Components: V, S, M
Duration: 1 round/level
Casting Time: 2
Area of Effect: One creature
Saving Throw: Negates

This spell causes the recipient to fall to its knees and choke, gag and vomit for 1 round per level of the caster. No actions are allowed other than crawling. The material component for this spell is a bucket.

The reverse of this spell removes nausea or protects a character from such things as Stinking Clouds and seasickness for 1 turn per level of the caster. The material component for the reverse is some food.

The reverse of this spell belongs to the Abjuration school, while Nausea itself belongs to the Enchantment/Charm school.*

Planar Vision (Divination)

Sphere: Astral, Divination
Range: 0
Components: V, S
Duration: 1 turn
Casting Time: 2
Area of Effect: Sight
Saving Throw: None

Using this spell, the priest can perceive creatures in the Border Ethereal, out of phase beings (i.e. phase spiders), Dimension Doors, creatures viewing his location through Colour Pools, and boundaries of plane-travel-proof areas; he can also identify portals to other planes (but he cannot say what plane is on the other side).*

Protection from Charm, 3 m Radius (Abjuration)

Sphere: Protection
Range: 0
Components: V, S, M
Duration: 2 rounds/level
Casting Time: 5
Area of Effect: 3 m radius sphere
Saving Throw: None

While this spell is in operation, all creatures in the area of effect have a percentage immunity to all forms of charm (spell, item, or whatever) equal to 20% plus 5% per level of the cleric. Thus, if cast by a 5th level cleric, any creature in the area of effect targeted by a charm spell would not need to make a saving throw if 45% or lower was rolled on percentile dice.

The material component is a miniature cloth blindfold.*

Resist Eye Contact (Abjuration)

Sphere: Protection
Range: Touch
Components: V, S, M
Duration: 1 round/level
Casting Time: 2
Area of Effect: One creature/level
Saving Throw: None

This spell gives +4 on all saving throws versus gaze weapons for each creature touched. Note: this does not apply to beings whose gaze weapons do not require the victim to meet the attacker's gaze.

The material component is a small disc of translucent material such as mica or smoked glass.*

Resist Paralysis (Abjuration)

Sphere: Protection
Range: Touch
Components: V, S, M
Duration: 1 turn/level
Casting Time: 4
Area of Effect: Creature touched
Saving Throw: None

For the duration of this spell, the recipient is immune to all forms of paralysis, including gaze attacks, paralytic poison, hold spells and dragon induced fear paralysis. This spell does not remove paralysis already in effect, it just prevents the recipient from being paralysed in the future.

The material component of this spell is a feather, and an infusion of tea and ginger which is consumed by the caster.*

Sethron's Fearful Braying (Enchantment/Charm)

Sphere: Animal
Range: 0
Components: V, S, M
Duration: 2 rounds/level
Casting Time: 5
Area of Effect: 20 m cube, centered on the priest
Saving Throw: None

The priest initiates the spell by lifting his head, putting his hands in the air and howling. This howling causes all those in a 20 m cube to be affected. Those affected must make a save vs. spells or flee in terror for the duration of the spell (those who have seen or heard this before save at +2). This spell will also draw any hounds and wolves to the priest in a 1-mile radius. The hounds and wolves will be friendly to the priest but communication is not guaranteed. Those who are deaf are immune to this spell.*

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Specialisation (Alteration, Invocation)

Sphere: Combat
Range: 0
Components: V, S, M
Duration: 4 rounds/level
Casting Time: 5
Area of Effect: Caster's weapon
Saving Throw: None

When the specialisation spell is cast, a small part of their god's power is invested into themselves. This power allows the caster to fight better in combat. The benefit the caster receives is specialisation in the god's preferred weapon, if the god has one. Otherwise the benefits apply to a weapon of the caster's choice. This specialisation occurs whether or not the caster is proficient with the weapon. There are no bonuses to hit because of non-weapon proficiency penalties. (Note: Clerics will tend to be proficient with their god's preferred weapon.)

This spell is typical of spell given to clerics of warrior gods.✧

Spread Healing (Necromantic) Reversible

Sphere: Healing
Range: 0
Components: V, S
Duration: 1 hour
Casting Time: 5
Area of Effect: The priest
Saving Throw: None

When the priest casts any cure wounds spell while this spell is active, he may have the spell absorb part of the healing, which he may then release on another person or people (this requiring 1 round per person). It is possible, therefore, to cure 6 hit points of wounds, spreading it between two people, one damaged by 2 and another by 4. Excess curing may be saved up to the end of the spell's duration. The priest under this spell can sense when a person is fully healed and thus when it would be wise to heal the wounds of others instead.

Priests who may cast cause wounds spells may reverse this spell to Spread Wounds. Either version of the spell works only for cure (or cause) wounds spells personally cast by the priest during the spell's duration.✧

Stone Message (Invocation)

Sphere: Divination
Range: Special
Components: V, S, M
Duration: 1 minute
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

The caster casts this spell directly into the prism on his holy symbol (this spell was created for a diety whose symbol is a hand grasping a prism). The caster then names (not by

truename) the person he wants to talk to. If this target person is within 0.3 metres of a holy symbol to the same diety (thus that holy symbol also has a prism in it), then the target person will notice that the prism flashes. Only the target person will notice the flashes of light. When the target person touches the holy symbol, the prism will show the face of the caster, and the caster's prism will show the face of the target person. The caster can then talk into his prism and hold a short conversation with the target person.

If the target person is not within 0.3 metres of a specified holy symbol, the caster will feel like the spell was a dud. The spell will wait one minute for the person answer. If the person did not answer, the caster will know that the person did not answer.

Idle chatter is not being appreciated by the diety (noise pollution on his holy waves). Quick conversations are appreciated. There is also a 5% chance that someone or something associated with the diety (one of his clerics or minions) will notice and remember the conversation. This does not mean the cleric or minion will do anything, just that others may be listening in.

The material components for this spell are the two needed holy symbols, and are obviously not consumed in the casting.✧

Stop (Enchantment/Charm)

Sphere: Charm
Range: 1 m
Components: V, S
Duration: 1 round/level
Casting Time: 1
Area of Effect: One 0.3 m/level long,
0.6 m/level wide at base cone
Saving Throw: Negates

This spell is intended for those times an army is racing toward you in a charge. Each creature in the cone will have to save vs. spell or come to a sudden full stop as if it ran into a solid wall (no damage is caused, they just stop). For the rest of the duration, those that did not save can not move towards caster. Those that did make their save can move towards the caster only at half rate.

To cast this spell, the cleric puts his open hand forward and yells stop (like a traffic cop).✧

Strength of the Avenger (Conjuration/Summoning)

Sphere: Vengeance
Range: 0
Components: V, S, M
Duration: Special
Casting Time: 4
Area of Effect: The priest
Saving Throw: None

At the end of this powerful prayer, the priest's body convulses as if struck by lightning, and glows with divine radiance. Thereafter the priest's Strength ability score is raised by 1d4 HP plus 1 HP for every two levels of the priest

(fractions rounded down) to a maximum of the Strength of the deity, and is given full attack and damage bonuses commensurate with the new Strength. The priest retains the augmented Strength for 1 round per level.

Use of this spell draws the attention of the deity, and the spell only succeeds if the deity is pleased with the usage (i.e. the priest is seeking to avenge some wrong done to him or his companions, the priest is a battle against dire odds, the priest is fighting an enemy of the opposite alignment of his deity, etc.) If the deity is especially pleased with the priest (5% chance), the Strength bonus may be extended for the entire length of the quest the priest is on.

When the spell ends, the supernatural energy abruptly leaves the priest's body, again causing convulsions in the priest which stun him for 1 round. The priest must then make a Constitution check, or fall comatose for 1d3 turns, during which time he can do nothing but rest.

The material component of this spell is a vial of holy water which must be swallowed during the casting and the priest's holy symbol.✧

Summon Swarm (Conjuration/Summoning)

Sphere: Animal, Summoning
Range: 1 m + 0.3 m/level above fifth
Components: V, S, M
Duration: 1 round + 1 round/level above third
Casting Time: 2
Area of Effect: 1"/level radius sphere
Savings Throw: None

This spell is similar to Insect Plague, but the insects summoned are of a specific type (with specific effects) depending on the cleric's deity, for example:

Deity	Insect	Effect
Beelzebub	Flies	15% + 2%/level chance of causing disease
Seth	Locusts	2 HP/round to creatures caught in swarm and infestation of food.

For other effects, see the fifth level cleric spell Insect Plague.✧

Tracking (Divination)

Sphere: Divination
Range: 0
Components: V, S, M
Duration: 1 turn + 1 turn/level
Casting Time: 2 rounds
Area of Effect: Caster
Saving Throw: None

With this spell, the casting cleric is temporarily endowed with tracking ability similar to that of a ranger. However the tracking spell is

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better. Using this spell, the cleric becomes not only aware of all physical traces, but psychic traces too. Thus a creature who has travelled using pass without trace. This makes almost anything trackable, even aerial creatures (those who leave strong enough psychic impressions at least). There are some restrictions though. The cleric must have an item that belonged to the creature being tracked. Furthermore tracking with this spell must begin at a point that the creature has been within the past half hour. The other component for the spell is mistletoe of course.☞

Unentangle (Alteration)

Sphere: Plant
Range: Touch
Components: V, S, M
Duration: 1 turn/level
Casting Time: 3
Area of Effect: One person/2 levels
Saving Throw: Special

An unentangle spell is used to allow creatures to pass through an entangle spell cast by the same caster. If the spell is used to pass another caster's entangle spell then the effects are as follows: normal movement if a save vs. spells is made or 1/2 normal movement if the saving throw fails.

This spell also allows normal movement through the densest of forests, briar thickets, wall of thorns, etc.☞

Weakness (Abjuration, Alteration)

Sphere: Charm
Range: 2 m
Components: V, S, M
Duration: 1 turn/level
Casting Time: 5
Area of Effect: One creature
Saving Throw: None

This is a defensive spell which causes the target creature to lose (0-3 + 1 per level of the caster) points of strength. The creature's strength cannot be lowered past 3 due to the effects of the spell. If the creature has exceptional strength, then the loss of strength is on a 10% per point ratio. A strength of 18/01 to 18/09 will drop to 18 before dropping to 17.

Creatures, who are successfully subjected to this spell, will tend to lose the urge to attack the caster if their strength is dropped an appreciable amount.☞

Wild Deer Speed (Alteration, Enchantment)

Sphere: Animal
Range: 0
Components: V, S, M
Duration: 1 turn + 1 round/level
Casting Time: 6
Area of Effect: Caster
Saving Throw: None

This spell confers the speed of a deer upon the spell caster. It allows the cleric to increase his running rate (double normal movement speed, usually 18 or 24) by 1 per 2 levels of the cleric. Also, while under this spell's effect, the cleric does not become fatigued or winded by running at such a fast pace. Furthermore, the cleric can leap forward for 25 cm + 3 cm per level when running.

The material component for this spell is mistletoe plus a chip of deer's hoof.☞

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Air Column (Alteration)

Sphere: Elemental (Air)
Range: 20 m
Components: V
Duration: 1d4 rounds
Casting Time: 1
Area of Effect: 20 m high, 10 m radius cylinder
Saving Throw: Negates

With the utterance of a word the priest can create a column of air that can perform two functions. One, it can be used as a cushion if the priest is falling. If the priest casts while falling a column of air supports him (and anyone in a 10 metres radius). This column slows his decent as if he had fallen 20 metres less. If the distance fallen is 20 metres or less the creatures caught in the area of effect are set down on the ground (on their feet, paws, etc.) at the end of the duration.

The second use lifts people who are on the ground and buffets them with in the column. Creatures caught within the column are unable to cast spells or use missile weapons but they can use melee weapons at -4 and creatures outside the column are at -2 to hit those trapped inside, due to the random motion of those inside. Also people outside the area of effect are not able to fire missile weapons through or into the column. If they use melee weapons on creatures within the column they must make a Strength check at +2 to hold onto their weapon.☞

Air Lance (Alteration)

Sphere: Elemental (Air)
Range: 0
Components: V, S, M
Duration: 1 round/level
Casting Time: 4
Area of Effect: Line or Cone (see below)
Saving Throw: Special

This spell creates a force of air directed by two of the priest's arms. The line version of this spell creates a 90-foot "lance of air" which strikes the target if the priest rolls to hit AC 10 minus Dexterity adjustments for target. The force of the blow causes 3d6 points of damage and causes the target to make a Dexterity check with modifiers as below. This version opens doors as a 20 Strength.

The cone version has a width of 5 feet at the base and 60 feet at the end of the cone, and a length of 60 feet. All in the area of the cone take 1d6 points of damage (save vs. petrification to avoid) and are knocked over unless they make a Dexterity check +1, using the modifiers below.

Target is or has	Modifier
Smaller than man sized	-1
Larger than man sized	+2
STR under 12	-1
STR of 18	+1
STR of 19	+2
STR of 20	+3
STR over 20	+4
4 or more legs	+3
Under 100 pounds	-2
Over 1000 pounds	+2

Other modifiers may be applied at the DM's discretion, such as a target on a ledge, off balance, embraced, etc. This spell was originally created by a Thri-Kreen who would use his bottom two arms to "scoop" up air and use his top two arms to "aim" the lance. Similar somatic gestures should be used for two-armed creatures.

The material component of this spell is a small fan which is consumed in the casting.☞

Animate Wood (Alteration)

Sphere: Plant
Range: Touch
Components: V, S, M
Duration: 1 round
Casting Time: 1
Area of Effect: Special
Saving Throw: None

This spell allows the priest to bend wood to his will, making it supple and flowing, altering the shape of the wood permanently (though the form created must bear some semblance to the original form of the wood). A living tree may be animated at five feet (height) per level. Dead wood may be animated at a rate of two arrow shafts per level. The wood may be made to grasp, entangle, or attack as club.☞

Aura of Nature (Abjuration, Alteration)

Sphere: Plant
Range: 0
Components: V, S, M
Duration: 1 round/level
Casting Time: 1
Area of Effect: 1-12 HD of undead/level
Saving Throw: Special

When this spell is cast, it surrounds the caster with an overwhelming aura of life. This aura is comforting to woodland creatures (+25% on reaction roles) for it is the sensation of life which puts the animals at ease with the caster.

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This, however, is not the principle purpose for the spell. Its primary use is to turn undead. Undead creatures find this sensation emanating from the caster's aura very distasteful. When undead encounter this sensation, they are usually repulsed. This occurs if the caster succeeds in turning undead as a cleric does. If the die roll "to turn undead" does not succeed then the undead are not repulsed.

The caster's level is the level used to determine the effect of the turning. This is only the case if the caster is in natural surroundings (such as forest, underground caverns and caves, or plains etc.).

If the caster is in his own consecrated grove, then the caster gets a +4 modifier to the die roll to turn undead and in addition is allowed to turn twice the normal number of undead.

If the caster is in an unnatural surrounding (such as buildings or the astral and ethereal planes of existence) then he turns undead as a cleric two levels lower than his current level. This is because the influence of nature is reduced in these surroundings (note: in some man-made surroundings there may not be a reduction because of the circumstances - a man-made garden for example).☞

Berserker (Alteration, Invocation)

Sphere: Combat
Range: Touch
Components: V, S, M
Duration: 1 round/level
Casting Time: 5
Area of Effect: One believer/level
Saving Throw: None

When this spell is cast, it invokes the caster's deity to instill battle madness upon his followers. This causes them to turn into berserkers. When in this state they only attack enemies and not each other or their allies.

The effects of this state gives the warriors a large moral bonus (+60), a to hit/damage bonus (+1/+2), and additional attacks per round (+1/2). The major restriction for this spell is that the recipients of this spell must be true followers of the caster's god. Also they will tend to fight until the spell finishes or there is a severe morale failure.

This spell is used exclusively by warrior clerics.☞

Chameleon (Illusion/Phantasm)

Sphere: Protection
Range: Touch
Components: V, M
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: One creature
Saving Throw: None

This spell alters the coloration of the recipient's skin, clothes, and gear to match that of the surrounding background, so that he is difficult to spot and attack. The affected creature cannot normally be spotted at distances of further than 100 feet, and at closer distances,

he is 20% unlikely to be seen when moving, and thieves are given a 20% bonus to hide in shadows if remaining still (even in sunlight). Further, missile weapons suffer a -4 penalty to hit. The material component for this spell is some chameleon skin.☞

Chime of Opening (Enchantment/Charm)

Sphere: Travelers
Range: 0.3 m
Components: S, M
Duration: Instantaneous
Casting Time: 1
Area of Effect: One non-magical lock
Saving Throw: None

This spell causes the release of any single, mechanical, non-magical bond or lock. Any traps on the lock may go off when this spell is cast.

The material component is a brass tubular chime, which must be rung and will disappear at the casting.☞

Cure Medium Wounds (Necromancy) Reversible

Sphere: Healing
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 7
Area of Effect: Creature touched
Saving Throw: None

This spell is a more potent version of cure moderate wounds. The spell cures (or causes) 6-27 (3d8+3) hit points per application. Otherwise this spell is the same in all respects as a Cure Light Wounds spell.☞

Curse I (Necromancy)

Sphere: All
Range: Sight
Components: V
Duration: Permanent until removed
Casting Time: 2
Area of Effect: One creature
Saving Throw: Negates

This spell allows the priest to place one of four curses on the victim: 1. Aging: +10 years to age. 2. Bane: discomfort, uneasiness, inability to sleep well. 3. Hex: -1 to hit and saves. 4. Ugliness: reduce Comeliness by half.☞

Dhalkuir's Diametric Abjuration (Abjuration)

Sphere: Combat
Range: Touch
Components: V, S, M
Duration: 1 round/level
Casting Time: 1 round

Area of Effect: Weapon touched
Saving Throw: Special

By means of this spell, the cleric causes a single weapon to have a +1/+3 to hit/damage bonus when used against creatures whose alignment is opposed to that of the cleric. Thus, if a lawful good cleric cast the spell, neutral evil, chaotic evil, and chaotic neutral creatures would be affected. In the case of a neutral good cleric, opposing alignments are lawful/neutral/chaotic evil, and so on for other clerics. If the concerned creature attempts to touch the weapon, it takes damage equal to one point per level of the spell caster (half if a save is made). In the case of outer-plane creatures, the to hit/damage bonus is +3/+5.☞

Etherealness (Alteration)

Sphere: Astral
Range: Touch
Components: V, S
Duration: Instantaneous
Casting Time: 3
Area of Effect: 2 people/3 levels maximum
Saving Throw: Negates

The priest can take himself and others into the Border Ethereal. From there the travellers are on their own (DM's, you may want to read the Dungeon Master's Guide, second edition, or the Manual of the Planes). The reverse can force a creature out of the Border Ethereal into your plane. Naturally this spell fails if the Ethereal Plane is not reachable. Anyone touched by the caster, as long as within the area of effect (see above), is also drawn into the Border Ethereal. Unwilling victims are allowed a saving throw.☞

Heat (Alteration) Reversible

Sphere: Elemental (Fire)
Range: 1"/level
Components: V, S, M
Duration: 1 round/level
Casting Time: 6
Area of Effect: 15 cm radius globe
Saving Throw: None

This spell causes excitation of air molecules so as to make them emit heat. The heat thus created is equal to that of a small fire in intensity, but its sphere is limited to 1" in diameter. It lasts for the duration indicated, or until the caster utters a word to extinguish the heat. The heat will melt 2 cm of ice per round. The spell can take effect wherever the caster directs as long as he has a line of sight or unobstructed path for the spell.

If this spell is cast on a creature, the applicable magic resistance and saving throw dice rolls must be made. Success indicates that the spell takes effect on the area immediately behind the creature, rather than the creature itself. Failure indicates that the target creature will

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take 2 points of damage per melee round from the heat unless some means of protection from heat is available.

The material component for the spell is a tinder box and some wood shavings. Fire resistance (potion or ring) totally negates the effects of a heat spell, as will immersion in water or snow, or exposure to a cold or ice storm spell.✳

Improved Charm Person (Enchantment/Charm)

Sphere: Charm
Range: 25 m
Components: V,S
Duration: Special
Casting Time: 4
Area of Effect: One humanoid
Saving Throw: Negates

This spell will cause any humanoid to regard the priest as a trusted friend and ally to be heeded and protected. Although this does not grant the priest the ability to command the affected humanoid as a robot, it does assure that anything the priest says to the affected creature will be taken in the most favourable way. If the initial saving throw is made, the creature will not realize that a spell had been cast on him. Otherwise, the affected creature must recheck his save vs. magic once per (20 - Intelligence) days until the spell is broken (creatures with a twenty or greater Intelligence are not affected).

It is, however, possible to double or triple charm creatures, so even if they break the first charm, they must still contend with others (for the purpose of saves, each charm is handled separately from the others). It has been known, however, for members of the opposite sex to on occasion become amorously attracted to the priest, thus continuing the charm indefinitely. The priest may negate the charm at any time, unless such attraction has occurred. One dispel will break all the charms on a creature, and if the priest attempts to harm the charmed creature, this will also break the magic. To further confuse matters, a creature may become charmed to more than one priest.✳

Light Step (Alteration)

Sphere: Travelers
Range: Touch
Components: V, S, M
Duration: 1 round + 1 round/level
Casting Time: 3
Area of Effect: One creature
Saving Throw: None

The recipient of this spell gains the ability to cross silently over flat surfaces at a normal pace (or still fluids at half-normal pace) without activating pressure-based traps or leaving any tangible trace.

The material component is some dust to be sprinkled on the surface to be crossed.✳

Lion's Claw (Alteration)

Sphere: Combat
Range: 0
Components: V, S, M
Duration: 1d4 rounds + 1 round/level
Casting Time: 3
Area of Effect: Caster
Saving Throw: None

When this spell is cast, the cleric causes his fingernails to grow and thicken into claws. He is able to attack with these claws twice a round, doing 1d4+1 points of damage each plus strength bonuses. Damage from these claws will affect creatures that can only be hit by +3 or less magic weapons. But, the claws are not magical.

Note that the claws does not affect the cleric's spell casting ability or his capability to hold or manipulate objects. To cast this spell, the cleric needs a sprig of mistletoe and a claw from a lion.✳

Miscount (Alteration)

Sphere: Numbers
Range: 0
Components: V, S, M
Duration: Special
Casting Time: 5
Area of Effect: Special
Saving Throw: None

The priest who casts this spell then deliberately miscounts any number of similar objects (of a maximum weight of 5 pounds per level of the priest total). The magic of the spell causes the number of objects to actually become this new number. The priest may change the number to anything from double the original quantity to one fifth. The number of objects remains the same until one turn per level has passed or until any other creature tries to count them.✳

Oxen Strength (Alteration)

Sphere: Animal
Range: 0
Components: V, S, M
Duration: 1 hour + 1 turn/level
Casting Time: 5 rounds
Area of Effect: Caster
Saving Throw: None

Through the use of oxen strength, the cleric is able to endow himself or herself with the strength of an ox. The result is that the cleric's strength is raised 1 point for every level that he has attained, to a maximum of 18. The component for this spell is mistletoe and a strip of beef jerky made from an ox that was sacrificed during one of the clerical rites.✳

Preserve (Abjuration, Alteration)

Sphere: Wards
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 round
Area of Effect: One pound or gallon/level
Saving Throw: None

By means of this spell, the priest may preserve one pound or gallon per level of any non-living, non-magical, non-animate material in its present state for an indefinite duration. Any subsequent use of the material immediately dispels the dweomer.

The material component is one fluid dram liquid dust.✳

Protection from Constriction (Abjuration)

Sphere: Protection
Range: 3"
Components: V, M
Duration: 1 round/level
Casting Time: 1
Area of Effect: One creature
Saving Throw: None

When cast, a Protection from Constriction spell will mitigate crushing damage taken each round from a single attack form. Up to one point per level of the spell caster is deducted from crushing damage. Note that this does not mitigate damage from crushing weapons or falling; it will protect against constriction, bear hugs, Bigby's Crushing Hand, or any similar gradual compression. Example: a sixth level cleric under the effect of this spell is hugged by an owlbear on three consecutive rounds for 3, 10, and 7 points of damage. Damage accrued over each round would be zero, 4, and 1 point(s), respectively.

The material component is a hard-boiled egg anywhere on the spell recipient.✳

Protection from Lycanthropes, 3 m radius (Abjuration)

Sphere: Protection
Range: Touch
Components: V, S, M
Duration: 1 turn/level
Casting Time: 4 rounds
Area of Effect: 3 m radius sphere around creature touched
Saving Throw: None

This spell is equal to the fourth level priest spell Protection from Evil, 3 m radius, except as noted above, and that it protects only from lycanthropes.

The material component of this spell is a small silver dagger.✳

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Protection from Petrification (Abjuration)

Sphere: Protection
Range: Touch
Components: V, S, M
Duration: 1 round/level
Casting Time: 6
Area of Effect: One creature/level
Saving Throw: None

This spell gives a +4 bonus on all saving throws versus any petrification attack for each creature touched.

The material component is a jellyfish tentacle.*

Protection from Undead, 3 m radius (Abjuration)

Sphere: Necromantic, Protection
Range: Touch
Components: V, S, M
Duration: 1 turn/level
Casting Time: 4 rounds
Area of Effect: 3 m radius sphere around creature touched
Saving Throw: None

This spell is equal to the fourth level priest spell Protection from Evil, 3 m radius, except as noted above, and that it protects only from undead.*

Oath (Enchantment/Charm)

Sphere: Charm, Law
Range: Special
Components: V, S
Duration: Permanent
Casting Time: 1 round
Area of Effect: The priest plus 1 creature
Saving Throw: None

By means of this spell, the priest sets down a magical contract between himself and some other individual, which cannot be broken by either party except where conditions of punishment are specifically agreed upon. All that is necessary is that the two parties somehow be in communication, have full understanding of the agreement, and that both willingly accept it. Because of the nature of the magic, oaths which are not clear and well defined tend to end in disaster for both parties. The oath may only be "unbound" if a contingency was set for its unbinding within the magical contract.*

Remove Scar (Necromancy) Reversible

Sphere: Healing
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 6
Area of Effect: One creature
Saving Throw: Negates

The purpose of this spell is to remove scars caused by battle or other mishaps. Any comeliness that was lost due to scarring is now restored from application of this spell. Larger scars may require several applications to remove all the effects of the disfigurement.

The reverse of this spell causes hideous scars to form on the targets face and body causing a loss of 1-3 comeliness points. Multiple applications of this spell cannot drop comeliness lower than 0. A save vs. spells will negate the effect.*

Root (Enchantment/Charm)

Sphere: Plant
Range: Touch
Components: V, S, M
Duration: 2 rounds/level
Casting Time: 1 round
Area of Effect: 3 creatures maximum
Saving Throw: Special

By means of this spell, the cleric causes a willing recipient's feet, paws or hooves to be firmly rooted to the ground, becoming immovable. The creature gains an extra saving throw vs. paralysis at +4 to avoid being thrown back, picked up, knocked down or blown around. Success means the creature remains standing; failure indicates the situation is to be handled normally, with another saving throw if allowed. The recipient may "root" and "unroot" at will, as long as it occurs within the duration of the spell. Rooting or unrooting takes 1 segment. The recipient may not perform any action requiring legwork (walking, running, etc.) while rooted. At the end of the spell's duration, the recipient is automatically unrooted.

Optionally, the spell may be cast upon an unwilling subject (who must be touched by the caster and fail a save vs. spells at -2 to be affected). Unlike the caster, the victim has no control over the spell once touched and is anchored until released by the cleric, the root duration expires or it is dispelled. The material components for this spell are mistletoe and a small piece of root from a large tree, preferably oak.

Root is one of the special prayers granted by Saint Timorel, patron of clerical groves and retreats.*

Selective Entangle (Alteration, Invocation)

Sphere: Plant
Range: 2.5 m
Components: V, S, M
Duration: 1 turn/level
Casting Time: 4
Area of Effect: One person/2 levels
Saving Throw: 1/2

This spell is very similar to the first level clerical spell Entangle except for one major difference. It effects only the creatures targeted for the spell effects and no-one else, unlike the entangle spell.

When the creature(s), who are effected by this spell, try to walk by any form of plant life, the plants will reach out and grab the creatures much in the same manner as the Entangle spell. Thus if they are trapped by the spell others can then walk up to the entangled creatures. In this respect the spell is similar to Hold Person in its effects.

If the creature fails its saving throw vs. spells then it is held fast by the plants. If the save is made then the targeted creature has its movement reduced to half normal.

If the creature struggles to free themselves from the plants then a new saving throw vs. spells can be made every turn (note: this is very tiring work). The strength to hit bonus can be used as a positive DM on these additional saves. If the creature makes one of these additional saving throws then they are "freed" but their movement is still reduced by half. If after another turn the creature is still in an area with plant life then a save vs. spells is required with the effects outlined above occurring.

In short, a save must be made every turn when in areas of vegetation to determine the effects of the spell if the spell target is actively fighting the effects of the spell.*

Status (Enchantment/Charm)

Sphere: Charm
Range: 0
Components: V, S, M
Duration: 1 week
Casting Time: 1 round
Area of Effect: The priest
Saving Throw: Negates

This spell causes an amount of damage equal to ten percent of a subject creature's current hit points (rounded down), to creatures of a level lower than the priest's level on a failed save versus magic when the creature failed to either address the priest or refer to the priest as he requests.

The material component for this spell is a miniature paper crown.*

Stone Seeds (Alteration)

Sphere: Elemental (Earth), Plant
Range: 0
Components: V, S, M
Duration: 1 month
Casting Time: Special
Area of Effect: 1.5 m long square/level
Saving Throw: None

When the stone seed spell is cast, it causes plant seeds to become magically enchanted so as to enable them to grow in to solid stone. The seeds will grow at quadruple normal rate for 4 weeks. During this time the roots will grow down into the stone a distance of 0.3 metres per level of the caster in hard stone or 0.6 metres per level in soft stone. After this month (28 days) is over, the plants will grow normally. Thus they will require food, light, and sunlight if they are to continue growing after this point.

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The effect of the plants growing into a stone structure are rather nasty, for it could remove around 10-90% of the structure's structural points, depending upon the thickness of the stone.

To cast this spell, the cleric must mix a handful of seeds from whatever hardy plants are available (such as crabgrass, ivy, cactus, dandelion etc.) with the seeds to be planted. This must be then mixed in a leather pouch with sapphire dust of not less than 50 GP value per 1.5 metres square area to be covered. The caster then "sows" the seeds as he casts the spell with the seeds magically implanting themselves in the stone.

The spell takes 1 turn per 1.5 metres square area to be covered to cast. ✖

True Speak (Enchantment/Charm)

Sphere: Charm, Vengeance, Law
Range: 30 m
Components: V, S, M
Duration: 1 round/level
Casting Time: 1 round/level
Area of Effect:
Saving Throw: Negates Force

This spell is similar to the second-level Zone of Truth spell, however, True Speak is much more powerful. True Speak is used to force creatures to answer questions truthfully. To complete the spell, the priest presents his holy symbol in a forceful manner and demands the answers to various questions. The priest then touches the creature he wishes to question with his holy symbol. Ensojered creatures are then compelled to answer the questions truthfully and to the best of their ability. Although information need not be volunteered, nothing relevant may be omitted in answering a direct question.

Characters of greater hit dice or levels than the priest are allowed a saving throw versus spell. Creatures making the saving throw are not forced to answer questions, however, everything they do say must be the truth. In this instance, True Speak functions exactly like the Zone of Truth spell, and affected creatures are allowed to evade questions, answer indirectly, and refuse to answer so long as everything they do say is completely true.

In many areas, admissions made under the True Speak spell are admissible in courts of law. ✖

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Adaptation (Abjuration)

Sphere: Protection
Range: Touch
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 round
Area of Effect: Creature touched
Saving Throw: None

This spell exactly duplicates the effects of a Necklace of Adaptation for the specified duration. The material component is a vial of holy or unholy water ingested by the spell recipient.

Awake (Alteration, Invocation)

Sphere: Healing
Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 5
Area of Effect: 1 m radius sphere
Saving Throw: None

When this spell is cast, the cleric invokes the blessings of his deity and claps his hands sharply once. The sound of the clap allows all creatures within the area of effect who hears it to awaken. Sleeping (naturally or magically induced) creatures will wake up. Those under the influence of mind affecting drugs/substances will become coherent for 1 round per level of the caster. Creatures who's minds are under some sort of foreign influence (i.e. charmed, hypnotised, dominated, enthralled, etc. but not possessed) get a second saving throw. In any case, all creatures within the effect will experience a temporary clarity of thought. Note, this may make the subject more vulnerable to any mind based eardropping such as ESP or empathy. The material component for this spell is a 1,000 GP gem hanging on a chain which must be wound around the cleric's hand while he claps. ✖

Beppie's Happy Hour (Enchantment/Charm)

Sphere: Charm
Range: 0
Components: V, S, M
Duration: 1 hour
Casting Time: 4
Area of Effect: 30 m radius area
Saving Throw: Special

Casting this spell can have quite unpredictable effects, i.e. no one can predict what will happen after the spell's duration has expired. When cast, all creatures within 30 metres of the caster are immediately overcome by an enormous feeling of joy and an irresistible desire to party. No saving throw is applicable.

For exactly one hour, everyone within the area of effect will party: they will drink, sing, dance, and otherwise rejoice. Also, all within the area of effect will feel no feelings of hatred, fear, or other "negative" feelings. All others will be considered friends, for the time being.

Anyone entering the area of effect must make a saving throw vs. spells to avoid being affected. This roll is repeated every round. Those leaving the area of effect will remain under the spell's effect, but upon noticing that they are leaving the fun place, they will probably try to return to the party, since they're really in the mood.

Note that the area of effect moves with the caster, that the caster himself is always affected by the spell, and that those affected by the spell will probably have run out of alcohol at the end of the spell's duration. ✖

Cure Serious Wounds (Necromancy) Reversible

Sphere: Healing
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 8
Area of Effect: Creature touched
Saving Throw: None

This spell is a more potent version of cure medium wounds. The spell cures (or causes) ✖ 9-37 (4d8+5) hit points per application. Otherwise this spell is the same in all respects as a Cure Light Wounds spell.

Detect Curse (Divination)

Sphere: Divination
Range: 1 m
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: One creature or object
Saving Throw: None

When cast, a detect curse spell enables the cleric to detect the existence of a curse on the creature or object, such as a cursed sword. The spell will detect the first cursed creature or object that lies along the casting cleric's line of sight (and within range) with a base chance of 50%. An extra 1% is added to the base chance for each level of experience of the casting cleric. Note that stone of more than 1' thickness or metal of any thickness will block the spell.

The material components of the spell are the cleric's holy or unholy symbol and a crushed sapphire of at least 1000 GP value. ✖

Double Specialisation (Alteration, Invocation)

Sphere: Combat
Range: 0
Components: V, S, M
Duration: 4 rounds/level
Casting Time: 6
Area of Effect: Caster's weapon
Saving Throw: None

This spell is similar to the second level cleric spell Specialisation except for two differences. The first is that it gives the cleric double specialisation in the god's preferred weapon, if he has one, or the cleric's weapon of choice if not. The second difference is that this spell can be used to give specialisation to another person in any chosen weapon.

The material and somatic gestures are the same as for specialisation. ✖

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Fearlessness (Abjuration)

Sphere: Charm
Range: 0
Components: V, S, M
Duration: 2 turns/level
Casting Time: 1 turn
Area of Effect: All followers in a 2 m radius sphere
Saving Throw: None

When this spell is cast, it fills the followers of the caster's god with bravery. For the duration of the spell, all of the followers will be immune to any form of fear.

There is one additional material component required. The spell requires the ritual slaying of a "brave" animal such as a lion. The cleric then drinks the blood of the animal and then "blesses" the followers, thus transferring the trait of bravery to them.

That material component causes some druids to be upset, so that there is sometimes friction between the religion that uses this spell and the local sect of druids.☞

Fish Command (Charm)

Sphere: Animal, Charm
Range: 90 m radius
Components: V, S, M
Duration: Instantaneous
Casting Time: 2 rounds
Area of Effect: One fish
Saving Throw: None

This spell allows the priest to command any fish within range as long as the fish can hear him and he does not exploit it. Only normal fishes can be affected, including variants in size. Thus catfish, sharks etc. can be commanded but dolphins (mammals) or mermaids cannot. The command must be given in a short sentence of at most 25 words. The fish will automatically understand the language the caster is speaking. Since familiars are not considered to be normal animals, they cannot be commanded by this spell.

The material component of this spell is a fish's fin.☞

Etherealness (Alteration)

Sphere: Astral
Range: Touch
Components: V, S
Casting Time: 3
Duration: Instantaneous
Area of Effect: 2 people/3 levels
Saving Throw: Neg.

The priest can take himself and others into the Border Ethereal. From there the travellers are on their own (DM's, you may want to read the *Dungeon Master's Guide*, second edition, or the *Manual of the Planes*). The reverse can force a creature out of the Border Ethereal into your plane. Naturally this spell fails if the Ethe-

real Plane is not reachable. Anyone touched by the priest, as long as within the area of effect (see above), is also drawn into the Border Ethereal. Unwilling victims are allowed a saving throw.☞

Hallucinatory Plain (Illusion/Phantasm)

Reversible

Sphere: Charm
Range: 2.5 m
Components: V, S, M
Duration: Permanent
Casting Time: 6
Area of Effect: 1.2 m long square/level
Saving Throw: None

This spell is identical to the hallucinatory forest spell (q.v.) save that the caster causes an area to appear as if it is a relatively flat plain or clearing.

The greatest uses for this spell would be to hide a forest to protect or trap others. Other uses would be to hide a chasm, mine, or to extend a cliff...☞

Lathander's Mourning Glow (Alteration)

Sphere: Sun
Range: 0
Components: V, S, M
Duration: 1 round/level
Casting Time: 4
Area of Effect: 3 m radius/level
Saving Throw: Negates

This spell causes all undead of lower level than the priest, within the range, to glow with a pale blue radiance equivalent to a Faerie Fire spell (unless they make their save). This glow causes no damage to the undead nor does it inhibit them in any way, it simply outlines the presence of the undead to others.

The material components for the spell are the priest's holy symbol and a crystal bead which has had a Continual light spell cast upon it, the latter component is consumed in the casting.☞

Lightning Strike (Invocation)

Sphere: Combat, Weather
Range: 60 m
Components: V, S, M
Duration: Instantaneous
Casting Time: 7
Area of Effect: One creature
Saving Throw: ½

The Lightning Strike spell causes a bolt of lightning to streak down out of the sky and hit the target, for 6d8 points of damage, save for half. The target must either be exposed to open sky, or be separated from it by a barrier that lightning strikes can blast through: an inch of

wood or half an inch of stone per level of the priest, up to a maximum of a foot of wood or half a foot of stone.☞

Meandering Path (Alteration, Illusion)

Sphere: Plant
Range: 1 mile + 1/2 mile/level
Components: V, S, M
Duration: 1 day/level
Casting Time: Special
Area of Effect: 3 m at both sides of path travelled
Saving Throw: Special

With this spell, the cleric causes a path (which appears to be natural, old, man-made, etc) to appear. Any who come across this path will believe it to be what it appears. To cast the spell, the cleric needs two branches from an oak tree. One is planted at the beginning of the path. The cleric then walks the route that he wishes the magical path to follow. At the end of the path the other branch is planted and the spell is cast. Travel upon the path is either easy or hard (depending on the cleric's choice of travel). Those who happen on the path must make a saving throw. Average the hit dice or levels of the group and roll one saving throw (DM does this without the group's knowledge). If they fail, the path then appears to be heading in the direction that they wish to travel. If the save is made, the path appears as it is (i.e. a path in the direction that the cleric walked) and the group may still decide to follow it anyway.

While travelling on this path, the group will never surprise anyone or anything and suffers a penalty of on all rolls (saves, to hit, damage, Dex checks, etc.). Those trying to leave the path after travelling upon it find that the path is bordered by heavy thorns that block passage and writhe and grasp all who enter (cf. *Wall of Thorns & Entangle*). This wall attacks as the cleric doing 1d6+2 points of damage. Each 10' section of thorns has 3 attacks. The wall arches over the path to prevent exit by flying, leaping, etc. The spell also counters the ability of *Pass without Trace* of other clerics.

Fire results in a double strength *Wall of Fire* in that area (but it does not create a passable space, i.e. take fire damage and still be attacked by thorns). The only way to leave the path is to follow it to its end (or teleport, go ethereal, plane shift). A *Dispel Magic* is possible only on the oak branches at the end of the path (either one).☞

Moonlight (Alteration)

Sphere: Sun
Range: 4 m
Components: V, S, M
Duration: 1 hour/level
Casting Time: 8
Area of Effect: 1000 contiguous square metres (see below)
Saving Throw: None

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A Moonlight spell produces, in the area of effect, ambient light equal to that of a full moon regardless of cloud or tree cover, although objects below tree cover or ceilings will cast normal shadows. Underground, the area of effect is in square feet, outdoors, in square yards.

The material component is a 50 GP moonstone.☞

Neutralize Gas (Alteration) Reversible

Sphere: Protection
Range: 2 m
Components: V, S, M
Duration: 1 round/level
Casting Time: 6
Area of Effect: 3 cm/level radius sphere
Saving Throw: Special

This spell will detoxify any poisonous gas. Any poisonous gas within the area of effect will be turned into a fine watery mist and be completely harmless. Even Green Dragon breath will be rendered harmless by this spell.

If the spell is cast upon an object or creature, then the sphere will move with the target. A target creature would get a save vs. spells to avoid this effect if they are unwilling. If the target saves then the globe will center in the nearby area. Use the thrown missiles table to determine where the spell actually centers. This may mean that the target is still in the area of effect until it moves.

The reverse of this spell, Poison Gas, will create a cloud of poisonous gas which will slay outright any creatures in the area of effect that are under 2+1 Hit Dice. All other creatures must make a save vs. poison at -2 every round that they stay in the cloud or die in 1-3 rounds. If the creatures make their save for that round, then they only take 3-18 damage instead. If the target creature has the spell centered around itself, and then has a slow poison cast, then the target only takes 1 point of damage per round.

Regardless of what version of the spell is cast, the caster holy symbol and a sprig of belladonna is required to cast the spell. The belladonna disappears after the spell is cast.☞

Offensive Summoning (Conjuration/ Summoning)

Sphere: Summoning, Vengeance
Range: 40 m
Components: V, S
Duration: Instantaneous
Casting Time: 4
Area of Effect: One creature
Saving Throw: Special

The Offensive summoning spell is a very specific type of summoning. The only eligible targets are those which have done the priest an unredressed wrong. The priest concentrates upon the target, the injury, or the target's name, and speaks the desired range. The target is then brought to within the 40 metres of the

priest (priest's option). The first round after the Offensive Summoning is complete, the target appears and is quite surprised.

If the target has more hit dice per levels than the casting priest, the target is given a saving throw versus spell. If the saving throw is made, then the priest and anyone touching the priest is transported to the location of the target.

In order for this spell to work, the priest and target must be on the same plane. No creature of demigod or greater status is ever summoned in this fashion.☞

Pacify (Enchantment/Charm)

Sphere: Charm
Range: 4 m
Components: V, S
Duration: Special
Casting Time: 4
Area of Effect: All creatures in a
1 m radius sphere
Saving Throw: None

By means of this spell, the cleric dispels feelings of anger and fear from the target creatures. Note that this does not produce any feelings of goodwill in the subjects: a creature engaged in premeditated homicide would be unaffected. The duration is permanent until the creatures in concern are again given cause to be angry or afraid.

Note: magic resistance does not affect this spell.☞

Possess Animal (Enchantment/ Charm)

Sphere: Animal, Charm
Range: 30 m + 3 m/level
Components: V, S
Duration: 3 turns + 1 turn/level
Casting Time: 3 rounds
Area of Effect: One natural creature
Saving Throw: Negates

By use of this spell, the cleric is able to project his spirit into that of an animal, forcing the creature to behave according to his will. The creature must be a normal creature and have fewer hit dice than the cleric. The animal is allowed a saving throw versus spell and if successful the spell has no effect. Once the animal is possessed, the cleric can cause it to do anything within its ability, regardless of the consequences to the animal. However, for every point of damage suffered by the animal, the cleric suffers 1/2 a point of damage. In addition, should the animal die while under the control of the shukenja, a system shock roll must be made. If the roll is failed, the cleric also dies. While controlling the animal, the cleric's body enters a catatonic state. If the body is disturbed or moved, the spell is disrupted.

The material component for this spell is a holly leaf and some hair from the animal.☞

Protection (Abjuration)

Sphere: Protection
Range: Touch
Components: V, S, M
Duration: 2 rounds/level
Casting Time: 2 per creature touched
Area of Effect: One creature/level
Saving Throw: None

All creatures affected by this spell are bestowed with the equivalent of a +1 Ring of Protection (+1 on armour class and saving throws). This is not cumulative with bonuses given by rings or cloaks of protection. Each creature may be touched only once, i.e., the protection is not stackable.☞

Protection From Elementals, 3 m radius (Abjuration)

Sphere: Protection
Range: Touch
Components: V, S, M
Duration: 1 turn/level
Casting Time: 4 rounds
Area of Effect: 3 m radius sphere around
creature touched
Saving Throw: None

This spell is equal to the fourth level priest spell Protection from Evil, 3 metres radius, except as noted above, and that it protects only from elementals. The material component for this spell is some substance of elementary sort (e.g., a handful of sand, some water, or even just blowing into the air). For every element supplied while casting, the appropriate elementals will be scared away.☞

Remove Scars (Necromancy) Reversible

Sphere: Healing
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: One person
Saving throw: Special

On casting this spell, the cleric is empowered to remove scars or other similar marks (burn marks, birth marks, etc.). This will enable the recipient of the spell to restore lost charisma caused by such marks. Note that this spell will not affect charisma lowered by other means (e.g. magical). Charisma can be restored by up to 1/2 point per level of the caster, rounded up (4 points at 7th and 8th levels, 5 points at 9th and 10th levels, etc.). Charisma cannot be restored above its former value by means of this spell.

Multiple applications will only succeed if the recipient makes a saving throw against spells for each application after the first. If the saving throw is unsuccessful, then no more points can be restored by the use of this spell. Future charisma loss can, however, be restored. The reverse of the spell is not permanent, but will reduce charisma by 2-5 points for a duration

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of 1 turn per level of the caster. The target of a bestow scars spell must be touched. If the victim is touched, a successful saving throw versus spells is necessary in order to negate the effects of the spell.✠

Reptile Command (Enchantment/Charm)

Sphere: Animal, Charm
Range: 90 m radius
Components: V, S, M
Duration: Instantaneous
Casting Time: 2 rounds
Area of Effect: One reptile
Saving Throw: None

This spell allows the priest to command any reptile within range as long as the reptile can hear him and he does not exploit it. Only normal reptiles can be affected, including variants in size. Thus lizards, giant lizards etc. can be commanded but dragons cannot. The command must be given in a short sentence of at most 25 words. The reptile will automatically understand the language the caster is speaking. Since familiars are not considered to be normal animals, they cannot be commanded by this spell.

The material component of this spell is a reptile's tail.✠

Revive Plant (Necromancy)

Sphere: Plant
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

This spell allows the priest who casts it (normally a druid) to restore the life-force of any plant or any monster of vegetable nature. The spell works on any one tree or on any area of small plants or shrubs of size at most 2 square yards per level. The plant or area of vegetation may have been dead for 10 years per level of the druid. The spell regenerates all missing parts, so it may be used to restore a living tree from a decades-old tree stump, or a flower patch from a bunch of dried flowers. Plants which normally grow in soil may be revived only in soil.

The material component for this spell is a bit of dung.✠

Sanctum Sigil (Abjuration, Invocation)

Sphere: Guardian
Range: 0
Components: V, S, M
Duration: 1 day/level
Casting Time: 1 turn
Area of Effect: 3 m radius sphere centered on the sigil
Saving Throw: None

This spell creates a magical symbol similar to that produced by a Glyph of Warding. It is inscribed in the air, does not move, and provides protection from either law, chaos, good, or evil, in the following manner: should any creature of the specified alignment enter the area of effect, the cleric will be mentally alerted to its presence, even awakened from sleep, provided that the cleric is himself within the area of effect. Note that the warning message to the cleric gives neither its alignment nor its location, and only the cleric receives said message.

The material component is burning incense.✠

Song of Courage (Enchantment/Charm)

Sphere: War
Range: 0
Components: V, S
Duration: 1 round/level
Casting Time: 2
Area of Effect: 30 m radius
Saving Throw: None

By use of this spell, the priest sings a song of glory, thus bestowing great courage and resolve upon his allies within the area of effect. Whilst his song is heard, his companions are immune to fear magic and do not need to make morale checks. The priest must place his fullest concentration on the singing for the duration of the spell.✠

Spirit Tracker (Conjuration/Summoning)

Sphere: Astral, Divination, Vengeance
Range: Special
Components: V, S
Duration: 1 day/level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

The spell operates by creating an ethereal presence capable of tracking an enemy with complete certainty. This spirit tracker is magically linked to its creator in such a way that the priest becomes aware of the direction to an enemy as soon as it is located by the tracker. The tracker can find a creature in the same plane as the priest in 2d12 turns, and can find an enemy anywhere in 2d12 hours.

The enemy must have in some way, mentally or physically brought harm on the priest or someone known to the priest. At ninth level, the priest learns the exact location as well as the direction to the hunted creature. At twelfth level, the priest can actually see through the eyes of the spirit tracker.

During the operation of this spell, the tracked creature continually has the feeling that he is being watched. If the hunted creature is sensitive to ethereal vibrations (high level wizards, certain creatures of the outer planes, etc.) then the spirit tracker itself may (5% chance) be seen. The third-level wizard spell Detect

Scrying will reveal the location of the tracker, and a Dispel Magic cast upon the tracker will destroy it. If the tracker is dispelled, the casting priest must make a saving throw versus paralysis or sustain 1d6 points of damage and will have a tremendous headache for 3d6 hours preventing the use of another spiritual tracker during that time and placing the priest at -1 to hit.✠

Spiritual Triangle (Abjuration, Necromancy)

Sphere: Wards
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

By means of this spell the priest may inscribe a Spiritual Triangle (a triangle inscribed in a circle). While within this triangle, the priest cannot be magically influenced or controlled by any sort of charm, suggestion, or hypnosis. Nor can the priest be psychically or spiritually assaulted. The beneficiary of the spell will likewise be unable to cast such spells from within the triangle. A save versus Intelligence must be made to determine if the inscriptions were made correctly. The material component for this spell is some incense, worth at least 400 GP.✠

Vamoose (Enchantment/Charm)

Sphere: Charm
Range: 15 m
Components: V, S, M
Duration: 2 turns/level
Casting Time: 1
Area of Effect: 4 HD of humanoids/level
Saving Throw: Negates

By use of this spell, the priest may frighten away four hit dice of humanoids per level of experience.

The material component for this spell is a bit of sulphur.✠

Wings of God (Alteration)

Sphere: Animal, Elemental (Air), Travelers
Range: 0
Components: V, S, M
Duration: 1d6 turns + 1 turn/level
Casting Time: 3
Area of Effect: One person
Saving Throw: None

This spell causes large wings to grow on the back of the priest, allowing him to fly as per the wizard spell Fly. The spell is not affected by armour of any sort (the wings will grow through the armour, and the armour will not be destroyed).

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If the deity is good-aligned, the wings are white, angel-like, and if he is evil, they will be devil-like. Druids grow eagle-like wings, and other neutral deities grants grey feather-wings. Normally, this spell may only be cast on the followers of the same god as the priest. However, in dire needs it may be cast on any person. If cast on another person under "non-dire" needs, the priest loses access to the spell for two days.

The material components are the priest's holy symbol, plus a white feather for good, an eagle-feather for druids, any feather for neutral and a bat wing for evil priests. The components may be reused.

Note that the word "God" in the title of this spell should be changed to the name of the priest's god.✧

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Animal Merge (Enchantment/Charm)

Sphere: Animal, Charm
Range: 30 m
Components: V, S, M
Duration: 1 turn/level
Casting Time: 3 rounds
Area of Effect: One natural creature
Saving Throw: Special

By use of this spell, the druid (this spell only functions for druids) is able to merge his body into that of an animal, forcing the creature to behave according to his will. The creature must be a normal creature and have fewer hit dice than the druid has levels. The animal is allowed a saving throw versus spell (at +4 if the druid does not know the animal, normal otherwise), and if successful, the spell has no effect. However, if the druid first assumes the form of the type of animal he wants to merge with (by using his shape changing ability), no saving throw is allowed.

Once the druid and the animal have merged, the druid can cause the animal's body to do anything within its ability, regardless of the consequences to the animal. However, for every hit point of damage suffered by the animal, the druid suffers half a hit point of damage. In addition, should the animal die while under the control of the druid, a system shock roll must be made. If the roll is failed, the druid dies as well. When the spell ends, the druid is expelled from the body of the animal, and remains in the form he has before entering the animal. This spell functions for druids only. If an ordinary priest wants to merge into an animal, he must use the sixth-level spell Monster Merge.

The material component for this spell is the animal itself.✧

Avian Command (Enchantment/Charm)

Sphere: Animal, Charm
Range: 90 m radius
Components: V, S, M
Duration: Instantaneous

Casting Time: 2 rounds
Area of Effect: One avian
Saving Throw: None

This spell allows the priest to command any avian within range as long as the avian can hear him and he does not exploit it. Only normal avians can be affected, including variants in size. Thus eagles, sparrows, doves etc. can be commanded but pegasi and phoenixes cannot. The command must be given in a short sentence of at most 25 words. The avian will automatically understand the language the caster is speaking. Since familiars are not considered to be normal animals, they cannot be commanded by this spell.

The material component of this spell is a feather.✧

Cure Critical Wounds (Necromancy) Reversible

Sphere: Healing
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 9
Area of Effect: Creature touched
Saving Throw: None

This spell is a more potent version of cure serious wounds. The spell cures (or causes) 13-48 (5d8+8) hit points per application. Otherwise this spell is the same in all respects as a Cure Light Wounds spell.✧

Cure Insanity (Abjuration)

Sphere: Healing
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: Creature touched
Saving Throw: None

The casting of this spell cures one mental malady in the subject. Insanity applies to any form of temporary or permanent mental illness, even those brought on by psionic attack or spell, such as Feeblemind.✧

Dariod's Vestigial Vine (Alteration)

Sphere: Plant
Range: 0
Components: V, S, M
Duration 1 round/level
Casting Time: 8
Area of Effect: Caster
Saving Throw: None

This spell will allow the caster to grow forth from one of his fingers a vine. While any finger from either of the caster's hands is usable, the index finger of the caster's primary hand is generally chosen. The vine, while a magical extension of the cleric's body, is treated as a

separate physical entity, therefore having an AC 5 and 30 hit points (plus an additional 2 HP per level of the casting cleric).

The spell will end when either the maximum duration is reached or the vine takes more damage than it has hit points. The vine moves in a snaking fashion and is usable in most ways that an arm is. It uses up one of the caster's actions to use the vestigial vine, so, if the caster had only 1 attack per round and he chose to attack a creature with the vine then he would be incapable of performing another action until the following round.

The vine can attempt to retrieve an object, wield a sickle or similar weapon (although at a penalty of -2 "to hit" due to the unwieldiness of a man-made weapon in the vine's clutches), or it may be used to whip opponents. Whipping is the primary form of attack of the vine and, assuming a successful "to hit" roll (no adjustments), the target will receive 1d10 points of damage.

The material component for the spell is a small strand of vine and the juice from half a dozen holly berries (squeezed from said berries).✧

Divinae Attributes of the Avenger (Conjuration/Summoning)

Sphere: Vengeance
Range: 0
Components: V, S, M
Duration: Special
Casting Time: 5
Area of Effect: The priest
Saving Throw: None

The priest begins this spell by describing in full the quest he is on. Naming the conclusion he desires, and imploring his deity to take notice of the urgent nature of the mission. When this description is completed, if the priest is successful is persuading his deity, the priest's body is surrounded by a majestic glow which grows in brilliance until the priest radiates the same illumination as the midday sun. This illumination lasts for 1 round during which the priest's body undergoes a miraculous transformation. After the light fades, the priest emerges with grey hair and a look of awe on his face. The awe fades in 1 round and the priest's mood is serene. Thereafter all of the priest's ability scores are raised to 19, and the appropriate bonuses as described in the Player's Handbook are applied. Note that the priest does not gain any divine abilities with this spell.

Use of this spell draws the attention of the deity, and the spell only succeeds if the deity is pleased with the usage (i.e. the priest is on a quest of overwhelming danger and is seeking vengeance for a terrible wrong, the priest is fighting in the name of the God against a special enemy of the deity, etc.) If the deity is pleased with the priest, then the bonuses are applied to the priest for the entire length of the quest the priest is on.

When the quest ends, the priest falls to his knees, announces to his deity that the quest is over, and falls comatose for 1d4 turns.

Priest Spells Fifth Level

The material component of this spell is a vial of holy water which must be swallowed during the casting and the priest's holy symbol.☞

Entreaty (Conjuration/Summoning)

Sphere: Combat
Range: 0
Components: V, S, M
Duration: 1 round/level
Casting Time: 5
Area of Effect: 2 m radius area
Saving Throw: None

This spell exactly duplicates the effect of a Chant spell, except that the caster need not continue chanting. Its effects are cumulative only with a Chant spell, and not Bless, Prayer, or Protection.☞

Fear (Enchantment/Charm)

Sphere: Charm
Range: 0
Components: V, S, M
Duration: 1 round/2 levels
Casting Time: 1
Area of Effect: 20 metres long, 60 degree wide arc
Saving Throw: Negates

This spell causes all creatures within the area of effect of the spell to either save vs. spell or flee in panic. Creatures affected are (65% - 5% per level) likely to drop whatever they are holding. This spell requires as its material component a single nail from the foot of a sheep.

Godrage (Alteration, Enchantment)

Sphere: Combat
Range: 0
Components: V, S, M
Duration: 1 round/level
Casting Time: 4
Area of Effect: Caster
Saving Throw: None

By casting this spell, the cleric calls down the attention of his divinity and invokes the righteous wrath of the deity. As the earthly consequence of this Godrage, the cleric goes berserk. He will for the duration of the spell, instinctively attack in melee combat any unbelievers (creatures of a differing alignment) within a 6" radius, giving preference to the most extreme alignments first. The spell does not give knowledge of specific alignments, only a feeling of who is the most worthy of being punished. Note use of this spell may result in the cleric attacking his own party members.

While under the effects of the spell, the cleric attacks on the fighter table and gains a temporary skill level with his weapons (note: in my world, specialisation is more developed and certain clerics can specialise to some degree,

those who are not specialised, gain the basic level of specialisation for the Duration of this spell). Furthermore, the presence of the divinity surrounds the cleric in the form of an aura that reduces all damage taken by the cleric by 2 points (1 point minimum). Godrage is a state not unlike the berserkergang, but it differs in that while the cleric engages solely in physical combat, he is still able to make intelligent decisions on how combat is to be conducted. After the spell ends, the cleric must rest 1 round for every 2 rounds under the spells effect. The components for this spell is the cleric's body, a short verbal sermon given to the unbelievers and a consecrated weapon.☞

Hidden Champion (Necromancy)

Sphere: Necromantic
Range: Touch
Components: V, S, M
Duration: 1 day/level
Casting Time: 1 hour
Area of Effect: One sentient creature
Saving Throw: Negates

Through the use of this spell, the cleric establishes a link between his lifeforce and the subject creature's. The effect of this link is that one-half the damage sustained by one, is transferred to the other. This link is evidenced by a golden, pulsing thread connecting the two through the ethereal plane. When the link is in existence, the two creatures cannot be more than 1 mile per level of the spell caster apart or the link will snap, ending the spell. Those able to perceive the ethereal plane can see this link. Note that the damage transfer is two way. A duly consecrated altar, holy or unholy water, an appropriate sacrifice (DM's discretion) and the creature to be linked with are the material components for this spell.

Side note: I used this for an evil cleric the party was trying to kill. The cleric kidnapped the betrothed of the paladin and performed this ceremony upon her. This really messed up the party since, now they couldn't just rush in and hack up the cleric in an orgasm of hack-n-slash. They had to capture the cleric and remove him from his sanctuary alive. (I run consecrated grounds as being "home field" for clerics and very disadvantageous for would be desecrators. Example: -1 penalty on everything per alignment difference, cumulative bless for the clerics and generally "bad luck" for the attackers).☞

Improved Forget (Enchantment/Charm)

Sphere: Charm
Range: 10 m
Components: V, S, M
Duration: Permanent
Casting Time: 1
Area of Effect: One creature
Saving Throw: Negates

This spell causes one creature to forget past memories according to the following table based on the level of priest. Memories may be regained by a remove curse, dispel, or wish.

Priest's Level		Time Forgotten
1		last minute (round)
2		last 3 minutes (3 rounds)
3		last 5 minutes (5 rounds)
4		last 20 minutes (2 turns)
5 or 6		last hour (6 turns)
7 or 8		last day
9 or 10		last week
11 or 12		last month
13+		any 240 hours of past year

The material component for this spell is a piece of gum.

Improved Lion's Claw (Alteration)

Sphere: Animal, Combat
Range: 0
Components: V, S, M
Duration: 1d6 rounds + 1 round/level
Casting Time: 5
Area of Effect: The priest
Saving Throw: None

This spell functions the same as the Lion's Claw spell, but in addition the druid's feet's toenails grow, and thicken into claws. If the druid scores two finger claw hits during melee he gains the advantage of raking with its two foot claws that turn, each rake causing 1d8+3 points of damage.☞

Karma (Alteration)

Sphere: All
Range: 0
Components: V, S, M
Duration: 1 turn
Casting Time: 5
Area of Effect: Caster
Saving Throw: None

With each casting of this spell, the cleric raises his effective level by one, to a maximum of two additional levels of effectiveness. The increase applies to all clerical actions: spell effects, turning undead, saving throws, hit probability, etc. Not affected by this spell are hit points, number of spells known and level of spells known.☞

Kiss of Death (Necromancy)

Sphere: Necromantic
Range: Touch
Components: S, M
Duration: Permanent
Casting Time: 3
Area of Effect: One person
Saving Throw: None

Priest Spells Fifth Level

This spell will instantly kill the target. In order for the spell to take effect, the caster must kiss the victim. Note that this spell grants the victim no saving throw, but has an important prerequisite: the victim of the spell must be in love with the caster. This love must be non-magical in nature. Furthermore, the victim may not be under the influence of any spell from the Enchantment/Charm school.

This spell may only be cast by a good-aligned priest if he himself is also in love with the victim, and commits suicide immediately after the casting.

The material component for this spell are the caster's holy symbol and some icewater, which is to be smeared upon the caster's lips.*

Lightning Strike (Invocation)

Sphere: Combat

Range: 4 m

Components: V, S, M

Duration: Instantaneous

Casting Time: 8

Area of Effect: 0.3 m wide, 4 m long beam

Saving Throw: 1/2

This spell is similar in use and effect to a flame strike, except that the effect is, of course, lightning. Damage is 6d8, half if a save is made.*

Mammal Command (Enchantment/Charm)

Sphere: Animal, Charm

Range: 90 m radius

Components: V, S, M

Duration: Instantaneous

Casting Time: 2 rounds

Area of Effect: One mammal

Saving Throw: None

This spell allows the priest to command any mammal within range as long as the mammal can hear him and he does not exploit it. Only normal mammals can be affected, including variants in size. Thus polar bears, whales, etc. can be commanded but sphinxes and xorns cannot. The command must be given in a short sentence of at most 25 words. The mammal will automatically understand the language the caster is speaking. Note that for this purpose, humans, demihumans and humanoids are not considered mammals. Since familiars are not considered to be normal animals, they cannot be commanded by this spell.

The material component of this spell is a nail of a mammal.*

Ostracise (Charm)

Sphere: Protection (reversed)

Range: 0.3 m

Components: V, S, M

Duration: Permanent

Casting Time: 1 round

Area of Effect: One person

Saving Throw: Negates

Upon casting this spell, the victim is effectively ostracised from his community: everyone knowing the victim will look upon him with disregard, or even disgust. Even good friends and close relatives will start neglecting and avoiding the character, eventually resulting in total isolation of the victim.

This spell only affects reactions of those that knew the character before the spell was cast: the victim can, for example, move to another town and start a "new life" there. People meeting him there will react normally, unless the out-cast's reputation has somehow reached them, in which case they may act prejudiced.

This spell can be removed by a Remove Curse spell, provided it is cast by someone of at least two levels higher than the caster of Ostracise. Also, a Limited Wish or Wish will remove the effects.

To cast this spell, the priest must point at the victim and order him to leave the community, informing him that his presence there is no longer appreciated. The victim must be able to understand the words of the caster. The victim receives a saving throw vs. spells, modified for wisdom, with a -1 penalty to the die roll for every three levels of experience he has less than the caster. If the victim is of higher level, he receives a +1 bonus for every level of difference.*

Quench Flame (Invocation)

Sphere: Elemental (Fire), Elemental (Water)

Range: 2 m

Components: V, S, M

Duration: Special

Casting Time: 8

Area of Effect: 0.3 m/level long, 0.3 m/level wide, 0.3 m high block

Saving Throw: Special

When this spell is cast, all normal fires in the area of effect are permanently extinguished. All magical fires in the area of effect or cast into that area within one round have a percent chance of being extinguished equal to the cleric's percent chance to dispel magic. Any permanently enchanted fire items (i.e., Sword, Flame Tongue) will have the above chance of being extinguished for one round.

The material component is holy or unholy water.*

Raise Energy (Alteration, Invocation)

Sphere: Charm

Range: 1 m

Components: V, S, M

Duration: 2 rounds/level

Casting Time: 8

Area of Effect: One creature

Saving Throw: None

When the caster uses this spell, he invokes a powerful sort of blessing on the spell recipient. The recipient will experience a level increase of 1 level for every 5 levels of the caster and all the abilities that come with the new levels for the duration of the spell.

Use of the spell will require special sacrifice afterwards at the earliest opportunity.*

Revisitation (Invocation)

Sphere: Vengeance, Law

Range: 120 m + 10 m/level

Components: V, S, M

Duration: Instantaneous

Casting Time: 3

Area of Effect: One creature

Saving Throw: Special

This spell is a magical implementation of the divine edict "an eye for an eye". A single Revisitation spell can reproduce all or part of the damage that the priest has ever suffered at the hands of the target (priest's option), but any single injury may be revisited only once. The priest must name aloud all injuries he wants revisited on the target. Only those injuries suffered by the priest which went unredressed are eligible for Revisitation.

If, for example, a bandit's surprise sword attack has blinded the priest, then the effect of Revisitation will be to blind the bandit. If a dragon swoops down from the sky, breathes fire on a priest for 20 points of damage, and turns to fly away, then a Revisitation spell would produce 20 points of damage on the dragon. However, if the same dragon was on the ground and breathed fire on the priest, and if the priest responded with a spiritual hammer attack, doing the dragon 4 points of damage, then the breath weapon attack would be ineligible for Revisitation purposes.

If a Revisitation spell is used to revisit an injury which would be fatal to the target, then the target is allowed a saving throw versus death magic. Creatures making this saving throw take half damage and fall unconscious for 1d6 rounds.

The Revisitation spell can be used as a cooperative magic spell. When two or more priests are available, the spell can be used to redress injuries received by third parties. One priest casts a Zone of Truth or True Speak spell and the other casts the Revisitation spell. At the crucial moment, the injured third party, under the effect of a truth spell, names the grievances to be redressed. The priest casting the Revisitation spell then repeats the list of injuries and the Revisitation spell is completed.

The material component is the priest's holy symbol, and a balance, or part of a broken weapon.*

Scram (Enchantment/Charm)

Sphere: Charm

Range: 20 m radius

Components: V, S

Duration: 1 turn/level

Casting Time: 1

Priest Spells Sixth Level

Area of Effect: Up to 5 HD of creatures/level

Saving Throw: Negates

By use of this spell, the priest may frighten away five hit dice of creatures, animal, or people per level of experience. Those affected will avoid physical contact for at least 1 turn per level of priest.✳

Stonewood (Alteration)

Sphere: Elemental (Earth), Plant

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 3 turns

Area of Effect: One object

Saving Throw: None

When the cleric casts a Stonewood and touches a wooden object, the wood in that object is magically enhanced and given a stonelike strength. The altered wood is in every way the same as untreated wood (i.e. texture, colour, weight, flexibility, etc.) except for the stonelike strength and hardness. An object of up to 10 square metres and 3 cm length per level of the cleric of wood can be affected by this spell. To cast this spell, the cleric needs mistletoe and a gemstone of at least 500 GP.✳

Vindicator's Quest (Enchantment/Charm)

Sphere: Charm, Vengeance

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 5

Area of Effect: Special

Saving Throw: Negates

The Vindicator's Quest spell is similar to the fifth-level priest spell Quest with the following differences: The Vindicator's Quest spell is cast upon oneself. Following the casting, every person that the priest comes in contact with is subject to the quest. The priest need only explain the quest, argue for its moral correctness, and whoever listens to the story must save versus spell or be drawn into the quest. Creatures of the priest's religion are not allowed a saving throw, and creatures of the priest's alignment save at -4. The spell has no effect on creatures whose alignment differs with that of the priest with respect to Good and Evil. All creatures subject to the quest spell are unable to do anything but follow the leader of the quest. Failure to follow the priest will result in a -1 penalty applied to saving throws for each day that the quest is ignored. The priest casting the spell himself can never ignore the quest, and is single-mindedly devoted to its completion. A higher level priest of the priest's religion can remove the quest, as can some artifacts and relics.

Vindicator's Quest also has the requirement that the nature of the quest be one of vengeance. The priest must be certain of the moral correctness of the quest, and it must be looked on favourably by the priest's deity. The material component of this spell is the priest's holy symbol.✳

Viper's Bite (Alteration)

Sphere: Animal

Range: 0

Components: V, S, M

Duration: 1 round/3 levels

Casting Time: 4

Area of Effect: Caster

Saving Throw: None

The Viper's Bite spell causes the cleric's teeth to become exceptionally sharp and hollow like the fangs of a viper. He is able to bite for 1d4+1 points of damage and inject the victim with a nerve poison. The effects of this poison is to paralyse the victim for 3d4 rounds if a save versus poison is failed. If the save is successful, the victim still becomes lethargic and woozy (-1 on STR, DEX and initiative rolls). The effects of the poison are cumulative for multiple bites. Like the lion's claw spell, this spell allows the cleric to bite those creatures hit only by +3 magical weapons. Again, the bite is not considered a magical weapon attack. To cast this spell the cleric needs mistletoe and a charm made from a poisonous snake's fang.✳

Warp Metal (Alteration)

Sphere: Elemental (Earth)

Range: 0.3 m/4 levels

Components: V, S, M

Duration: Permanent

Casting Time: 7

Area of Effect: 5 pounds/level

Saving Throw: None

This spell is similar to the clerical second level spell warp wood except that metal is the substance affected. For those objects that possess structural strength, this spell does 1 point of structural damage per 3 levels of the caster. Against metal creatures (i.e. iron golems) the spell inflicts 1d4+1 points of damage per level of the caster (save for 1/2). ✳

Priest Spells Sixth Level

Adaptation, 3 m Radius (Abjuration)

Sphere: Protection

Range: 0

Components: V, S, M

Duration: 1 turn/level

Casting Time: 1 round

Area of Effect: All creatures within 3 m radius sphere

Saving Throw: None

All those in the area of effect of this spell are affected as per the fourth level spell Adaptation, up to a maximum of 2 persons per level of the cleric (excluding the cleric, and rounding upwards).✳

Conjure Air Elemental (Conjuration/Summoning) Reversible

Sphere: Elemental (Air)

Range: 60 m

Components: V, S

Duration: 1 turn/level

Casting Time: 6 rounds

Area of Effect: Special

Saving Throw: None

This spell is in all aspects the same as the spell Conjure Fire Elemental in the Player's Handbook (q.v.), except that it opens a gate to the plane of Air, and that either an air elemental or 2d4 invisible stalkers are summoned. 87% of the time, an air elemental will appear. The stalkers will appear when the roll would indicate salamanders or an efreeti.✳

Dedi's Invisible Poison Swamp (Alteration, Illusion/Phantasm)

Sphere: Chaos, Creation, Elemental (Earth, Water)

Range: 40 m

Components: V, S, M

Duration: 1 day + 1 hour/level

Casting Time: 1 round/level

Area of Effect: 0.3 x 0.3 m area/level, 0.

3m deep

Saving Throw: Special

This prayer causes the area of effect to turn into a poisonous swamp. Even worse, the swamp is not visible. However, a True Seeing spell or similar magic will detect the swamp. Since it is not just a large trap, thieves can not detect it (supposing they have no True Seeing ability or the like).

The priest first chooses the area of effect. Then, he drops the poison and water to the ground. During this, he utters the prayer. The ground now turns to swamp (anyone can detect it as being a swamp at this time) and starts looking as it was before 1 round later (no-one can recognize it as a swamp from now on).

To successfully chant this prayer, the ground must be at least 10 feet thick (so you can't build a swamp in a castle's third floor if the great hall of the knights is below one foot of stone).

Only stone, earth, rock, mud or other similar material can be used to create a swamp on. A swamp cannot be build in a marsh or on another swamp area.

The priest can choose a swamp size from a minimum of 0.3 x 0.3 metres up to the maximum (e.g., a priest of 15th level could create a 3 x 50 metres or a 30 x 5 metres swamp, always being 3 metres deep).

Priest Spells Sixth Level

A victim who didn't see the swamp and steps into it falls into it (no saving throw allowed). If the victim succeeds a swimming check (at a -4 modifier, since it's a swamp and not water) it only suffers 2 points of damage from the poison. The poison enters the body of the victim through the skin. If the victim fails, it suffers additional 1d8 points of damage and gets a cumulative -1 penalty to its next swimming check (in the next round). Victims without the swimming proficiency automatically suffer 1d8+2 points of damage each round.

If a victim spends 5 rounds in the swamp it loses Strength (reduced to 3) and sinks to the swamp's ground. There, it suffers double damage (2d8+4) each round. After another 5 rounds down there it will finally die.

Victims can be pulled out of the swamp by others very simply: by using a rope, a branch, a long weapon (lance or the like) and succeeding a Strength check (both the one who pulls and the one who is being pulled must succeed). It is not possible to cast spells while held in the swamp. If the swamp is turned back to its former condition, turned to stone or rock by magic, or a similar action takes place, then all who are in it are thrown out and suffer 4d8 points of damage.

The material components for this spell are a drop of poison from a giant scorpion and some water.*

Hold (Enchantment/Charm)

Sphere: Charm

Range: 0

Components: V, S, M

Duration: 1 round/level

Casting Time: 1

Area of Effect: 20 m long, 60 degree arc

Saving Throw: Negates

This spell immobilizes its victims, causing creatures affected to stop all activity and freeze in position. The creatures affected may be allowed to talk (this often includes spellcasting) as desired by the priest, but no other actions than non-magical thinking may proceed during the duration of the spell. Hold may be cast on one creature per every two levels of priest, but for every additional creature above one, all creatures to be affected save at +1.

The material component for this spell is a miniature silver cage, which is not consumed in the casting.*

Improved Animate Dead (Necromancy)

Sphere: Necromantic

Range: 3 m

Components: V, S, M

Duration: Permanent

Casting Time: 1 hour

Area of Effect: Special

Saving Throw: None

This spell causes the bones or lifeless bodies of animals, humanoids, or monsters to become animated as skeletons or zombies, capturing the spirits of the slain and enslaving them into an existence which lies in a nether sphere between life and death. These "undead" can be controlled by the priest through short, simple commands. Note that once the spell is cast, the priest no longer needs to concentrate to maintain control over the undead, and further note that there is no upper limit on the number of undead which may be controlled by a single priest once animated.

level affected undead

6th Skeletal animals and non-combative servants.

MC: Unanimated skeletons of animals of humanoids

affected: 1

7th Traditional skeletons

MC: Freshly slain warriors

affected: 1d8 + 1/level

8th Zombies

MC: Unblessed corpses

affected: 1d8 + 1/level

9th Zombie monsters

MC: Freshly slain monsters

affected: 1 HD/level*

Mass Cure (Necromancy)

Reversible

Sphere: Healing

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 7

Area of Effect: 0.3 m/level radius

Saving Throw: None

When this spell is cast, every creature in the area of effect (including the caster) up to one creature per level of the caster is cured for 1d8 plus 1/2 the level of the caster points of damage. This is as per Cure Light Wounds spell (q.v.). The limitations on what creatures can be thus affected is as per that spell. If more creatures than can be affected are within the spell radius, preference is given to those closest to the cleric. Also, if a near creature is not affectable by the spell, it still counts towards the total number of possible creatures cured.

The reverse of the spell does the same amount of points of damage to all within the spell radius. The material Components for this spell is a vial of holy or unholy water that must be sprinkled into the air above the caster's head while the spell is cast.*

Mental Grunt (Alteration)

Sphere: Thought

Range: 0

Components: V, S

Duration: Special

Casting Time: 1

Area of Effect: The priest

Saving Throw: None

This spell causes the priest to give a special "oomph!" to any single action he is performing, regardless of its nature. In combat (magical, melee, or missile) it has the affect of either improving the damage, duration, area of effect, or otherwise of any spell or attack. Whatever the situation, however, its effects can only be felt for a short (often instantaneous) duration. It cannot be used to help the priest go several days without sleep, but it might allow the priest to double his maximum pace for a round. Occasionally, the spell backfires, causing some sort of catastrophic fumble. In order to determine the general affect of the spell, role a 1d20, and consult the following table.

Roll	Result	In game terms
1	Oops...	Catastrophic Fumble
2	Uh oh...	Normal Fumble
3	Dud...	No effect
4-7	Fizz...	+10%
8-10	Eeehh...	+20%
11-13	So-So.	+30%
14-15	Not too bad.	+40%
16	Yea!	+50%
17	Wow!	+75%
18	Kick Ass!	*2
19	Take that!	*3
20	Did I do that?	DM's option

All effects are rounded down, should this be necessary.*

Monster Merge (Enchantment/Charm)

Sphere: Healing

Range: 30 m

Components: V, S, M

Duration: 1 turn/level

Casting Time: 3 rounds

Area of Effect: One monster

Saving Throw: Special

This spell functions the same as the fifth-level priest spell "Animal Merge", but functions for all creatures, in stead of only animals.

The material component for this spell is the monster itself.*

Pass Via Water (Alteration)

Sphere: Elemental (Water), Travelers

Range: 0

Components: V, S, M

Duration: 2 rounds/level

Casting Time: 8

Area of Effect: The priest

Saving Throw: None

The first effect of this spell is to allow the priest to walk on water, as per the third-level spell Water Walk. The spell's major effect, however, is to allow the priest to transport himself via any moving body of water in a distance of

Priest Spells Seventh Level

up to 1/8 mile per level; the priest walks on the water, takes a step upstream or downstream, and is instantly transported the desired distance; those along the way can see a fleeting image of the priest if they happen to be looking at the body of water at the time. The priest may only transport himself once during the spell duration, though he may walk on the water surface until it ends. If the current starts or ends before the specified distance, the priest's travel ends there.

The material component for this spell is a miniature bucket, which is consumed in the casting.✠

Polymorph into Tree (Alteration, Enchantment)

Sphere: Plant
Range: 2 m
Components: V, S, M
Duration: Permanent
Casting Time: 8
Area of Effect: One creature/2 levels
Saving Throw: Negates

This spell is similar to the polymorph other spell except that target creatures can only be turned into trees (usually oak). All creatures get a saving throw to avoid the effects of this spell. Those who fail turn into trees with their minds trapped within. Clothing, possession, etc. are not transformed as part of the spell. Those who save, feel their limbs turn wooden and stiff (effects as if a slow spell were cast upon them, with duration 2 rounds per level of the cleric). To cast this spell, the cleric needs a sprig of holly and tree sap from the tree type to which the targets are being polymorphed into. Only a wish or a higher level cleric can reverse the effects of this spell.✠

Protection from Undead (Abjuration) Reversible

Sphere: Protection
Components: V, S, M
Range: 0
Casting Time: 1 round
Duration: 2 rounds/level
Area of Effect: 1 m radius sphere
Saving Throw: None

This spell duplicates an effect of a Helm of Brilliance, causing the cleric's holy symbol to glow a bright blue when undead are within 1 metre. All undead within this area and exposed to the light will take 1-6 points of damage per round, no saving throw. Any creature under the effects of this pain cannot cast offensive spells. In addition, the cleric receives a +1 bonus on his d20 rolls to turn undead in the area of effect.

The reverse of the spell, Protect Undead, is cast on a single undead creature (or paladin; see rules for evil clerics) and will either nullify the effects of a Protection from Undead spell, or move the spell recipient into one higher category for purposes of turning. Example: a lich in spell combat with a 13th level cleric casts

Protect Undead on himself. He is immune to the effects of any Protection from Undead spell the other cleric casts, and requires that the cleric roll a 19 on a d20 to turn him.✠

Sacrifice (Necromancy)

Sphere: Necromantic
Range: Touch
Components: V, S
Duration: Special
Casting Time: 3 hours
Area of affect: Caster plus one other creature
Saving throw: Negates

This spell allows the Cleric to give up some of HP to another character in order that he can be better able to complete a Quest. This is not "current HP" but "maximum HP". The condition is reversed when the character returns from the Quest successfully. If the character fails, the HP return to the Cleric at the rate of 1 per week.

Here's an example: Suppose a high level cleric (with 78 HP) wants Sir Belvedere (80 HP) to retrieve a magical mace that was stolen. Sir Belvedere agrees, but only if the cleric Sacrifices 70 of his HP, to ensure good faith and to help complete the mission. The Cleric agrees, and Sir Belvedere goes out in search of the mace. At this point Sir Belvedere effectively has 150 HP, and, for all intents and purposes his maximum HP is now 150. Likewise the Cleric's maximum HP total is 8.

Now suppose Sir Belvedere is successful in his mission. When he delivers the Mace to the Cleric, they both immediately return to their normal maximum HP value. (Although maybe not their current HP value, if Sir Belvedere is wounded.) (Current damage to the spell recipient is split evenly among the two when HP are returned.)

But suppose Sir Belvedere was killed before the mission was complete. That means that the Cleric will have to wait 70 weeks until he returns to his normal maximum HP total. ✠

Spontaneous Combustion (Alteration, Conjunction)

Sphere: Elemental (Fire)
Range: 10 m
Components: V, S
Duration: Instantaneous
Casting Time: 1
Area of Effect: One square foot/level
Saving Throw: None

This spell causes one square foot of flammable material per level of priest to burst into flames. Heavy burning clothing such as thick robes will cause 1d12 points of damage per round while light burning clothing will cause only 1d6 points of damage per round. Rolling on a floor will smother the flames and will stop a victim from taking any more damage and put out the flame in two rounds.✠

Word of Passage (Alteration)

Sphere: Travelers
Range: 1 m
Components: V, S, M
Duration: 1 round/level
Casting Time: 1
Area of Effect: 3 m/level, 1.5 m diameter cone
Saving Throw: None

By use of this spell, the priest causes a passage five feet in diameter to be bored into any single non-living substance. The passage will extend ten feet per level of priest, and may be closed behind the priest or allowed to exist for the duration of the spell. Note that stone, metal, water, gas, or even fire are affected, though magical substances, sanctified areas and magically locked objects cannot be penetrated.

The material component for this spell is an awl, which is consumed in the casting.✠

Priest Spells Seventh Level

Avatar (Invocation)

Sphere: Charm
Range: 0
Components: V, S, M
Duration: Special
Casting Time: 5
Area of Effect: Caster
Saving Throw: None

The use of this spell brings forth very potent energies to the casters disposal. The spell actually causes part of the caster's deity to inhabit the caster. The caster will then become an Avatar of the god with one of the god's aspects.

The Avatar will have the powers of a demipower and will have the casters choice of one of the classes the deity has experience in (one of the Deity's aspects). In addition to these powers, the caster will still retain his own powers and abilities. If the class chosen is the same as one of the classes that the caster has, then he will have the higher of the two levels.

The caster will retain the power until the situation no longer requires it (plus a couple of rounds for mopping up), or the Avatar is killed. If the Avatar is killed, then the deity loses the abilities of the class for 1/10 of the time that the god would normally be "dead" as if slain on his home plane.

In order to receive this spell at all, the caster must exemplary in his faith. The spell, if used, would require special sacrificing afterwards. Exactly when and how much depends on the god.

If the spell is used to confront another Avatar or Deity, then rather than having a confrontation, the Deity may decide to do something else instead, such as any form of indirect help. If the deities involved are traditional enemies...

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If the privilege of having this spell is misused in any way, then the offending caster will be severely punished, maybe losing the opportunity to cast this spell forever, or in a more serious transgression, losing all clerical abilities as well forever.

The Deity is not enslaved by this spell and thus does not have to answer the spell's partial summons. If the need is there, then more than likely, the spell will be answered.✘

Awaken Forest (Enchantment/Charm, Divination)

Sphere: Plant

Range: 0

Components: V, S, M

Duration: 1 hour/level

Casting Time: 2 hours

Area of Effect: 10-mile + 1 mile/level radius area

Saving Throw: None

With this ceremony, the cleric call upon and wakens the spirit of the forest. The effects are that the cleric becomes one with the trees in the area of effect. Whatever happens in that area, the cleric instantaneously knows. He has the power to cause 1 tree per level within that area to animate as if it were a treant. Any real treants in the area become aware of him and are receptive to any suggestions made by the cleric. A Changestaff (cf. Changestaff spell) is needed to if any trees are animated. Each tree animated reduced the Changestaff by one hit die.✘

Black Storm of Vengeance (Invocation)

Sphere: Elemental, Vengeance, War, Weather

Range: 400 m

Components: V, S

Duration: 1 round/level

Casting Time: 1 round/level

Area of Effect: 120 m radius

Saving Throw: Special

This powerful spell is invoked primarily against invading armies or in siege warfare. The spells primary effect is to destroy or prevent the passage of troops who have attacked the priest or his comrades. This spell requires the priest to concentrate for the full duration of the spell. The casting time and duration are simultaneous.

In the first round of casting, the priest summons an enormous black storm cloud over the area of effect. Lightning and crashing claps of thunder rock the area, and creatures within the area of effect must save versus paralysis or be deafened for 1d4 turns.

On the second round, the priest calls six lightning bolts down from the cloud. Each is directed at a specific target, and each bolt does 8d8 points of damage (A successful saving throw indicates half damage). On the

third round, hail stones pound those in the area of effect for 3d10 points of damage (no saving throw).

On the fourth and fifth rounds tornado's sweep through the area of effect toppling 1 creature in 4, and doing 3d6 points of damage to 1 creature in 6.

On the sixth and seventh rounds, acid rains down on the area of effect inflicting 1d4+1 points of damage. No saving throw is allowed.

On the eighth and subsequent rounds, violent rain and wind gusts reduce visibility to five feet and movement is reduced 75%. Missile fire and spell casting from within the area of effect are impossible.

The sequence of effects ceases immediately if the priest is disrupted from spell casting at any time. The priest may opt to cancel the effects at any time.✘

Conjure Water Elemental (Conjuration/Summoning)

Sphere: Elemental (Water)

Range: 40 m

Components: V, S

Duration: 1 turn/level

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

This spell is in all aspects the same as the spell Conjure Earth Elemental in the Player's Handbook (q.v.), except that it opens a gate to the plane of Water, and that an equal-strength water elemental will appear.✘

Death Wail (Necromancy)

Sphere: Necromancy, Vengeance

Range: 0

Components: V

Duration: Instantaneous

Casting Time: 9

Area of Effect: 10 m radius

Saving Throw: Negates

At the culmination of this dreadful spell, the priest utters a deafening cry or shriek which is heard by one creature within area of effect per level of the priest. Those hearing the spell must save versus death magic or die instantly. Creatures who cannot hear (due to ear plugs, deafness, etc.) can be targets, but are considered to automatically make their saving throws.

This spell is most often cast over the body of a slain comrade in an effort to slay those responsible for the death and in mourning for the lost friend. Since the use of this spell attracts the attention of the priest's deity, and because the deaths result from the deity sharing in the grief of the priest, the spell works only if the priest is truly mourning the lost friend, and only if the deity approves and joins the priest. Those creatures most directly responsible for the death of the priest is never the victim of his own Death Wail.

This spell need never be prayed for by the priest, however, seven spell levels of available spells are drained from the priest's mind (beginning with the highest level spells available). If the priest has fewer than 7 spell levels remaining, he takes 1d6 points of damage for every spell level less than 7 currently memorised.✘

Death Warrior (Invocation)

Sphere: Combat

Range: 0

Components: V, S, M

Duration: 2 rounds/level

Casting Time: 1

Area of Effect: Caster

Saving Throw: None

It is only a god of War, Death or a deity that is perverse who will allow his followers to use a spell such as this.

The spell is cast when the caster has been struck his death blow. The spell cannot be cast if the caster is knocked below his level in negative hit points in any one round. The spell can be cast even if the caster had already cast a spell in the combat round. It is very difficult for the caster not to get the spell off.

The effects of the spell occur immediately. The caster has all his or her spells memorised, and his level and hit points are doubled for the duration of the spell. The caster will not have any more spells than his normal level would allow. The caster will fight insanely and attack all foe in sight until the spell ends, the caster dies again, the caster casts another death warrior spell, or the spell duration ends.

When the spell finally ends, the caster immediately dies, and the body vanishes, not to be found. The Deity personally collects the soul of the caster. The caster will use the spell if he thinks that there is a battle that he will not survive in and will thus try to use this spell for a last revenge. The caster cannot be brought back to life, but if a group of adventurers went and petitioned the Deity of the caster, then the Deity may decide to free the casters soul in exchange for a service (a suitably long quest will do...).

The spell, when cast, causes the caster's holy symbol to destroy itself in a dramatic manner (blows up in a flash of light and sound, melts, etc.) but causes no other effect. If the spell is to be cast a second time, then the caster will require a second symbol.✘

Divine Visage of the Avenger (Conjuration/Summoning)

Sphere: Summoning, Vengeance

Range: 0

Components: V, S, M

Duration: 1 hour

Casting Time: 3 turns

Area of Effect: The priest

Saving Throw: None

Priest Spells Seventh Level

The priest begins this spell by describing in full the quest he is on. Naming the conclusion he desires, and imploring his deity to take notice of the urgent nature of the mission. When this description is completed, if the priest is successful in persuading his deity, clouds form over the priest and the priest's body is struck by a tremendous lightning bolt. The lightning flashes for one full round during which time the priest's body undergoes a glorious transformation. After the flashing subsides, the priest emerges as a fully empowered avatar of his deity.

Use of this spell draws the attention of the deity, and the spell only succeeds if the deity is pleased with the usage (i.e. the priest is on an urgent quest in the service of the deity). When the priest casts this spell, he gives over his will completely to that of his deity. The priest can, for the most part make his own decisions, however, if the priest ever varies from the alignment of the deity or ever acts out of character for a divine being, the priest is instantly and irrevocably struck dead, and the deity assumes control of the avatar. The deity can, of course, at any time take over the body of the priest or avatar.

At the end of the one hour period, the deity can decide to keep the priest in the form of the avatar for another hour, or can choose to end the spell. The deity can even choose to keep the priest as the avatar for life. In this case, the deity assumes control of the avatar and the character of the casting priest is irrevocably gone.

If the deity chooses to release the priest, the avatar's body will glow with a pure white radiance and vanish. The priest will then be teleported to a location of the deity's choice, and will fall comatose for 1d4 turns. Thereafter, the priest will be unable to cast spells until the next day, and will be under the influence of a Quest spell placed upon the priest by the deity. The Quest is the price of calling on the deity for direct aid.

The material component of this spell is a sacrifice appropriate to the deity as determined by the DM.☞

Hammer of Retribution (Invocation)

Sphere: Vengeance, War
Range: 10 m/level
Components: V, S, M
Duration: Instantaneous
Casting Time: 1 round
Area of Effect: 1.5 m radius/level
Saving Throw: ½

This powerful spell is invoked primarily against invading armies or in siege warfare. The spell's primary effect is to destroy troops or fortifications of creatures who have done unredressed damage to a priest or his companions. The spell begins with the priest describing the atrocities an army or band of marauders is guilty of. The priest must have first-hand knowledge of these crimes, or must have heard testimony from a witness under the effect of a Zone of Truth or True Speak spell.

The spell strikes as a great column of force that descends from the sky. The area of effect is a circle whose radius is 5 feet per level of priest. All creatures within the area of effect take 1d6 HP per level of priest in damage. Creatures making a saving throw versus spell take half damage. Small objects must save versus crushing blow or be destroyed. Structures suffer damage as if hit by a heavy catapult (2d12). Any creature unfortunate enough to be flying over the area of effect takes 1d6 points of damage for every 3 metres above the ground the creature was flying to a maximum of 10d6 plus the normal damage due to the crushing blow of the spell.

When cast over water the spell raises a wave 3 metres high per level of priest traveling 30 feet per minute in a circle that grows outward from the area of effect. On land, the force of this spell often crushes trees and rends the earth producing a great cloud of dirt and dust, obscuring the area for 1d4+1 rounds.

The material component of this spell is the priest's holy symbol and a war hammer which the priest throws into the air as the spell is cast. The hammer is destroyed in the casting.☞

Henley's Digit of Disruption (Invocation)

Sphere: Combat
Range: 15 cm/level
Components: V, S
Duration: Instantaneous
Casting Time: 7
Area of Effect: One undead
Saving Throw: Special

This spell is a powerful weapon against undead creatures. When it is cast, a thin ray about 1 cm in diameter springs forth from the cleric's pointing finger and strikes the selected target. Any undead creature so struck must save versus magic or take 6d8 of damage and roll on percentile dice as if hit with a Mace of Disruption. If the save is made, the affected creature takes 4d8 of damage, with the remaining 2d8 striking the cleric in a backlash of energy.☞

Lifeforce (Alteration, Invocation)

Sphere: Combat
Range: 3 m
Components: V, S, M
Duration: Permanent
Casting Time: 8
Area of Effect: Caster and one target creature
Saving Throw: None

Through the use of this spell, the caster is pitting his lifeforce against that of the target creature. This is the pure confrontation of two beings' will to live. Each rolls 1d20 and adds it to his or its current hit points. This can be modified by bless, chant, prayer, ring of protection, cloak of protection, luckstone, luck sword, wisdom bonus, etc.

If the target creature's total is less than 1/2 the caster's total, then the target creature is overwhelmed and dies (in this case, the caster suffers fatigue equal to 1/2 the target's roll in hit points). If the target creature's total is less than the caster's total but more than 1/2 the caster's total, then the target is stunned for 2d4 rounds (-5 to AC, initiatives, saves, "to hit" and damage rolls) and the caster suffers fatigue equal to the difference in totals. If the target's total is more than the caster's, then the caster dies and the target suffers damage equal to the difference in totals. Fatigue is recovered at a rate of 1 hit point per round.

The material component for this spell is the cleric's holy or unholy symbol, a pair of ivory six-sided dice (worth 200 GP) and a drop of the caster's blood.☞

Oathbreaker (Conjuration/Summoning)

Sphere: Summoning, Vengeance
Range: 0
Components: V, S, M
Duration: 5
Casting Time: 5
Area of Effect: One creature
Saving Throw: None

The Oathbreaker spell is a powerful method of obtaining vengeance for a fallen comrade. The deceased person must have been known to the priest, and must have been killed through the treachery of the intended target of the spell. That is, the target must have violated an oath or agreement with the deceased person (king to subject, guest to host, etc.), or conspired to bring about the death of the deceased.

The Oathbreaker spell begins with the priest naming the deceased and detailing the treachery which resulted in his death. Thereafter, two huge columns appear in front of the priest. Between the columns appears a great door. The priest then knocks three times on the door, names the deceased, and pulls the doors open. The deceased person then steps through the door as a special undead creature.

The deceased comes back in a near corporeal form which mimics his form in life. The spirit has the same hit points as it did in life, and appears as it did in life. Although the spirit appears unarmoured, is affected only by magical weapons of +2 or better enchantment. The spirit has 50% magical resistance, and is unaffected by sleep, charm, and other forms of mental control. It can attack adversaries as a Spectre, and can cast the Revisitation spell any time it comes within range of the person responsible for its death. In any case, the spirit's only purpose is to seek out and destroy the person responsible for its death; the spirit will exist only as long as the target remains alive.

If the spirit is slain with magical weapons, or is dispelled (for which it gets a saving throw versus spell as it would have in life) it can never be raised from the dead again, except by a Wish.☞

Priest Spells Seventh Level

Raise Energy (Alteration)

Sphere: Charm
Range: 30 m
Components: V, S, M
Duration: 2 rounds/level
Casting Time: 8
Area of Effect: One creature
Saving Throw: None

When the priest uses this spell, he invokes a powerful sort of blessing on the spell recipient. The recipient will experience a level increase of 1 level for every 5 levels of the priest and all the abilities that come with the new levels for the duration of the spell.

Use of the spell will require special sacrifice afterwards at the earliest opportunity.*

Razorwind (Alteration, Invocation)

Sphere: Combat, Elemental (Air)
Range: 5 m/level
Components: V, S, M
Duration: Instantaneous
Casting Time: 8
Area of Effect: One creature
Saving Throw: Special

By means of this spell, the caster brings about a transformation of the air about himself, "compressing" large volumes of it into a minute area and sending it at a target. Though this wind has no actual "edge," it is highly effective when it strikes its target, causing 1d8 points of damage per level of the caster. In addition, the victim of the Razorwind must make a saving throw vs. Rods or an extremity will be severed (as per a blow from a Sword of Sharpness)! This saving throw is modified by "+1" for each plus of magical armour the target is wearing (only armour: not shields, rings, bracers, etc). In addition persons wearing plate mail or better receive an extra "+1" on the saving roll.

Because such a large volume of air is needed to create the Razorwind, this spell can only be cast outdoors or in a chamber of vast size (DM's discretion). If it is cast in a smaller, confined area (e.g., indoors or underground passage), it will not function and everyone in the area will suffer a momentary loss of air.

The material components for this spell are the holy symbol of the caster, a bloodstone, and a small, flat piece of steel.*

Stop The Sun (Alteration, Illusion)

Sphere: Sun, Time
Range: 0
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

When the priest casts this spell, the sun immediately seems to stop in the sky, over any populated area which the priest can see the major part of. The area actually experiences

extra turns of daytime; as far as those outside the area are concerned, the whole period of extra time happened in one instant.

The material component for this spell is the priest's holy symbol.*

Treegrowth (Alteration)

Sphere: Plant
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 7 rounds
Area of Effect: One HD/level, one creature, or one building
Saving Throw: Negates

Causes a plant of desired type to start growing upon the target, which can be a person, building, whatever. This plant shall feed on the life force of the target creature, or if cast on something that has none, then on whatever other energy it can find and use.

If the target is a building, then the plant shall simply grow in/on/around it, possibly causing structural damage, as specified by the priest. It takes seven hours for the plant to grow to full size, so this spell shall not work as an Instant Ladder. It can, on the other hand, be used to hide an entrance or make a treasure cache quite undetectable.

If the target is a creature with life force (or other energy, undeads and golems are not immune), the plant shall feed on the life force of the target creature, draining one level of energy until the target is dropped to -1 HD, and dies. The abilities fall as fast as the hit dice. So, a ninth-level character with Strength 18 and Intelligence 9 would lose 2 points of Strength, 1 HD, and 1 point of Intelligence, among other things, for nine rounds, and then die. The corpse of the target creature shall then turn into parts of the plant. For this, Raise Dead etc. is not possible, having Intelligence zero makes Speak with Dead impossible. On the other hand, such a victim can Reincarnate, and Speak with Plants is not hindered, as the mind remains within the plant.

This is a spell that is very seldom used by druids because of its long casting time and obvious evilness. It is used on old druids that feel that their life is at an end and wish to live on in the grove, or as a partial retribution on those who destroy plant life needlessly or violate any dryad, supposing either is within the protection of a druid.*

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