The LaTeX Net Spellbook

Version 5.01

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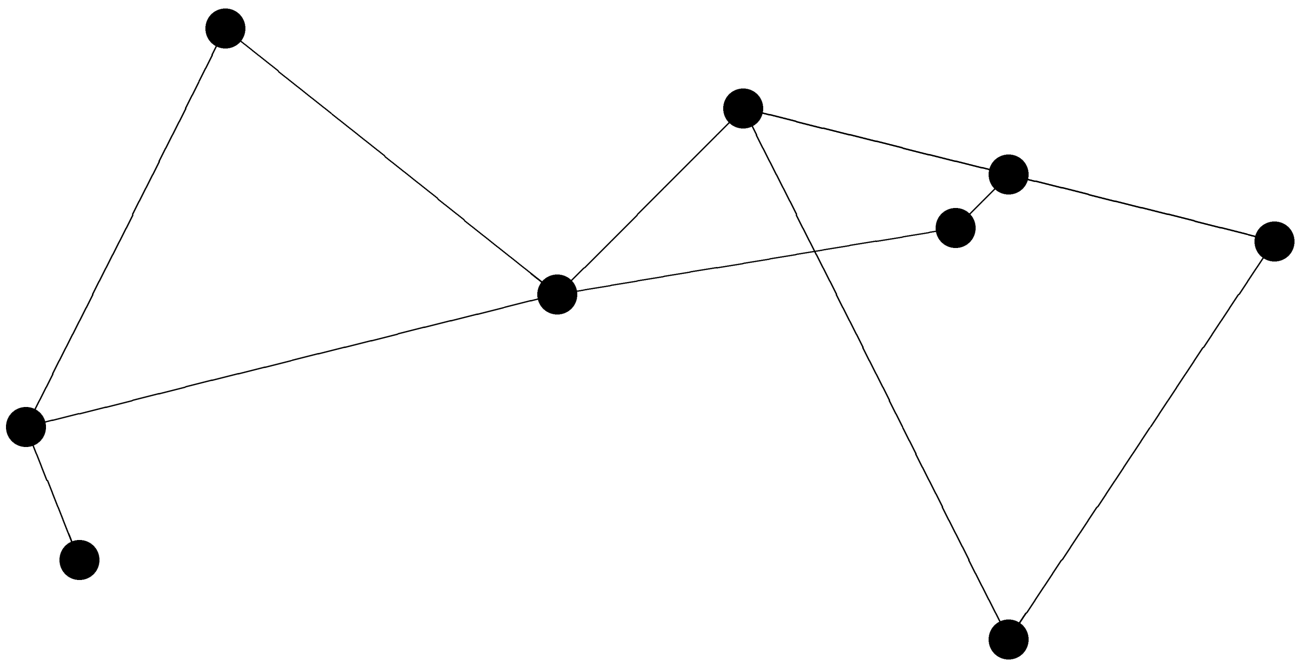

Be wary all ye who consider opening this tome! Unathorized access will subject the offender to a most terrible daemon.

Introduction

The Great Net SpellBook, and its companion, The Great Net PrayerBook, were born out of a desire of many of the net people to collect all the various scattered spells that had been posted to the Net over the years. This collection of spells ranges the full gamut from serious to silly, ultra-powerful (and maybe too powerful) to hopelessly weak (though not too weak, for the imaginative wizard!). All have been contributed by a wide variety of authors, whose only common trait is a desire to share their creations with others in a hope that someone else might find them fun, useful, or otherwise enlightening.

The LaTeX Net Spellbook is an adaptation of The Great Net SpellBook, version 5. It contains all the spells found in that version, plus a few extras. I will attempt to keep this document current with the latest GNSB version.

This collection has been formatted into the AD&D Second Edition spell format, as seen in the Tome of Magic and Player's Handbook. I know some of us still prefer the good old 1st edition, but for continuity's sake, I decided to upgrade all the old spells to the new standard. The major differences are the word "segment" has been left off all the casting times of less than one round and the old 1st Edition tendency to use inches (") to define range and area of effect has been replaced by explicit yards and feet measurements. However, cantrips have been retained (rather than deleted as in the 2nd Edition) since many find them useful for a wide variety of tricks. Also, I retained the use of the word "segment" in spell descriptions rather than replace it with the phrase "one-tenth of a round," which sounds very awkward. Segment in this context retains its 1st Edition meaning.

The original LaTeX Net Spellbook was a creation of Matthew T. Presley (presley@cs.ucla.edu), and was compiled in the first half of 1990. I decided to update it this year, since a considerable time had passed and an even greater numbers of spells had been posted. There are no versions 2 though 4 of the LaTeX Net Spellbook; I have adopted the version number of the GNSB that this book uses as a base to avoid confusion. The version number of this spellbook will coincide with the GNSB version it formats.

This collection has been formatted to allow it to be printed back-to-back; that is, in standard book format to allow binding. Due to the massive size of this work, please be considerate of the trees and do not print more copies than absolutely necessary—electronic reference is easier, anyway.

All comments, suggestions, and complaints should be sent to Erik Trimble at *trims@media.mit.edu* and I'll try to respond within a reasonable amount of time. All new spell creations, please send to Boudewijn Wayers at *wsbusr1@urc.tue.nl* as he is the Keeper of the Great Net SpellBook.

Good Luck, and Enjoy!

Erik G. Trimble

Note to DMs

It is highly recommended that the DM read over this collection and make any adjustments necessary before allowing these spells into your campaign. The highly-individualized nature of each campaign world demands that you take nothing herein for granted. I myself have an individualized copy of this work for my own use. Adjust spell parameters, levels, and feel free to allow only certain spells from this tome into your campaign; this is only a reference work, and I'm not going to be hurt if you choose to only allow a half dozen of these spells. The spells herein have been edited for grammar, and to a certain extent balance, but due to the massive volume, I haven't been able to completely play-test more than a few dozen, to say nothing of the entire volume. Many of the spells duplicate or closely resemble the effects of others, so the careful DM may wish to allow only one of the two into the campaign; then again, maybe not. Experiment and let me know the results.

Acknowledgements

I would like to use this space to acknowledge those who helped make this collection possible.

Original Concept and Formatting

Matthew T. Presley (presley@cs.ucla.edu)

To Matthew I own a great debt, since the vast majority of work was done by him in creating the original version of this book. The complete LaTeX skeleton and design of this book was inherited from the earlier edition. I have only made minor improvements and fiddled about the edges to produce (I hope) a slightly more polished tome.

Keeper of The Great Net Spellbook

Boudewijn Wayers (wsbusr1@urc.tue.nl)

Boudewijn is the current Keeper of the Net Books. I thank him for his energy in maintaining such a large endeavor (boy, am I glad that's not me!). This book is almost exclusively full of spells that he has collected and placed into the GNSB, v5.

FTP

Unfortunately, I have not set up a place for anonymous ftp that will be suitable for this document. Please do not place this document anywhere that restricts the possible distribution in any manner (such as `ftp.mpgn.com`). I will endeavor to create an archive here as soon as I can. For now, please distribute it yourselves.

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This subsection will disappear upon my creation of a author-spell index, but as that is currently under construction, this listing will I hope suffice for the present.

If there are any authors that I have missed please email their full name and the spells that they wrote to Erik Trimble at *trims@media.mit.edu*.

Contents

Cantrips

Boil Water

School: Evocation
Range: 1 foot
Components: V, S
Duration: Permanent
Casting Time: 1 minute
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 poultrices and draughts quickly.

Buggery

School: Conjuration/Summoning, Illusion/Phantasm
Range: 30 feet
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 illusionary, 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

School: Divination
Range: 0
Components: V, M
Duration: 1d6 seconds
Casting Time: 4
Area of Effect: Special
Saving Throw: None

This cantrip causes a glowing arrow to appear in the cupped palm of the wizard. It is a light green in colour, and wavers around in the general direction of north. The spell will work underground, as well as at sea, and is not affected by lodestones, but it is only exactly right about 25% of the time and may sometimes be completely off (10% chance). The material component is a sliver of iron.

Count

School: Divination
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1 minute
Area of Effect: One 1-yard cube per level
Saving Throw: None

Count verbally announces the number of objects in the specified area (with a minimum of one cube yard), like grains of sand or pieces of silver. *Count* can count $10\hat{(}\text{level} + 1)$ things, i.e. a first-level wizard can *count* 100 things, a second-level one 1,000 things, a third-level one 10,000 things, and so on.

Fart

School: Enchantment/Charm
Range: 10 feet
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

School: 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

School: 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

School: Conjuration/Summoning
Range: 3 feet
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

School: Alteration
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

School: Evocation
Range: 1 yard + 1 yard per 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

School: Alteration
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

School: Illusion
Range: 0
Components: V, M
Duration: 10 minutes
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 realise 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

School: 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 trance-like 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

School: Evocation
Range: 0
Components: V
Duration: 2 rounds
Casting Time: 1
Area of Effect: The wizard
Saving Throw: None

This cantrip sounds a perfectly-tuned note from out of nowhere. The note is centered on the wizard, and can be heard from a distance of 20 feet. Things that block normal noise (walls, curtains, *silence, 15-foot 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 wizard, 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

School: Abjuration
Range: Touch
Components: V, M
Duration: 3 hours + 1 hour per 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

School: Alteration
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1 minute
Area of Effect: One 1-yard cube per 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

School: Evocation
Range: 6 yards + 1 yard per 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 segments (−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

School: Illusion/Phantasm
Range: 10 feet
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

School: Abjuration
Range: 0
Components: V, S
Duration: 1 hour per level
Casting Time: 1
Area of Effect: 30-foot radius
Saving Throw: None

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

Silvadel's Magic Feather

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

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

Slap

School: Illusion/Phantasm
Range: 10 feet
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

School: Alteration
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 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, *drunkenness*, 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

School: Alteration
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1 minute
Area of Effect: One 1-yard cube per level
Saving Throw: None

This cantrip seperates the specified amount, with a minumum of 1 cube yard, 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 seperate materials bound together, i.e. mortar, plaster or stone.

Sparks

School: 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

School: Evocation
Range: 0
Components: V, S
Duration: 1 round per 4 levels
Casting Time: 1
Area of Effect: Four spheres, 1-foot diameter each
Saving Throw: None

This cantrip creates 4 spheres of force of approximately 1 foot in diameter. They can be placed anywhere within 20 feet of each other, and last approximately 1 round per 4 levels of the wizard. Magical combat of just about any sort will destroy these very useful discs so try not to use them in combat. Furthermore, these disks cannot inflict any damage to anything, since they are made by a cantrip spell.

Stone

School: Conjuration/Summoning
Range: 20 feet
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

School: Illusion/Phantasm
Range: 30 feet
Components: V, S
Duration: 1 round per 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

School: Alteration
Range: 0
Components: V or M
Duration: Instantaneous
Casting Time: 1
Area of Effect: 5-foot 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 realise 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 *tuned* 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 wizard's hands a brilliant red for one turn after the cantrip is cast, unfortunately.

Tweak

School: Illusion/Phantasm
Range: 10 feet
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

School: Abjuration
Range: 0
Components: V, S
Duration: 1 hour per level
Casting Time: 1
Area of Effect: The wizard
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 wizard as a maximum though if the concentration of the wizard is broken for more than 1 minute it will fade away. It actually does have some form and is 'worth' 6 hp, though only magical weapons will affect it.

Vision

School: Alteration
Range: 0
Components: V, S
Duration: 1 turn
Casting Time: 1
Area of Effect: The wizard
Saving Throw: None

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

First-level Spells

Acid Hands

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

This spell is very similar to the first-level wizard spell *burning hands* (q.v.), except that the wizard's hands eject a corrosive acid. Damage is one hit point per level of the wizard.

Ahrvar's Forgery

School: Alteration
Range: Touch
Components: V, S, M
Duration: 1 round per level
Casting Time: 1
Area of Effect: The wizard
Saving Throw: None

With this spell, the wizard 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 wizard 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 wizard write will believe that the handwriting on the page is actually that of the wizard, unless of course they witness the casting of the spell, which may make them rather suspicious. The wizard 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 wizard 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

School: Conjuration
Range: 30 yards
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 wizard's outstretched hand, out to the maximum range of the spell. This acid causes 1d4 point of damage per level of the wizard, up to a maximum of 8d4. The intended target may attempt a save vs. petrification to dodge the jet of acid (save at -4 if size G, -2 if size H, -1 if size L, $+1$ if size S, and $+3$ if size T), 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

School: Evocation
Range: 10 yards + 10 yards per 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 wizard's extended fingertip. This electricity unerringly strikes one target of the wizard's choice, inflicting 1d4 hp + 1 hp per level of the wizard (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

School: Conjuration/Summoning
Range: 10 yards
Components: V, S, M
Duration: 12 turns + 6 turns per 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 wizard for the duration of the spell. The type of hound summoned depends upon the wizard'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 wizard for one day, provided there is game extant in the wizard's area.

The type of hound summoned is as follows:

Level of Caster	**Type of Hound**
1 to 3	jackal
4 to 7	wild dog
8 to 12	wolf
13 or more	dire wolf

If the wizard takes a lower-level hound (or a dire wolf when he is 18th-level or higher), 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

School: Evocation
Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 1
Area of Effect: 1 x 20 x 5 feet 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 points of damage, plus an additional 1d4 at every even level of the wizard (e.g. 4d4 at eighth level), 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

School: Evocation, Illusion
Range: 5 yards per level
Components: V, S, M
Duration: 1 turn per level
Casting Time: 1 round
Area of Effect: 10 square feet per 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 yards, but general identification can be made out to 20 yards.

Stationary figures can be made out at 40 yards, and movement detected out to 80 yards. 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

School: Alteration
Range: 60 yards
Components: V, S, M
Duration: 1 round per level
Casting Time: 2
Area of Effect: 10 feet per level long square
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 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

School: Illusion/Phantasm
Range: 3 yards + 1 yard per level
Components: V, S
Duration: See below
Casting Time: 1
Area of Effect: One animal formed per 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 wizard, 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 specialised form of the second-level wizard spell *improved phantasmal force*.

Animate Mist

School: Alteration
Range: 30 yards
Components: V, S, M
Duration: 2d4 rounds + 1 round per level
Casting Time: 1
Area of Effect: 20-foot + 10-foot per level cube
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 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

School: Divination
Range: 0
Components: V, S
Duration: Instantaneous
Casting Time: 5
Area of Effect: Two surfaces
Saving Throw: None

When casting this spell, the wizard must brings 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

School: Evocation
Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 1 round
Area of Effect: 10-foot 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 woke up must be named in the spell when cast.

Azalldam's Fabricated Bridge

School: Conjuration/Summoning
Range: 0
Components: V, S, M
Duration: 2 rounds per level
Casting Time: 1
Area of Effect: 10-yard per level long, 5-yard wide bridge
Saving Throw: None

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

Buoyancy

School: Alteration
Range: 0
Components: V, S
Duration: 1 hour per 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

School: Alteration
Range: Touch
Components: S, M
Duration: 1 turn per level
Casting Time: 5
Area of Effect: Creature touched
Saving Throw: Negates

The *cat spirit* 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 points of damage. It does not, however, improve singing ability. The material component is whiskers from a cat.

Clean

School: Alteration
Range: Touch
Components: V, S, M
Duration: Instantaneous
Casting Time: 4
Area of Effect: One person or creature
Saving Throw: Negates

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 relived 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

School: Alteration
Range: 1 yard per level
Components: V, S, M
Duration: 1 day per level
Casting Time: 1
Area of Effect: 10 square feet per 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 die or ink of the appropriate colour, and to cause a glow the spell consumes a bit of phosphor or a glowworm.

Comeliness

School: Illusion/Phantasm
Range: 0
Components: V, S
Duration: 1 hour per 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:

Increasing Comliness

Target's Comeliness	Comeliness Gain
6 or less	2d4
7 to 12	d6+1
13 to 15	d6
16 to 17	d4
18 to 19	d2
20 or more	1

Decreasing Comliness

Target's Comeliness	Comeliness Loss
6 or less	1
7 to 12	d2
13 to 15	d4
16 to 17	d6
18 to 19	d6+1
20 or more	2d4

An unwilling victim receives a saving throw, which, if successful, will negate the spell's effect.

Darkness

School: Alteration, Illusion/Phantasm
Range: Touch
Components: V, S, M
Duration: 1 hour + 1 turn per level
Casting Time: 1
Area of Effect: 40-foot radius around one object
Saving Throw: None

May be casted upon an object (touched) to create a temporary forty foot sphere of darkness. Non-magical light will not penetrate. Infravision will not work. Ultravision will work, however. The spell may be used to cancel a Light spell. The material component for this spell is a red blindfold.

Detect Poisoning

School: 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 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

School: Alteration
Range: 1 yard per level
Components: V, S
Duration: 2d4 rounds + 1 round per level
Casting Time: 1
Area of Effect: 2-foot radius sphere
Saving Throw: None (Negates)

This spell is very similar to the reversed first-level priest spell *light*. It has only a 2-foot 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 2-foot 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 wizard'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 5 feet behind). The spell can cancel a *light* spell, but has no effect on continual light or *ambient light*.

Drowse

School: Illusion/Phantasm
Range: 3 yards
Components: V, S
Duration: 1 round per level
Casting Time: 1
Area of Effect: One creature
Saving Throw: None

This spell creates the illusion in the victim's mind that 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 reduction and $^1/_2$ his normal movement rate for the full duration of the spell. Wizards will have a chance of spell failure equal to 100% − 5% per point of their prime requisite (use Intelligence or Wisdom). The spell can be negated by *dispel illusion or dispel exhaustion* (but not by *dispel magic*).

Electric Blades

School: Evocation
Range: 0
Components: V, M
Duration: Special
Casting Time: 1
Area of Effect: Two 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 1d4 more hit 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.

Far Sight

School: Alteration
Range: Touch
Components: V, S, M
Duration: 2 rounds per 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 can not 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

School: Invocation/Evocation
Range: 25 yards
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 wizard's index finger. This bolt will automatically hit a single target inflicting 1d10 points of damage, plus 1 point per level of the wizard, 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 damage, but the object must save vs. magical fire (at +2) or be destroyed (only one object may be targeted per casting).

Find the Chair

School: Evocation
Range: 0
Components: V
Duration: instantaneous
Casting Time: 1
Area of Effect: 10 feet per level
Saving Throw: None

When cast, this spell will help the usually intoxicated person to sit steadily. When there is a brawl going on, it will automatically summon the nearest chair within the area of effect so the wizard may be comfortable in watching the battle.

Find Water

School: Divination
Range: 1 mile, depth 10 feet per level
Components: S, M
Duration: 2 rounds per 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.

Flash

School: Evocation
Range: 12 yards
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

School: Alteration
Range: 1 feet per level
Components: V, M
Duration: 1d6 days + 1 day per 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. *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. *Flu* reduces surprise by 5% and attack rolls by −1, and increases armor class by +1 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

School: 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's spell*.

Freeze [1]

School: Enchantment
Range: 30 feet
Components: V, S
Duration: Instantaneous
Casting Time: 1

Area of Effect: 8 cubic feet per level (2 x 2 x 2 feet cube)
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. paralysation (with a +4 bonus) to escape, or be stuck in the ice. The ice is nonmagical and can be affected normally.

Frost Hands

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

This spell is very similar to the first-level wizard spell *burning hands* (q.v.), except that ice is ejected. Damage is one hit point per level of the wizard.

Frost Touch

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

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

Glow

School: Alteration
Range: 2 feet per level
Components: V, S, M
Duration: 1 hour per 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

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

One wire (up to 10 feet long) can be stretched across a hall, or such. The wire becomes camouflaged—undetectable w/o 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 points of 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

School: Alteration, Illusion/Phantasm
Range: 10 feet
Components: S
Duration: 2d6 rounds + 1 round per 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

School: Divination
Range: Touch
Components: V, S, M
Duration: Instantaneous
Casting Time: 1 turn
Area of Effect: One object or place (up to 1,000 square feet)
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.

Human Torch

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

This spell causes the wizard and all his clothing to become engulfed in flames. These flames do not harm the wizard or his equipment but cause 1d4 points of damage to anyone within 5 feet 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.

Inaudibility

School: Illusion/Phantasm
Range: Touch
Components: S, M
Duration: 1 turn per level
Casting Time: 2
Area of Effect: Creature touched
Saving Throw: Negates

By means of this spell, all sounds made by the recipient become inaudible—breathing, talking, walking, and the like. Items on the wizard's person are likewise silenced, but thrown or dropped items may make noise once released. While under the effect of this spell, the affected creature cannot cast any spells with a verbal component. An unwilling victim receives a saving throw against this spell.

Unlike a silence spell, *inaudibility* masks only the sounds made by the recipient or items in his possession, so it provides no defense against sound based attacks such as harpy singing, a *horn of blasting*, etc. The spell remains in effect until it is magically dispelled, until the wizard or the recipient cancels it, or until its duration has passed; it is not dispelled by the recipient attacking another creature. The spell can only be cancelled by the recipient if the wizard has stated so when the spell was cast.

The material component for this spell is a small wad of cotton.

Influence Other

School: Alteration
Range: 1 feet per 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, caterwaul, 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 licence of some sort, which is not consumed in the casting.

Insolence

School: Illusion/Phantasm
Range: 2 yards
Components: V, S, M
Duration: 1 round per 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 he says or does, to all observers. The victim, however, will not be aware that anything is amiss. While the general meaning of whatever 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 his saving throw, the attack will not be noticed (unless the somatic and verbal gestures of the wizard are seen and recognised).

If an observer has reason to believe that something is amiss, 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 wizard'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.

Jamye's Melodramatic Music

School: Alteration, Conjuration, Enchantment/Charm
Range: 10 yards + 10 yards per level
Components: V, S, M
Duration: 4 rounds + 1 round per 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 wizard.

Material components for this spell are: a miniature golden horn, mustache wax, a short length of rope, and a lace handkerchief.

Kazago's Lock Pick

School: Alteration
Range: 0
Components: S, M
Duration: 1 day + 1 day per 5 levels
Casting Time: 1 round
Area of Effect: The wizard
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

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

When the 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

School: Illusion/Phantasm
Range: 1 yard
Components: V, S
Duration: 1 turn per level
Casting Time: 1
Area of Effect: One object not larger than 3 cube feet per level
Saving Throw: None

This spell causes an object to vanish from sight, much like the second-level wizard spell *invisibility* (which affected only creatures). The spell lasts only 2 rounds per level of the wizard or until the wizard 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 wizard can see the invisible object, so if he is to use it most effectively, it may be necessary to make it visible.

Little Death

School: Necromancy
Range: 60 feet
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

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

This spell allows the wizard 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 wizard was reading the information from a parchment in his hands. The wizard 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 wizard wishes to add more information or change the information that is currently in his brain, then the wizard will be required to recast the spell and re-memorise the information again.

There can only be one spell active in the wizards 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

School: Illusion
Range: 5 feet per level
Components: V, S
Duration: 1 round per 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 illusionary 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

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

This spell allows the wizard 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 wizard, 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 $1/4$ cubic yard + $1/4$ cubic yards 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 wizard maintains faint concentration (spell casting and taking damage breaks the spell, but talking and walking do not), and remains within 1 yard per level of the location of the recipient (obviously not a problem if the wizard and the recipient are the same person). If the spell is broken for any reason, it will last a further 1d3 rounds + 1 round per level of the wizard. The illusion does not follow any movement made by its recipient.

Mist

School: Evocation
Range: 20 yards
Components: V, S
Duration: 2 rounds per level
Casting Time: 1
Area of Effect: Up to one 50-foot cube per 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 25-foot side cube per level.

The shape of the cloud must be rectangular. For example, a second-level wizard could create a cloud of 100 x 50 x 50 feet.

Murder Weapon

School: 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

School: Conjuration/Summoning
Range: 5 yards per 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

School: Illusion/Phantasm
Range: 12 feet
Components: V
Duration: Concentration
Casting Time: 1
Area of Effect: 2-foot long cube
Saving Throw: Negates

By the means of this spell the wizard 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 recognise what the illusion is supposed to be of, but any creature that can do so can also recognise that it is an illusion.

Personal Magnetism

School: Alteration
Range: 5 yards + 1 yard per level
Components: V, S, M
Duration: 5 rounds per level
Casting Time: 5
Area of Effect: Special
Saving Throw: Negates

By means of this spell, a wizard 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. The spell will affect target creatures of up to 4+2 hit dice. 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	Modifier
less than 1	−4
less than 2	−3
less than 3	−2
less than 4	−1
4 or more	none

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 a sphere around the target creature which extends outward up to 1 yard per level of the wizard, up to a maximum of a 10-yard 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 wizard. The wizard 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 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 1 yard of the area of effect will always allow creatures a normal save vs. spells against the attraction. But, for every yard closer, the creature is penalised by a cumulative −1 modifier to its saving throw.

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

Note that the wizard may reduce the size of the area of effect to less than he is able to affect (in one-yard decrements) but the saving throw modifiers are a product of the size of the area of effect, not the level of the wizard casting the spell. This means that if a tenth-level wizard reduces the area of effect to a one-yard sphere it would only be able to affect creatures within one yard of the target creature and they would receive a normal save, but he will still able to try to attract 20 creatures toward the target whereas the first-level wizard would only be able to attract 2. Also, remember that the area of effect is threedimensional, 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 penalised −3 on the return attack. Also, creatures so entangled lose all armour class bonuses for Dexterity and cannot cast any spells requiring somatic components.

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 wizard.

The source of this spell is Sarius Mendlekine.

Pilpin's Mapper

School: Conjuration/Summoning
Range: 0
Components: V, S, M
Duration: 6 turns + 1 turn per 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.

Pilpin's Prompt

School: Conjuration/Summoning
Range: 0
Components: V, S, M
Duration: 1 week per 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 uo to 20 words long. The material component is a small piece of elephant hide.

Protection from Chaos

School: Abjuration
Range: Touch
Components: V, S, M
Duration: 2 rounds per 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.

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 wizard must trace a 3 feet 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

School: Abjuration
Range: 0
Components: S, M
Duration: 1 hour per level
Casting Time: 1
Area of Effect: The wizard
Saving Throw: None

After casting this spell, the wizard will remain dry even if standing in the midst of a torrent. The wizard 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 wizard and his clothing at a distance of about one inch. An oiled leather rag is the material component of this spell.

Quantas's Target Bow

School: Enchantment
Range: Touch
Components: V, S, M
Duration: 2d4 rounds + 1 round per 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 wizard 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 it's 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

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

By this spell, the wizard will cover himself with sand that will repel damage. The wizard will be able to cover himself with enough sand to block 8 + 1 hp per level 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 needed are: ground granite, sandstone, or some other type of fine sand.

Sand Spray

School: Alteration
Range: 20 feet
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 $+4$ bonus to their attack rolls for the remainder of the round, or give them a 2 round headstart to flee.

Sangfroid

School: Abjuration
Range: 0
Components: V, S, M
Duration: 1 turn per level
Casting Time: 1
Area of Effect: The wizard
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 /em 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 /em taunt spells from interrupting the bard's performance.

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

Sanh's Ray of Light

School: Evocation
Range: 6 yards + 1 yard per 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

School: Summoning
Range: 60 yards + 10 yards per level
Components: V, S, M
Duration: Special
Casting Time: 2
Area of Effect: One creature
Saving Throw: None

/em 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 9th 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 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

School: Illusion/Phantasm
Range: 0 or 6 yards (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:

1. The wizard may cast shadows upon himself, with this covering giving him a chance of hiding in shadows as that for a thief of equal level. The wizard can take advantage of (or is penalised 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 wizard's person (a range of 0 for this function), and the wizard must remain still and concentrate faintly to maintain the shadows. This can only be of use where shadows already exist. If the wizard 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 (wizard's level) to the character's normal thief chances of hiding in shadows.
   /item This version causes a number of shadowy forms to dart about up to 6 yards distant in a 2-yard 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 shad-

ows cannot exist in sunlight or a *continual light*, but could still be seen jumping between areas of cover.

2. 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 10 feet + 1 foot per level square area. The wizard 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 wizard must maintain concentration, and even then the maximum duration of 3 rounds per level still applies. If he breaks concentration, the shadows will last 1d2 rounds longer before fading away.

Sharpen

School: Alteration
Range: 0
Components: V, S, M
Duration: 3 months per 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

School: 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 non-magical 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

School: 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 wizard may only have in existence through use of this spell one skeleton per level. The material component of this spell is a salve that requires 50gp and 24 uninterrupted hours to create.

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.

Skulkskin

School: Illusion/Phantasm
Range: Touch
Components: S, M
Duration: 1 turn per 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 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	00% + 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).

Small Fire Ball

School: Evocation
Range: 5 yards + 5 yards per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 2
Area of Effect: One target
Saving Throw: $^1/_2$

This is similar to a normal *fireball* spell with the following exceptions: only one target is affected (the wizard chooses the target and the *fireball* expands until the target is engulfed), damage is 1d4 per wizard's level (up to a maximum of 10d4), and exposed items receive a +2 on their saving throws. The material components for this spell are a bit of burning incense, and any gem worth at least 5gp; both are consumed with the casting.

Snapshot

School: 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

School: Enchantment/Charm
Range: 30 yards
Components: V

Duration: 1 round
Casting Time: 1
Area of Effect: One creature
Saving Throw: None

This spell enables the wizard 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 summoning wizard's level (if the wizard is at least of sixth level).

Starshine

School: Illusion/Phantasm
Range: 0
Components: S, M
Duration: 1 turn per level
Casting Time: 5
Area of Effect: 30-foot 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 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

School: Alteration
Range: Touch
Components: V, S, M
Duration: 4 rounds per 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

School: Alteration
Range: Touch
Components: V, S, M
Duration: 1d6 turns + 1 turn per 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

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

This spell allows the 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 wizard, to within 20% otherwise.

Tree Swipe

School: Alteration
Range: 3 yards + 1 yard per level
Components: V, S, M
Duration: 1 round + 1 round per 3 levels
Casting Time: 1
Area of Effect: One fully grown tree
Saving Throw: None

By use of this spell, the wizard will control a tree branch for the duration of the spell. The wizard 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 wizard and will do 2d6 points of 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

School: Illusion/Phantasm
Range: 0
Components: V, S, M
Duration: 1 round per level
Casting Time: 1
Area of Effect: 10-foot 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.

Unguided Missile

School: Evocation
Range: 6 yards + 1 yard per level
Components: V, S
Duration: Instantaneous
Casting Time: 1
Area of Effect: Special
Saving Throw: Negates

This is a modified *magic missile* which flies in a perfectly straight path from the wizard's fingertips. It does not home in on its target, and therefore a save vs. magic is permitted to avoid the effects of the spell (note:

a separate save is required for each missile). In exchange for this reduced effectiveness, the missiles are more damaging than normal magic missiles, inflicting 1d6+2 points of damage per missile. In every other way, this spell is identical to *magic missile*.

Urlic's Unwholesome Meal

School: Illusion/Phantasm
Range: 0
Components: V, S, M
Duration: 1 turn + 1 turn per level
Casting Time: 5
Area of Effect: Two portions + one portion per 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 3d6 rounds following a 2d8 round onset time. Allow a 25% or greater chance (depending upon what was eaten) for more serious poisoning lasting 4d12 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 wizard to sprinkle a pinch of gold dust over the food (or air) where the illusion is to be created.

Waterproof

School: Alteration, Evocation
Range: Touch
Components: V, S, M
Duration: 1 turn per 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.

Werp's Unseen Escape

School: Illusion/Phantasm
Range: 0
Components: V, S, M
Duration: 1 round per level
Casting Time: 1
Area of Effect: The wizard
Saving Throw: None

This spell is a weakened version of the second-level wizard spell *invisibility* (q.v.). For determining the chance to detect invisibility (see DMG, page 60), an observer is treated as five levels higher than actual.

Wimbly's Wonderful Web

School: Conjuration, Evocation
Range: 1 yard per level
Components: V, S, M
Duration: 2 rounds per 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 immobilises them for the duration of the spell. When the spell wears off, the web-like 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 wizard. 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 half damage respectively. The webs could be more easily burned off but the entrapped creature would take 1d6+1 points of damage from the burning webs. The webs for this case are considered AC 0.

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

If the spell misses the target creature, then an other 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

School: Necromancy
Range: 30 yards
Components: V, S, M
Duration: Instantaneous
Casting Time: 1
Area of Effect: 100 square feet per level
Saving Throw: Special

This spell kills all normal vegetation within an area of 100 square feet per level of the wizard, 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

School: Enchantment
Range: Touch
Components: S, M
Duration: Permanent
Casting Time: 1
Area of Effect: 20 square feet/level
Saving Throw: None

Wizard glue will hold one relatively flat surface to another, such as a mirror to a wall as an example. The strength of the bond is 10 pounds per level of the caster.

To remove two objects separated by this spell requires a dispel magic, or a strength×10 equal to or greater than the bond strength.

The material component of this spell is some honey mixed together will tree sap. (Wizards call this mixture an epoxy-resin.)

Second-level Spells

Acid Water

School: Alteration
Range: 20 yards
Components: V, S, M
Duration: 1 round per level
Casting Time: 2
Area of Effect: One gallon per level
Saving Throw: None

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

Ahrvar's Instant Offensiveness

School: Enchantment/Charm
Range: 120 yards
Components: V, S
Duration: 2 rounds per level
Casting Time: 1
Area of Effect: One person
Saving Throw: Negates

This spell affects 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, demi-humans, 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 wizard 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 wizard, at the target.

Ahshay's Mystic Mutable Aura

School: Illusion/Phantasm
Range: Touch
Components: V, S, M
Duration: 1 day per 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 wizard can specify which alignment he wants the object to radiate as well as the strength of the radiation. The higher the level of the wizard 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 sight* or a *gem of seeing* will see through this spell. If the object or person acts in a different way than is indicated by the aura, other people are allowed a ckeck to disbelieve. A wizard with the *true sight* spell will now get a true reading from a *detect good/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

School: Evocation
Range: 5 yards per level
Components: V, S, M
Duration: 1 turn per level
Casting Time: 1 round
Area of Effect: 10-foot per level radius circle
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 yards 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 centered on the wizard, in which case it moves with him. Otherwise, the spell must be cast on an area and is stationary. The material component of this spell is a moonstone that has been exposed to actual moonlight for a full night.

Alpha's Rainbow Beam

School: Evocation
Range: 10 feet + 5 feet per 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 1d8. However, the wizard has a chance equal to 5% per level of being able to select the colour of the beam (the wizard 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:

D8 Roll	Beam Color
1	red (cold)
2	orange (heat)
3	yellow (acid)
4	green (poison)
5	blue (electricity)
6	indigo (holy water)
7	violet (force)
8	multi-hue†

†Roll again twice ignoring any 8s

The beam does a base of 2d6, plus an additional hit point of damage for each level of the wizard (e.g. a seventh-level wizard would inflict 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 50gp.

Alpha's Spark Shower

School: Evocation
Range: 0
Components: V, S, M
Duration: 1 round
Casting Time: 2
Area of Effect: $5' \times 20' \times 10'$ wedge shape
Saving Throw: $1/2$

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

School: Evocation
Range: 60 yards
Components: V
Duration: Instantaneous
Casting Time: 2
Area of Effect: One creature per 2 levels
Saving Throw: Special

This spell causes a blazing white sheet of light to issue from the wizard's eyes. This sheet will envelop a number of creatures based on the wizard's level. Those who fail a save vs. petrification will be blinded for a full turn. Those who do save are merely dazzled (-2 to hit and +2 to 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

School: Conjuration
Range: 10 feet + 10 feet per level
Components: V, S, M
Duration: 1 round per 2 levels
Casting Time: 2
Area of Effect: One creature per 3 levels maximum
Saving Throw: None

This spell creates one magical star-shaped bladed weapon for each three levels of the wizard, up to a maximum of seven. The wizard 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 wizard's to hit rolls with them are at +3, in addition to any bonus for high Dexterity. Each *starblade* that strikes causes 2d4 points of 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

School: Alteration
Range: 60 yards
Components: V, S, M
Duration: 1 turn per level
Casting Time: 2
Area of Effect: 20-yard 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 center—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 20-yard radius globe, reflected light from the actual area of effect lights up 5 feet 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

School: Illusion
Range: 5 feet per level
Components: V, S, M
Duration: 1 round per 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

School: Alteration
Range: 10 yards per level
Components: V
Duration: 1 round per 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 10 feet fallen, to a maximum of 20d6 from a height of 100 feet. The *anvil fall* affects one or more objects or creatures in a 10-foot 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 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.

Arcane Bolt

School: Necromancy
Range: 60 feet
Components: S, M
Duration: Instantaneous
Casting Time: 1
Area of Effect: One creature
Saving Throw: None

This spell causes a bolt of magical energy fly from the hands of the wizard and strike an opponent doing damage of 1d6 hp + 1 hp per level. The material component for this spell is a drop of poison.

Azalldam's Fabricated Boat

School: Conjuration/Summoning
Range: 0
Components: V, S, M
Duration: 1 turn per 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 wizard may create a boat of 50 square feet per level (up to a maximum of 1,000 square feet). The boat will support 100 pounds per level of the wizard; any additional weight will cause the boat to capsize. The spell will last 1 turn for each level of the wizard, or until the wizard 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 Groping Fingers

School: Conjuration
Range: 30 yards
Components: S
Duration: Instantaneous
Casting Time: 2
Area of Effect: One creature
Saving Throw: None

This spell allows the wizard to 'grope' his target. This spell is usually used by mischievous apprentices in bars and such... have fun! (gee, I don't know if I'm hitting a copyright problem by using the name "Bigby" in here but it just seems the most appropriate name to use, and for all I care, if TSR wishes to claim this silly spell as their own, so be it).

Bigby's Tickling Fingers

School: Evocation
Range: 1 yard + 1 yard per level
Components: V, S, M
Duration: 1 round per 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

School: Illusion/Phantasm
Range: Touch
Components: V, S, M
Duration: 6 turns per level
Casting Time: 1 round per arrow
Area of Effect: One arrow per 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 wizard must take a real arrow, of fine quality, and spend one entire round chanting and weaving his hands along the edge of the arrow. To complete the casting, the wizard must prick 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 at −2 (or +2 if informed of the illusion); however, in most circumstances, there will be no reason to suspect anything is amiss. The wizard can 'enchant' up to 1 arrow for every two levels he possesses, each arrow taking one round of preparation.

The arrows must be shot in a normal manner (i.e. the wizard must have someone of a class able to make use 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, and will feel illusionary pain. Unless the victim for some reason attempted to disbelieve and this attempt was successful, the victim will take the full 1d6 points of 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 from 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 mild activity, but not at all for strenuous activity. Creatures brought below zero hit point 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.

Carrion's Foul Stench

School: Evocation
Range: 30 yards
Components: S, M
Duration: 1 round per level above first
Casting Time: 3
Area of Effect: 20-foot 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 vapor which reeks of rotting flesh and the odors of the tomb.

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

If ghast flesh is substituted saves versus this spell will be at −1.

Cause of Death

School: 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 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.

Aging: natural, unnatural, organs that failed

Exposure: cold, fire, heat, lightening, drowning

Falling: (or hanging) height fallen from, type of fall

Disease: parasites, type of disease

Magic: applies to magic missile or necromantic

Wound: piercing, bludgeoning, slashing, etc.

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 wizard always detects poison just to be sure.

Chameleon

School: Illusion/Phantasm
Range: Touch
Components: V, M
Duration: 1 round per 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.

Charm of Healing

School: Illusion/Phantasm
Range: Touch
Components: V, S, M
Duration: 5 rounds per 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 illusionary and only lasts for the duration of the spell. Note where the recipient of this spell has suffered illusionary 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

School: Alteration
Range: 30 yards
Components: V, S, M
Duration: Permanent
Casting Time: 5 rounds
Area of Effect: Four people fed per 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 wizard 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 wizard mutters "cooks in just 5 minutes."

The spell was created by a wizard 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

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

First, the wizards form a circle and begin casting the spell. The spells from each wizard must then synchronise 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 synchronise and become operative. From that point on, a wizard may enter the circle and have his working level of experience increased by the total combined levels of the circle wizards' minus one level for each member of the circle. Once entered, the central wizard may rest and study as a higher level wizard, 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 wizard may step into the circle and divide the increased level benefits between himself and the first wizard 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 wizard(s) lose(s) the benefits of that member's levels one turn later. New wizards may join into the circle at any time (taking an equal number of rounds as their experience level to synchronise 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 wizard may enter to retain his current working level (or increase of 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 wizards) 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

School: Alteration
Range: 0
Components: V, S, M
Duration: 1 round per 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 wizard. 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

School: Alteration
Range: Touch
Components: V, S, M
Duration: 1d6 turns + 1 turn per 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 a movement rate of 12). 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

School: Alteration
Range: 30 feet
Components: S, M
Duration: Instantaneous
Casting Time: 2
Area of Effect: One metal coin (preferably gold)
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 approx 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 throw, which is consumed in the casting.

Continual Sparks

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

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 1 inch 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

School: Alteration, Evocation
Range: 60 yards + 10 yards per level
Components: V, S, M
Duration: 1 round per level
Casting Time: 2
Area of Effect: Special
Saving Throw: $^1/_2$

This spell—except as noted above—is the same as *dancing lights*. The lights are orange-like in colour and give off heat. If the wizard concentrates on the balls, he can have them attack doing 1d3 points of damage per ball (4 balls maximum). All the balls must attack the same target in any given round. Optionally, the wizard can form one mass that looks like a fire elemental and can attack once per round and does 3d3 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

School: Necromancy
Range: 0
Components: V, S
Duration: 1 round per level
Casting Time: 3
Area of Effect: The wizard
Saving Throw: None

While this spell is in effect, any creature who touches the wizard 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 or gloved opponent, but it will affect undead. As a side benefit, the wizard adds one point of damage to the amount he would normally inflict with his bare hands in unarmed combat.

Death's Dark Grasp

School: Conjuration/Summoning, Necromancy
Range: 10 yards + 10 yards per level
Components: V, S, M
Duration: 1 round + 1 round per level
Casting Time: 2
Area of Effect: One creature
Saving Throw: Special

This spell is a variant of *Maximillian's earthen grasp* (see 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

School: Divination
Range: 60 yards
Components: V, S
Duration: 5 rounds per level
Casting Time: 2
Area of Effect: 10-yard wide path
Saving Throw: None

This spell is similar in all respects to the second-level wizard spell *detect evil/good* (q.v.), except that the wizard is detecting for Chaos/Law.

Detect Illusion

School: Divination, Illusion/Phantasm
Range: Touch
Components: V, S, M
Duration: 3 rounds + 2 rounds per level
Casting Time: 1
Area of Effect: Range of senses
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

School: Divination
Range: 0
Components: V, S
Duration: 3 rounds per level
Casting Time: 2
Area of Effect: 60-yards + 20-yards per level long path, 20 yards wide
Saving Throw: None

This spell is similar to the *detect magic* spell except it is more sensitive, has a longer area of effect, and the wizard will be able to determine accurately what kind of magic (alteration, divination, conjuration, etc.) is in effect if the magic is within 60 yards + 10 yards per level. This spell will not blind, hurt, or otherwise diable someone if in an area of extreme magic; the wizard will simply know that stronger magic is in effect.

Detect Phase

School: Divination
Range: 5 yards per level
Components: V, S, M
Duration: 1 round per level
Casting Time: 2
Area of Effect: The wizard
Saving Throw: None

When this spell is cast, the wizard can see and perceive any creature that is out of or in a different phase than that of the wizard. This means that the wizard will see clearly such creatures with special defenses as displacement, blinking, duo-dimension, astral, or etherealness and those who can shift out of phase, such as a phase spider. Furthermore, if the wizard has means to attack such creatures, he will have none of the ill effects that normally occur when trying to attack (i.e. the wizard 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 wizards have made spectacles of calcite crystal so they would have there hands free to do other things after casting the spell.

Detect Spirit

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

This spell 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 wizard 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

School: Illusion/Phantasm
Range: 30 yards
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 *d*isease spell will cause its target to believe that 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 oygtugs, 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 himself, is immune to normal diseases, or has some other strong reason to believe that 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

School: Abjuration
Range: 10 yards per level
Components: S, M
Duration: 1 round per level
Casting Time: 2
Area of Effect: 15-foot 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 the casting. The device must be worth at least 50gp, and is consumed in the casting.

Disposal

School: Evocation, Alteration
Range: 0
Components: V, S
Duration: 1 day per level
Casting Time: 2
Area of Effect: 12-inch circle
Saving Throw: Special

The casting of this spell evokes a hole, 12-inches 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).

Dream Control

School: Enchantment/Charm, Phantasm
Range: 1 foot per 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 20gp value.

Dreamoore's Explosive Missile

School: 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 wizard hurls toward its target. The dart has a +3 to hit bonus at 10 feet or less, +2 at 20 feet, and +1 at 30 feet. A successful hit does 1d4+2 points of damage + 1 hp per wizard's level. The second version enchants an ordinary arrow or quarrel, making it magical for hitting purposes, and delivering double normal damage + 1 hp per wizard's level.

Both versions also have a residual blast radius, inflicting 2d4 points of 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 material components are sulfur, diamond dust, and the appropriate missile being enchanted. The first version requires a 10gp silver dart as its missile. The *explosive missile* must be used within three rounds of creation, otherwise it detonates and does damage to those immediately around it.

Dreamoore's War Disk

School: Evocation
Range: 60 yards
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 wizard throws toward its target. Its to hit bonus is +3 at less than 20 yards, +2 from 20 yards to 40 yards, and +1 from 40 yards to 60 yards. The wizard must declare which version he is casting prior to the throw. The first type hits only once for 1d4 points of damage + 1 hp per level of the wizard. The second may be thrown once per round for 1d4+1 points of damage per successful hit and automatically returns at the end of the round. Its duration is one round per level.

Duck!

School: Enchantment/Charm
Range: 10 yards
Components: V, S
Duration: Instantaneous
Casting Time: 1 (but takes up the entire round—see below)
Area of Effect: One creature
Saving Throw: None

By this spell, the wizard helps the defence out on himself or another creature. If the wizard sees an attack coming, the wizard 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 30 seconds readjusting his position before it can attack again.

The wizard must prepare for this spell, and must declare at the end of the previous round that he is casting this spell. The wizard 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

School: Illusion/Phantasm
Range: 30 yards
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 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 wizard, and is permanent until such time. The victim does get a saving throw verses spell to avoid the effect. Note: this spell could be very effective against creatures such as androsphinxes, dragonnes and harpies.

Dust Warriors

School: Conjuration/Summoning, Necromancy
Range: 5 yards per level
Components: V, S, M
Duration: Special
Casting Time: 3
Area of Effect: 20-yard 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 wizard until they are turned or destroyed, the wizard 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

School: Alteration
Range: 60 feet
Components: S, M
Duration: Instantaneous
Casting Time: 3
Area of Effect: 10-foot cube
Saving Throw: None

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 twenty feet. Wood and stone will do 1d8 and 1d10 points of damage respectively to victims within ten feet of burst. Fire will do 1d6 points of damage to victims within ten feet of the fire and 2d6 to those within three feet. When the fire version is used, there is a 50% chance of flammable objects within 10 feet of catching fire.

Expose Magic

School: Divination
Range: 10 yards per level
Components: V, S
Duration: Instantaneous
Casting Time: 4
Area of Effect: Special
Saving Throw: None

This spell will inform the wizard 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 wizard has already disbelieved successfully.

Exterminate II

School: Abjuration
Range: Touch
Components: V, S, M
Duration: 1 turn per 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 wizard 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

School: Invocation/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 wizard's hands to glow with a soft red light; if the wizard 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 hp + 1 hp per level of the wizard (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 wizard; 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

School: Enchantment/Charm
Range: 0
Components: V, S
Duration: 3 rounds + 1 round per 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 thirty feet, 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

School: Conjuration/Summoning
Range: 0
Components: V, S, M
Duration: 1 turn per 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 1 foot + 1 foot 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.

Garinthrall's Hideous Leech

School: 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 suprise. 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.

Gold to Gems

School: Alteration
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 round
Area of Effect: 200gp per 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 1,000 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.

Greysky's Improved Missile

School: Evocation
Range: 20 yards per level
Components: V, S
Duration: Special
Casting Time: 2
Area of Effect: One or more creatures
Saving Throw: None

This spell is exactly the same as the first-level wizard spell *magic missile* except for two changes: (1) the area of effect—everyone in spell range could possibly be hit with 1 or more missiles, and (2) the number of missiles that can be fired by the wizard—for every 3 levels of experience, the wizard can fire two *magic missiles* (i.e. level 1–3: 2 missiles, level 4–6: 4 missiles, level 7–9: 6 missiles, etc.).

Guilda's Sneakabout Light

School: Alteration
Range: 5 feet
Components: V, S, M
Duration: 1 turn + 1 round per level
Casting Time: 2
Area of Effect: 5-foot radius sphere
Saving Throw: None

Creates a dim, floating light of variable intensity that follows the wizard. 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 5-foot radius, preventing the wizard 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 wizard is in no way concealed by this spell.

Hair Growth

School: Evocation
Range: Touch
Components: S, M
Duration: 1 turn per 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 one inch 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

School: Illusion/Phantasm
Range: 30 yards
Components: V, S
Duration: 3 rounds per 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 he will be unable to move. The victim will be pinned to the ground at a location of the wizard'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 armour class adjustment for Dexterity) and −4 to attack.

Heat Feet

School: Alteration
Range: 20 yards
Components: V, S, M
Duration: 1 round per level
Casting Time: 3
Area of Effect: One creature per level
Saving Throw: Special

This spell causes the affected creatures' footgear to become very hot, blistering the victims' feet. Because of this, the target fights with a 2 to hit, a +2 penalty to its AC, 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 wizard, even in snow or ice.

The material components for this spell are 2 leaves of stinging nettle and, of course, footgear.

Horizontal Rope Trick

School: Alteration
Range: Touch
Components: V, S, M
Duration: 2 turns per 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 3.3×Strength feet 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.

Imitation

School: Illusion/Phantasm
Range: 0
Components: V, S
Duration: 2 turns + 1 turn per level
Casting Time: 2
Area of Effect: The wizard
Saving Throw: Special

This spell is similar in nature to Change Self (q.v.), but allows the wizard 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:

Observer's Familiarity	Base Chance
Very well known	25%
Seen often	15%
Seen occasionally	10%
Seen once	5%
Never seen	0%†

†Note: This is also the chance of a creature recognizing a non-specific form as a false one.

Caster's Familiarity	Modifier
Very well known	−5%
Seen often	-
Seen occasionally	+10%
Seen once	+20%

Additional Modifiers:

- +5% per level of the viewer
- −5% per level of the illusionist
- +20% if listener attempts to determine authenticity (+10% if only seen occasionally, +5% if seen once or never seen)
- −1% per one foot 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 recognised as an illusion, even if a fault is detected, for it could be seen as a disguise or a physical change (as with a doppleganger). 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 Detect Magic

School: Divination
Range: 0
Components: V, S
Duration: 2 rounds per level
Casting Time: 2
Area of Effect: 10-foot wide path, 300 yards long
Saving Throw: None

Except as noted above, this spell is identical to the 1st-level spell *detect magic*.

Improved Find Familiar

School: Summoning
Range: 1 mile per 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 12 feet, and on its death (if not 'released' beforehand), will permanently 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 100gp 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 specialised version of the *charm person or mammal* spell, and rewarding the familiar gives a strong chance of an individual offering his services to the caster 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 doppleganger 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.

Improved Identify

School: Divination
Range: 0
Components: V, S, M
Duration: 1 round per level
Casting Time: Special
Area of Effect: One item per level
Saving Throw: None

This spell is the same as *identify* except that the wizard gets a 20% per level chance of identifying the item and gets a +2 on any saves versus a cursed item.

Improved Magic Missile

School: Evocation
Range: 60 yards + 10 yards per level
Components: V, S
Duration: Instantaneous
Casting Time: 2
Area of Effect: One or more creatures in a 10-foot cube
Saving Throw: None

This spell is similar to the first-level *magic missile* spell, except as noted above and for the fact that each missile inflicts 1d6+1 points of damage.

Improved Magic Missiles

School: Evocation
Range: 6 yards + 1 yard per level (see below)
Components: V, S
Duration: Instantaneous
Casting Time: 2
Area of Effect: Special
Saving Throw: None

Improved magic missiles is actually a family of at least three discrete variants, each optimised to enhance one characteristic of the spell: Number of missiles, damage, or range. If an *improved magic missiles* spell is found, roll 1d100 on the following table:

Roll	Result
01–10	Range
11–55	Numbers
56–99	Damage
00	Two spells, roll again

Range: This rare spell doubles the range of the first-level spell to well over 120 yards. Ideal for use against flying enemies. One in twenty copies of this spell inflict 1d6+1 points of damage.

Numbers: Range and damage are as per the first-level *magic missile* spell. The wizard can evoke one missile per level, doubling the number of missiles created. A rare variant (5%) inflicts 1d3 points of damage, but grants the wizard two missiles per level.

Damage: The spell is identical to first-level *magic missile* spell, except that the missiles inflict 2d4+2 points of damage a piece. 30% of all copies of this spell are a weaker variant which inflicts 1d6+1 points of damage per missile, but is otherwise identical to the first-level spell.

Inaudibility

School: Illusion/Phantasm
Range: Touch
Components: V, S, M
Duration: 1 hour/level
Casting Time: 2
Area of Effect: 1 creature
Saving Throw: Neg.

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.

Objects 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.

Jet of Steam

School: Evocation
Range: 5 feet per level
Components: V, S
Duration: Instantaneous
Casting Time: 2
Area of Effect: One creature
Saving Throw: Negates

This spell causes a jet of superheated steam to shoot from the wizard's hand, striking one victim up to 5 feet away per level of the wizard. If a saving throw vs. Spells is failed, the victim suffers 1d4 hp + 1 hp per level of damage. Since the jet is quit narrow, a successful save indicates that it missed, inflicting no damage.

Kestrel's Voice of the Bat

School: Alteration
Range: 0
Components: V, S, M

Duration: 1 turn + 1 round per 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 yards 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.

Kiri's Curse Detection

School: Divination
Range: 20 feet + 10 feet per level
Components: V, S, M
Duration: 1 or 2 rounds per level (see below)
Casting Time: 5
Area of Effect: 45-degree cone in the direction faced
Saving Throw: None

When a wizard casts this spell he can detect the magical radiation given off by cursed objects. The wizard can detect objects in a 45-degree cone in the direction he is facing, pivoting up to 45 degrees per round to look in a different direction.

The material component for this spell is a gem of at least 100gp in value. It is destroyed upon the completion of the spell.

The duration of the spell is doubled if the gem was *blessed* prior to the casting.

Kiri's Mystical Photographer

School: Alteration
Range: Touch, line of sight
Components: V, S, M
Duration: Instantaneous
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

This spell is an improvement over the *copy* spell in the Complete Wizard's Handbook. The spell enchants one piece of paper or parchment with the ability to 'take' a picture. The wizard upon casting the spell merely concentrates upon the area to be captured on parchment and speaks the trigger word. Both close-ups and distance pictures are possible.

The material component for the spell is a piece of paper or parchment to receive the picture and a set of coloured inks, oils or pigments.

Last Experience

School: 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 wizard re-lives 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

School: Alteration, Conjuration/Summoning
Range: 0
Components: V, S, M
Duration: 2 turns per level
Casting Time: 2
Area of Effect: 30-yard radius around wizard
Saving Throw: None

This spell is a variation of the first-level wizard 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 3,000gp weight and taking 8 points of magical damage to destroy. The light provided by the servant is enough to allow normal vision in a 10-yard 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

School: Alteration
Range: 0
Components: V, S, M
Duration: special
Casting Time: 20 minutes
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 *see invisible*, do not work through the *magic eye*. The material component for this spell is an eye of some sort.

Magic Mike's Projection

School: Conjuration
Range: 0
Components: V, M
Duration: $^1/_2$ hour per level maximum
Casting Time: 2
Area of Effect: One 100 feet high, 100-foot radius cylinder
Saving Throw: None

For this spell to take effect, the wizard makes a cone out of a sheet of parchment and places inside it one copper coin for each 5 minutes 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 4 inch diameter, black, sphere which remains at its location of creation for the duration of the spell.

The black sphere is the center of a cylinder 10 feet high with a 10-foot radius. Any sound within the cylinder is projected into a surrounding cylinder which is 100 feet high and has a 100-foot radius. The black sphere is also the center of this cylinder.

Anyone within the 100 foot cylinder hears sounds as if they were in a corresponding location within the 10 foot cylinder.

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

Malta's Pattern Creation

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

With this spell, the wizard 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 inch 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 yard in diameter with no maximum size. The cost to make a pattern is equal to the square yards of the pattern times the amount below:

Material	Cost	Time	Save
Painted on Cloth	5sp	1 hour	15
Woven into Cloth	1gp	10 hours	12
Woven into Rug	2gp	15 hours	10
Painted on Wood	1gp	3 hours	10
Painted on Stone	2gp	4 hours	8
Inlaid in Wood	3gp	12 hours	5
Inlaid in Stone	5gp	16 hours	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

School: 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 wizard can imprint the size and image of an undamaged pattern. This imprinted image can later be used by the wizard to create a matching pattern of his own. The imprinted image can be recalled by the wizard for up to one month per wizard's level (at casting time). If this time is exceeded, or the wizard 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 wizard can have up to one imprinted image/size per level at a time.

Mangar's Bloodfire

School: Evocation, Necromancy
Range: 40 yards
Components: V, S, M
Duration: 2 rounds per 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 points of damage per 3 wizard levels (or fraction thereof) on round 1, then loses 1d4 points of damage per round until it goes out. The flames do not ignite flammable objects, they just hurt creatures.

Memorise Song

School: Enchantment/Charm
Range: 0
Components: V, S
Duration: Permanent
Casting Time: 1
Area of Effect: The wizard
Saving Throw: None

This spell enables the wizard to memorise the next song he hears. From then on, the wizard 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 traveling 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.

Mimicry

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

This spell is similar to the first-level wizard 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, he can be concealed by a new form (again chosen by the wizard). Therefore, the only ways the spell would end are an end to the wizard's concentration, or the spell's recipient passing beyond a 10-yard range per level. If the wizard's concentration is ended, any illusionary form will last 5 rounds + 1 round per level.

Momentary Lapse of Reason

School: Enchantment/Charm
Range: 60 yards
Components: V, S, M
Duration: 1 round
Casting Time: 2
Area of Effect: 1d4 creatures in a 20-foot cube
Saving Throw: Negates

This spell causes 1d4 creatures in a 20-foot cube to momentarily become disoriented, enough to add +4 to their initiative roll in the next round. If only one creature is in the area of effect, it gets a −3 to its save, two targets each have a −2, if three are in range, they have a −1. The wizard casts this spell by holding his arm straight out, his wrist bent up at 90 degrees, saying "Hungh!". The material component for this spell is a piece of slug.

Noise Filter

School: Illusion
Range: 10 yards per level
Components: S, M
Duration: 1 round per level
Casting Time: 2
Area of Effect: 5-foot per 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 Trades' Blackfire

School: Evocation, Necromancy
Range: 0
Components: V, S, M
Duration: 1 turn per level
Casting Time: 2
Area of Effect: 1-foot 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 non-living 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.

Orko's Eternal Indestructible Everflavourable Nonstick Bubblegum

School: Conjuration
Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 5
Area of Effect: Special
Saving Throw: None

This spell creates 1d20 pieces of bubble gum that will never lose their substance or flavour. The gum will always be juicy and favourable, and never sticky, no matter how long it has been chewed. The gum is meant to be permanent so it cannot be thrown away or swallowed. It can be rewrapped and saved, but never discarded.

The material component for this spell is a piece of fruit to represent the flavour.

Paldeggeron's Accurate Arrow

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

When cast, *Paldeggeron's accurate arrow* 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

School: 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 wizard wishes to contact it. The spell does not allow further communication (though the extra-planar being may then contact the wizard through other magic).

Photocopy

School: 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 yards closer to the subject; e.g., the picture created by a fifth-level wizard standing 60 yards away from a creature could contain detail he would normally notice at a distance of 10 yards.

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

School: Divination
Range: 5 yards per 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

School: Alteration
Range: 0
Components: V
Duration: Instantaneous
Casting Time: 1 second
Area of Effect: The wizard
Saving Throw: None

This spell is used when the wizard is the subject of the Pobithakor's placer spell. What this spell does is disrupts the energies and allows the wizard a saving throw vs. spells to avoid the effect. There is enough time when the wizard 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

School: Alteration
Range: Touch
Components: V, S, M
Duration: 6 turns per 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
Monk	1d8

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

School: Invocation/Evocation
Range: 60 feet
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

School: Enchantment/Charm
Range: 1d3 feet + 5 feet per 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 *power word, awaken* 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, *power word, awaken* 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 awakened creatures will know the general location of the wizard, since they heard the *power word, awaken* 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

School: Abjuration
Range: Touch
Components: V, S, M
Duration: 1 round per 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

School: Alteration
Range: Touch
Components: V, S, M
Duration: 1 day + 1 day per 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 non-magical 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 Cold

School: Alteration
Range: Touch
Components: V, S, M
Duration: 1 turn per level
Casting Time: 1 round
Area of Effect: Creature touched
Saving Throw: None

Except as noted above, this spell is identical to the first-level priest spell *resist cold* (q.v.).

Resist Paralysis

School: Abjuration
Range: Touch
Components: V, S, M
Duration: 1 round per 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, *hold* spells and dragon-induced fear paralysis.

This spell does not remove paralysis already in effect, it just prevents the recipient from being paralyzed in the future.

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

Restore Circle

School: 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

School: Divination
Range: Touch
Components: V, S, M
Duration: 1 round per 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 wizard's level, and for every 4 levels of the wizard, 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 recognise 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.

Runetrue

School: Invocation, Abjuration
Range: Special
Components: V, M
Duration: 1 turn per 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 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

School: Evocation
Range: 6 yards + 1 yard per 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

School: Evocation
Range: 0
Components: V, S, M
Duration: 1 turn + 1 round per level
Casting Time: 2
Area of Effect: One floating $2' \times 2'$ plate per level
Saving Throw: None

This spell creates golden, shimmering square plates of force which move around the wizard in a constant motion, attempting to deflect missile, hand, or weapon attacks directed at the wizard. The armour class of the wizard is not altered by the spell, but any successful physical attack (less boulders, ballista, or attacks similar to a dragon's belly flop maneuver) will be deflected if the wizard 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 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 wizard will be reduced by 1 hp per damage die, with 1 point of 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 wizard he is at a -1 to hit penalty for every square active whenever a to hit roll is needed, including spells. The wizard 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 Mendlekine.

Secret Light

School: Alteration
Range: 60 yards
Components: V, M
Duration: 1 turn per level
Casting Time: 1
Area of Effect: 20-foot-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

School: Illusion/Phantasm
Range: Touch
Components: V, S, M
Duration: 6 turns
Casting Time: 1 round per torch
Area of Effect: One torch per 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 (3gp worth of herbs per torch). In addition, the wizard must have access to a source of fire.

Seduction

School: 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
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.

Sexify

School: 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 decreases by casting this spell):

Level	New Comeliness	Duration
3nd	14	10 minutes (1 turn)
4rd	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 specialised 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

School: Enchantment/Charm
Range: 1 foot per level
Components: V, S, M
Duration: 3 rounds per 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 person* 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, non-magical rod. The material component for the reverse, *sexual lethargy*, is a small, supple twig.

Shadow Bolt

School: 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.

Shield II

School: Abjuration
Range: 10 yards
Components: V, S
Duration: 5 rounds per level
Casting Time: 2
Area of Effect: The wizard
Saving Throw: None

This spell creates an invisible barrier in a hemisphere around the wizard. 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 wizard gains +1 to saves vs. things that are physically damaging, negates magic missiles, and decreases spell damage by 1 point per level.

Shocksphere

School: Evocation
Range: 60 yards + 10 yards per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 2
Area of Effect: 2-inch 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 wizard 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 6-inch diameter sphere. All creatures within the area of effect must make a save vs. spells or take 1d3 points of damage per level of the wizard (a successful save means damage is halved). If a particular creature was targeted for the spell then they take 1d4 points of damage per level of the wizard and their saving throw is made at a -2.

If the area in which the *shocksphere* expands is not circular then the sphere will expand an conform to the volume it can occupy. The *shocksphere* covers a volume of 4200 cubic feet.

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.

Sillvatar's Silver Lining

School: Enchantment/Charm
Range: Touch
Components: V, S, M
Duration: 1 round per 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 wizard 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.

Sonic Barrier

School: Abjuration
Range: 0
Components: S, M
Duration: 1 turn per level
Casting Time: 2
Area of Effect: 10-foot radius sphere
Saving Throw: None

This spell creates an invisible, spherical barrier through which sound cannot pass. The barrier remains centered on the wizard, enabling an assault group to move in absolute silence without giving up inter-communication. 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

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

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

If the wizard comes within three feet of the object of the spell, he gets a sharp headache. If the wizard 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 wizard's level in turns previously.

Sound Bit

School: 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. Halfway 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.

Spell Tell

School: Alteration
Range: Line of sight
Components: V
Duration: 1d6 rounds + 1 round per level
Casting Time: 1
Area of Effect: The wizard's eyes
Saving Throw: None

When the wizard casts this spell he is able to spell craft (as per the non-weapon proficiency) 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 discertain the intended effects of the spell. A wizard that has cast *spell tell* and wishes to determine spells other wizards are casting is penalised 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 7.

Spider Climb II

School: Alteration
Range: Touch
Components: V, S, M
Duration: 1 round per 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 creature can also have one jump as per the first-level spell *jump* (this is only a single 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).

Spirit Command

School: Enchantment/Charm
Range: 30 yards
Components: V
Duration: 1 round
Casting Time: 1
Area of Effect: 1 creature
Saving Throw: Special

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 creater 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 6th).

Spitfire

School: Evocation
Range: 3 yards
Components: V, S, M
Duration: 1 round + 1 round per 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.

Stealth Missile

School: Evocation
Range: 10 yards + 5 yards per level
Components: S
Duration: Instantaneous
Casting Time: 2
Area of Effect: One or more creatures within a $10' \times 10'$ 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

School: Alteration
Range: Touch
Components: V, S, M
Duration: 10 years per 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 analyze the structure beforehand, to place the spell appropriately.

Summon Undead

School: Necromancy
Range: 30 yards
Components: V, S
Duration: 1 turn + 1 turn per level
Casting Time: 2
Area of Effect: Special
Saving Throw: None

The spell causes 3 HD of undead per 2 levels of the wizard 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.

Each summonned undead with Low or greater intelligenceare allowed a saving throw vs. magic; if the save succeeds, they ignore the summons.

Talking Mist

School: Alteration
Range: 30 yards
Components: V, S, M
Duration: Special
Casting Time: 2
Area of Effect: 20-foot + 10-foot cube per 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 component of this spell is the smoke from a burning paper which has the message written on it.

Transcribe Song

School: 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 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 noted 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

School: Alteration
Range: Touch
Components: V, S, M
Duration: 1 hour + 1 hour per 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.

Trosli's Spontaneous Defenestration

School: Illusion/Phantasm
Range: 20 yards
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, bashing his head on the wall and taking 1d4 points of damage per level of the wizard and being stunned for one round. Non-intelligent 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.

Vanquil's Tent

School: Alteration
Range: 0
Components: V
Duration: 4 hours + 1 hour per level
Casting Time: 2
Area of Effect: 11-foot radius sphere
Saving Throw: None

This spell is a lesser version of *Leomund's tiny hut*. It will keep out winds of up to 50 miles 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.

Vanquil 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

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

The spell *shadowbolt* allows the wizard to mold a bolt of shadow from the plane of shadow, and fire it up to 120 feet range. A to hit roll is required, but is made as a fighter at a level of $1\,^1\!/_2$ times the wizard's level, rounded up. The *shadowbolt* does damage by impact: at ranges under 40 feet, the damage taken is 1d4 points per level, at ranges between 40 feet and 80 feet the damage taken is 1d4 points per 2 levels, and at greater ranges the damage is 1d4 points per 4 levels. The number of dice should be rounded down in all cases (thus, a fifth-level wizard at 50 feet does 2d4 points of damage, but a sixth-level wizard does 3d4). The creature must make a Dexterity check to remain standing, adjusted by a −1 for every two levels of the wizard (again, rounded down), as well as by mass:

Mass(lbs)	Dex Adj.	Distance
30 or less	−8	25 yards
31–60	−6	20 yards
61–90	−4	15 yards
91–120	−3	10 yards
121–150	−2	5 yards
151–180	−1	-
181–210	0	-
211–240	+1	-
241–270	+2	-
271–300	+3	-
301 or more	+4	-

The distance column indicates how far the target has been knocked away from the wizard if the modified Dexterity check was failed.

Veschiul's Shadowcurse

School: Alteration
Range: 30 yards
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 wizard above first; i.e. a third-level wizard 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.

Weave Knots

School: Enchantment
Range: 5 yards
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 1 foot 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 1 square foot 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

School: Alteration
Range: Touch
Components: V, S, M
Duration: 3 rounds + 2 rounds per 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 wizard 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 2d6 hp 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.

The wings can support a total of 200 pounds + 20 pounds per level. They give an aerial maneouverability 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.

Word of Power

School: Invocation/Evocation
Range: 100 feet
Components: V, S, M
Duration: Instantaneous
Casting Time: 1
Area of Effect: One creature
Saving Throw: None

This spell sends a magical bolt of energy (treat as electrical) into the target doing 1d6 points of damage plus an additional hit point per level of the wizard above one. The material components for this spell are a gold piece and a silver piece.

Wound Closure

School: 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 1d4 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 extra-planar entities.

Zhaida's Instant Stoneskin Remover

School: Conjuration, Evocation
Range: 2 yards + 1 yard per 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

School: 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 wizard 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 100gp and 48 hours of uninterrupted time.

Third Level Spells

Acidball

School: Evocation
Range: 1 yard + 1 yard per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 3
Area of Effect: 20-foot radius
Saving Throw: $^1/_2$

This spell is identical to *fireball* except that it inflicts acid damage instead of fire. The material component is a ball of bat guano and caustic soda.

Albino Fruit Flies

School: Conjuration/Summoning
Range: 30 yards + 10 yards per level
Components: V, S, M
Duration: See below
Casting Time: 3
Area of Effect: One 10-foot cube per 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 2 feet. 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

School: Conjuration, Evocation
Range: 10 feet + 5 feet per 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 points of damage and the flames an additional 3d6. Furthermore, any creature within 5 feet of the comet's path will suffer 2d4 points of fire damage. All those within 5 feet of the point of impact will suffer 3d4 points of damage. 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 1d6 rounds due to coughing, choking, and blurred vision. The material component is a ball of pitch mixed with sulfur and phosphorus.

Alpha's Darklight

School: Alteration
Range: 10 yards per level
Components: V, S, M
Duration: 1 turn + 1 round per level
Casting Time: 3
Area of Effect: 15-foot radius globe
Saving Throw: None

This spell is exactly the same as the second-level wizard spell *darkness, 15′ radius* (q.v.), except in that the wizard can see normally through the darkness so created as if in normal lighting conditions. Alternatively, the wizard can bestow the visual benefits to another character by crushing the material component and sprinkling the dust into the eyes of the recipient. The material component is a piece of coal or charcoal, which must be crushed and applied as above. 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.

Alpha's Flames of the Faltine

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

This spell sheathes the wizard in hot yellow flames and blurs the wizard'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 wizard's eyes and mouth. These flames give the wizard no special protection, but they do shed bright light in a 30-foot radius. Furthermore, any creature striking the wizard with a claw, bite, or similar attack or a hand-held weapon less than 5 feet long will suffer damage as though contacting a *wall of fire* spell (q.v.)—2d6 points of damage + 1 point per level of the wizard. Undead suffer double damage, and creatures especially susceptible to flame may also take additional damage.

The wizard may attempt a melee attack to burn others with this fire, a successful blow causing 1d6 points of damage + 1 point per two levels of the wizard. Creatures passing within a 5-foot radius of the wizard suffer 1d4 points of heat damage. By standing still and concentrating, the wizard may extend this heat radiation, inflicting 2d4 within a 5-foot radius and 1d4 within a 10-foot radius, but this falls back to the usual level if the wizard stops concentrating or resumes moving.

The wizard 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 wizard's person at the time of the casting of this spell are unaffected by the flame. The wizard may end this spell prematurely if desired. The material component for this spell is a flask of oil, poured over the wizard's head during the casting of the spell, and an open flame of any size.

Alpha's Heat Lightning

School: Evocation
Range: 10 yards per 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 points of damage per level of the wizard. Cold or water-based creatures suffer an additional 1 points of damage per die, while creatures resistant to heat OR electricity suffer half normal damage (1/4 with a successful save). All non-magical 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

School: Conjuration/Summoning
Range: 60 yards
Components: V, S, M
Duration: Instantaneous
Casting Time: 3
Area of Effect: Special
Saving Throw: Special

With this spell, the wizard 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 6 inches thick and 10 feet long (the hole is opened for only a very brief time). This missile hits with great force, causing 3d10 points of damage from the impact alone. If the target saves vs. petrification, only a glancing blow is dealt, and the victim suffers only 1d10 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 1d6 rounds from the force of the blow.

The ice absorbs heat from the nearby air, and this causes 1d6 points of cold damage (no saving throw) to all within 5 feet of the bolt's path, and within a 10-foot radius of the target creature. The bolt shatters upon striking its target, and the victim will suffer an additional 4d6 points of cold damage (2d6 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 1d10 points of damage from the blow, and cannot be stunned, but they will automatically be slowed for 2d4 melee rounds.

If the target creature is struck fully (i.e. fails the initial saving throw), then exposed items on that side of the wizard must make a save vs. crushing blow, and all items carried by the wizard 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 100gp.

Alpha's Images of Ikonn

School: Illusion/Phantasm
Range: 0
Components: V, S, M
Duration: 2 rounds per level
Casting Time: 3
Area of Effect: 15-foot radius sphere
Saving Throw: None

This spell is similar to the second-level *mirror image* spell (q.v.). The wizard gains 1 mirror image for each level of experience, rather than rolling randomly. These images can appear anywhere within 15 feet of the wizard, 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 wizard even if his location is not known. As a final benefit, if one of the images is struck by an opponent, the wizard 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 wizard and a broken mirror.

Alpha's Lightwall

School: Evocation
Range: 10 yards per level
Components: V, S, M
Duration: 1 round per level
Casting Time: 3
Area of Effect: 10-foot per 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 wizard. 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 10 feet of it who are not averting their eyes (thus a wizard 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 wizards, 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 20 feet, and equivalent to a *light* spell (i.e. normal torchlight) in an additional 80-foot radius. The *lightwall*, if cast outdoors, can be seen up to a mile away per level of the wizard (reflecting the additional size of a larger wizard's *lightwall*). The wall can, of course, be created smaller than the maximum size for the wizard'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 100gp.

Alpha's Lucent Lance

School: Alteration
Range: 10 yards
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 wizard 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 4 inches thick, stone up to 1 inch thick, or hard metal up to $^1/_4$ inch thick, this thickness multiplied 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 *lucent lance*. Living creatures suffer a base of 1d6 points of damage, modified as below, with a maximum upper limit of not more than 1d6 per level of the wizard. The *lucent lance* coalesces as a ball of light around the wizard'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 1 foot per level of the wizard at its maximum range. The wizard's hand glows brightly while the spell is being cast and while it is active.

Type of Light	Damage Modifier	Save Modifier
Candlelight	× $^1/_2$	+3
Single torch	× 1	+1
Lantern	× 1	+1
Multiple torches	× 2	+0
light spell	× 2	+0
Starlight	× 2	+0
Magical dagger	× 2	+0
Large bonfire	× 4	−1
Bright moonlight	× 4	−1
continual light spell	× 4	−1
Magical sword	× 4	−1
Multiple magic lights	× 6	−2
Indirect sunlight	× 6	−2
Filtered sunlight	× 6	−2
Direct sunlight	× 12	−4
sunray 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 spell of up to third level, and will have its duration cut by 25% if it's a higher level spell. The material component is a small, oblong corundum rod worth at least 100gp.

Alpha's Night of the Leonids

School: Conjuration/Summoning
Range: 30 yards + 10 yards per 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 wizard can call down 1d4 meteorites, plus another for every five levels of experience (1d4+1 at 5th-9th, 1d4+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 1d6+1 points of impact damage and an additional 1d6+1 points of fire damage. The material component for this spell is a bit of meteoric iron.

Alpha's Rolling Thunder

School: Evocation
Range: 0
Components: S
Duration: Special
Casting Time: 1
Area of Effect: 5-foot per level radius circle
Saving Throw: Special

The wizard need but throw his arms heavenward and a great rolling thunderclap will sound directly overhead. All creatures within 10 feet of the wizard must save vs. petrification or be knocked prone, suffering 1d4+1 points of 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 25 feet of a tenth-level wizard) but not within 10 feet 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

School: Evocation
Range: 60 yards
Components: V, S, M
Duration: 2 rounds per level
Casting Time: 3
Area of Effect: 30-foot radius sphere
Saving Throw: Special

This spell is similar to the second-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, wraithes, lycanthropes, devils) will suffer 1d6 points of 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 wizard 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 one foot 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 1d6+1 points of damage per level of the wizard, 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

School: Evocation
Range: 30 yards
Components: V, S, M
Duration: 1 round
Casting Time: 1
Area of Effect: 5-foot diameter column, 30 feet high
Saving Throw: Special

This spell creates a column of brilliant, blazing silvery-white flames. All within 10 feet 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 points of damage per level of the wizard, 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

School: Illusion/Phantasm
Range: Touch
Components: V, M
Duration: 1 round per 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 characteristics 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

School: Abjuration, Conjuration
Range: 1 yard per level
Components: V, S, M
Duration: 1 turn per level
Casting Time: 1 round
Area of Effect: 100 square feet per level, 5-foot radius at first level
Saving Throw: None

This creates a wall (which can have any shape the wizard 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 existing 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

School: Invocation/Evocation
Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 3
Area of Effect: 50-foot long, 5- to 15-foot wide cone
Saving Throw: 1/2

This spell causes a high-pressured cone of water to stream from the wizard's hand; this cone is 50 feet long, 5 feet wide at the wizard's hand, and 15 feet 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 1d20 yards, 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.

Ball Lightning

School: Evocation
Range: 1 yard + 1 yard per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 3
Area of Effect: 20-foot radius
Saving Throw: 1/2

This spell is identical to *fireball* except that it inflicts electrical damage instead of fire damage. The material component is a ball of bat guano and iron filings.

Bilador's SpellShape

School: Alteration
Range: 10 yards per level
Components: V
Duration: Special
Casting Time: 3
Area of Effect: Up to 20 cubic feet per level
Saving Throw: None

When cast, this spell allows the altered spell to affect the area the wizard desires, up to 20 cubic feet per level.

For instance, a 19th-level wizard (that's Bilador) could make a wall $1 \times 19 \times 19$ feet in any orientation which would be 'filled' with the area of effect, a solid dome in a spherical shape 6 inches thick and having a radius of 15 feet, or flood a hemisphere with a radius of 6 feet. A hemispherical dome would have a radius of 22 feet at 6 inches thickness, and a cube 7 feet 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 6 inches. 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

School: Alteration
Range: 5 feet + 1 feet per level
Components: V, S, M
Duration: 1 turn per 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 loose one hit point every turn of the spell. The spell will also cause the victim to be highly uncomfortable and therefore fight at −1 to hit. 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

School: Alteration
Range: Touch
Components: S, M
Duration: 6 hours per 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
14 and up	none

Note: this spell is not cumulative; repeat castings will have no effect if previous spells have not expired.

Burning Hands II

School: Alteration
Range: 10 feet
Components: V, S
Duration: Instantaneous
Casting Time: 2
Area of Effect: The wizard
Saving Throw: $1/2$

This spell is exactly the same as its namesake except that it does twice the amount of damage and reaches 10 feet out.

Channel Item

School: 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 wizards 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 channeling effect ends due to the casting time limitations) the wizard must 'close' the item's channel. This requires a successful saving throw vs. spells modified by +1 for every level of the wizard 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 wizard is physically attacked and/or the spell disrupted during the recharging period the wizard 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 10- to 60-foot radius doing damage equal to 1d4 points 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 100gp value, which is destroyed in the casting of the spell.

The source of this spell is the Telnorne Mageocrat.

Charm Undead

School: Enchantment/Charm, Necromancy
Range: 30 yards
Components: V, S
Duration: Special
Casting Time: 3
Area of Effect: One or more creatures in a 20-foot radius sphere
Saving Throw: Special

This spell is similar to the 4th-level spell *charm monster*, except as noted above and that it only works on undead.

Chime

School: Alteration
Range: 30 feet
Components: V, S, M
Duration: Special
Casting Time: 1 round
Area of Effect: One object
Saving Throw: None

This spell enchants an object such that, when a condition is met (as 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 continue, functioning at most once per round, until the condition ceases, the item is destroyed, or the dweomer dispelled.

Conceal Magic

School: Divination
Range: Touch
Components: V, S
Duration: 4 hours per 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 wizard 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

School: Alteration
Range: 1 foot per level
Components: V, S, M
Duration: 1 round per level
Casting Time: 2
Area of Effect: 1 cubic foot per 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 6-foot diameter bonfire or to cause a bonfire to shrink to the size of a torch or explode into a fire with a diameter of 18 feet. 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

School: Enchantment
Range: 5 feet per level
Components: V, S, M
Duration: 1 round per 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 wizard 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 wizard, 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

School: Divination
Range: 30 yards
Components: V, S
Duration: 1 turn
Casting Time: 1 round
Area of Effect: One creature per 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 wizard has a 5% chance per level of determining the exact nature of the charm spell (or spells) which affect the recipient.

Detect Teleport

School: Divination
Range: 0
Components: V, S
Duration: Concentration
Casting Time: 3
Area of Effect: 240-yard radius sphere
Saving Throw: None

Aftering casting this spell the wizard 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 wizard concentrates on it. The impression will not reveal the location within the range in which the effect occurs.

Dheryth's Tomelore

School: Divination
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

School: Abjuration
Range: 30 feet
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 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 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

School: Alteration
Range: 60 yards + 10 yards per 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 non-magical items worn by the creature, excluding items held in hands, are stripped from the creature and strewn in a 3-foot 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 3 feet 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 best combined with *unseen servant, telekinesis*, or light-fingered friends which can pick up the items thus removed.

Distract

School: Enchantment/Charm
Range: 60 feet
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.

Dragon's Breath

School: Invocation/Evocation
Range: 20 feet
Components: V, S, M
Duration: 1 round per 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 Eldritch Sphere

School: Evocation
Range: 20 yards + 10 yards per level
Components: V, S
Duration: Special
Casting Time: 3
Area of Effect: 1-foot diameter sphere
Saving Throw: None

This potent spell launches a mentally guided 1-foot diameter globe which travels up to 60 feet per segment and turns up to 90 degrees per round. The sphere strikes as a monster of the wizard's hit dice, but even on a missed roll, the missile may return the following round as long as the wizard concentrates. Once it hits, the globe disperses and inflicts 2d6 points of base damage + 2 points of damage per level of the wizard to the first creature touched, up to 2d6+20 maximum potential.

The sphere harmlessly vanishes if the wizard'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

School: Alteration
Range: 0
Components: V, S
Duration: 1 turn per 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

School: Alteration
Range: 0
Components: V, S, M
Duration: 3 turns per level
Casting Time: 1 turn

Area of Effect: The wizard
Saving Throw: None

This spell allows its wizard to convert one spell into another of the wizard'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 third level or lower, and the spell to be converted to, must be of second 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 memorised.

This spell is usually cast at the beginning of a day or before a known encounter, to give the wizard 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 wizard'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 wizard 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.

Eldritch Fire

School: Invocation/Evocation
Range: 60 feet
Components: V, S
Duration: Instantaneous
Casting Time: 1
Area of Effect: One creature
Saving Throw: $^1/_2$

The wizard hurls a magical bolt of flame which does 1d6 points of damage on impact and has a 50% chance of catching the target's combustibles on fire (burning clothes do 1d6 to 2d6 points of damage depending on how heavy they are). Victim may make save versus spell for half damage. Fire-based creatures take no damage; cold-based take double.

Enhance Illusion

School: Alteration
Range: 30 yards
Components: V, S
Duration: 1 round per 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 recognise it as an illusion. The illusion also becomes AC 10, and gains 10% of the hit points it would normally have; however, illusionary creatures may never have more combined hit dice than the wizard.

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 AC by 1.

Enhance illusion is attributed to the deceased wizard 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.

Enhanced Armour

School: Abjuration
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 3
Area of Effect: One creature
Saving Throw: Negates

This spell is identical to the first-level *armour* spell except that it confers 10 points of armour class reduction instead of 4. Note that it is not cumulative with *armour*, i.e. the two spells cast together do not confer 14 points of armour class reduction.

Exploding Coins

School: Enchantment
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 3
Area of Effect: One coin per level (10 maximum)
Saving Throw: None

This spell allows the wizard 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 the explosion will be triggered when the wizard utters a command word chosen during the incantation. Alternately, the wizard 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 wizard (measured from the time the wizard 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:

Type	Damage	Level	Burst Radius
copper	1d3	5	2 feet
silver	1d4	8	2 feet
electrum	1d6	11	5 feet
gold	1d8	14	5 feet
platinum	1d10	16	10 feet

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 30 feet 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

School: Invocation/Evocation
Range: 10 yards per level
Components: V, S, M
Duration: 1 round per level
Casting Time: 3
Area of Effect: 8-foot high, 2-foot 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 8 feet high and 2 feet wide at its widest. The wizard 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 feet per round, and the wizard must maintain full concentration in order to direct its movements; if the wizard loses concentration, the vortex will move in a straight line at full movement rate until the wizard can again gain concentration. The wizard may not move the vortex further away than 10 yards per level of the wizard, or the spell terminates.

The wizard 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 wizard (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 wizard 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.

Flaming Sphere

School: Invocation/Evocation
Range: 10 feet
Components: S, M
Duration: 1 round per level
Casting Time: 2
Area of Effect: One 5-foot radius globe
Saving Throw: Negates

This spell causes a burning globe of five foot radius to come into being up to ten feet distant from the wizard and roll in the direction the wizard points at a rate of ten feet per round inflicting 2d4 points of damage to all creatures with which it comes into contact unless a save versus spell is made thus negating the *flaming sphere*. The sphere may roll over low barriers not over four feet tall, or through all flammable barriers. It may even roll uphill (as long as the slope is no greater than 45 degrees) and may be extinguished by water or by lack of oxygen. The material component for this spell is a bit of sulpher.

Force Shield

School: Abjuration
Range: 0
Components: V, M
Duration: 5 rounds per 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 6-inch distance 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.

Forceball

School: Evocation
Range: 1 yard + 1 yard per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 3
Area of Effect: 20-foot radius
Saving Throw: $1/2$

This spell is identical to *fireball* except that it inflicts damage with an expanding globe of *magic missile*-like force. The material component is a ball of bat guano and sawdust cut from a giant's club.

Forget Spell

School: Alteration
Range: 100 yards
Components: V, S, M
Duration: Instantaneous
Casting Time: 3
Area of Effect: One wizard
Saving Throw: Negates

When casting this spell the 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 mage does not steal the spell, it is simply forgotten and must be re-memorised.

Free Action [1]

School: Abjuration
Range: Touch
Components: M
Duration: 5 rounds per 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.

Free Action [2]

School: Alteration
Range: Touch
Components: V, S, M
Duration: 2 turns per level
Casting Time: 3
Area of Effect: Creature touched
Saving Throw: None

This spell enables the recipient to move and attack freely and normally whether attacked by *entangle, web, hold*, or *slow* spell, or when underwater. In the former case, the spells have no effect, while in the latter, the recipient can combat normally with hand-held combat (not missile) weapons. The material component is a drop of oil or a dab of grease.

DM note: If the recipient has a familiar, it is affected as well for the duration of the spell, so long as it remains in contact with its master.

Gaseous Form [1]

School: Alteration
Range: 0
Components: V, S
Duration: 1d6 rounds + 1 round per level
Casting Time: 3
Area of Effect: Creature touched
Saving Throw: Negates

This spell allows the wizard 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 spell's 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 wizard, if he casts the spell on himself, can turn non-gaseous at any time.

Go-Behind

School: Alteration, Illusion/Phantasm
Range: 30 yards
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

School: Conjuration/Summoning
Range: 40 feet
Components: V, S, M
Duration: 2 hours per 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 missiles* 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

School: Necromancy
Range: 10 yards per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 1
Area of Effect: One arm per level
Saving Throw: Negates

This spell causes a number of arms equal to the level of the wizard 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 wizard could cast this spell and affect many people by giving five arms to this target, four to that one, and so on.

Gymlainac's Lightbend *

School: Alteration
Range: 0
Components: V
Duration: 1d4 + 1 round per level
Casting Time: 3
Area of Effect: Creature touched
Saving Throw: None

This wild magic spell bends light waves around the recipient, creating an effect similar to the second-level spell *blur* and a *cloak of displacement*. The recipient's form is both blurred and sways (regardless of movement), making him much more difficult to hit. When the spell is cast, roll 1d4 to determine the armour class and saving throw bonus.

This spell was developed by the wild mage Gymlainac, in an effort to create a wild magic version of *invisibility*.

Hang

School: Alteration
Range: 0
Components: V, S
Duration: 3 days
Casting Time: Special
Area of Effect: The wizard
Saving Throw: None

By this spell, the next spell the wizard casts will be held (will not take effect) until either the duration ends or the wizard says a keyword that will set off the spell. The spell that is held must be third level or lower, and a wizard 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 wizard will have to say the keyword and point at that time. It takes 6 seconds for the held spell to go off (no casting time, just a delay in going off), and the wizard should be given a bonus of 3 to initiative. When the keyword is spoken by the wizard, it is only letting go of stored energy. The wizard still has 80% of his activity left in the round: the wizard 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 wizard 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.

Heavy Magic Missile

School: Evocation
Range: 12 yards + 2 yards per level
Components: V, S
Duration: Instantaneous
Casting Time: 3
Area of Effect: Special
Saving Throw: None

This is the most powerful of the common enhancements of *magic missile*, combining the best of all three classes of *improved magic missile*. The wizard is able to call forth one missile inflicting 2d4+2 points of damage per level, at double the range of a normal *magic missile*. A variant which evokes 2 missiles inflicting 1d4+1 exists, but it is rare (5% of copies) and difficult to control (10% chance of failure per Intelligence point below 18).

Hold Spirit

School: Enchantment/Charm
Range: 120 yards
Components: V, S, M
Duration: 2 rounds per level
Casting Time: 3
Area of Effect: One to 4 spirits in a 20-foot cube
Saving Throw: Negates

This spell paralyses 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

School: 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 specific 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.

Iceball

School: Evocation
Range: 1 yard + 1 yard per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 3
Area of Effect: 20-foot radius
Saving Throw: $1/2$

This spell is identical to *fireball* except that it inflicts cold damage instead of fire. The material component is a ball of bat guano and powdered glass.

Improved Armour

School: 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 *armor* although it provides its wearer AC 2. The *armor* lasts until dispelled or until it has received 16 hp + 2 hp per level of the wizard worth of damage.

Note: The *armor* 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 wizard must rub all over his body while casting. Note: the leather is reusable.

Improved Continual Light

School: Alteration
Range: 60 yards
Components: V, S
Duration: Permanent
Casting Time: 3
Area of Effect: 60-foot radius
Saving Throw: Special

This spell is similar to the *continual light* spell (q.v.) except that it can be controlled to move and can be formed by the wizard into nearly any shape. The light is stronger than that of the *continual light* spell. It can blind easily (with an effective power of $1/4$ *power word, blind* (q.v.), in duration as well as in levels or hit dice affected). The chance for permanent blindness is only 5%—otherwise, the blindness is only temporary. The light can be aimed as a sort of 'flashlight'. This spell is reversible (which will negate the spell), and a *continual darkness* (the reverse of an ordinary *continual light*) will not affect this spell.

Improved Know Alignment

School: Divination
Range: 10 feet
Components: V, S
Duration: Instantaneous
Casting Time: 1
Area of Effect: One creature per 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

School: Alteration
Range: 10 yards
Components: V, S, M
Duration: 1 round per 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.

Iron Mask

School: Conjuration/Summoning
Range: 10 yards
Components: V, S, M
Duration: 8 rounds
Casting Time: 7
Area of Effect: One person
Saving Throw: None

This spell creates a full-face helmet on the subject's head. The helmet thus created is in all respects a +1 magical helmet, thus granting the subject all advantages and disadvantages from wearing a helmet. For example, a wizard would no longer be able to cast spells, a psionicist could no longer use his powers, but both would be protected against called shots against their head and receive a +1 to their armour class.

If the wizard is of at least eleventh level, there is an addidional effect: the helmet has a lock that will lock in the round following the casting. This can be avoided by removing the helmet before the lock closes (make a Dexterity check). If the helmet is not removed before the lock closes, it can only be removed by a *dispel magic* or similar magic. The helmet will disappear when the duration expires.

Note that since the target is not himself affected (the helmet is only created around his head), he receives no saving throw. The material component for this spell are a piece of leather and at least two square inches of cast iron.

Jam Radio

School: Alteration, Divination
Range: 0
Components: V, S
Duration: 1 turn per level
Casting Time: 3
Area of Effect: 100-foot 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

School: Alteration, Conjuration, Enchantment
Range: 0
Components: V, S, M
Duration: 1 round + 1 round per 3 levels
Casting Time: 3
Area of Effect: One snowball + one snowball per 3 levels
Saving Throw: Special

When cast, this spell creates a pile of coloured snowballs at the wizard's feet. The number of snowballs is equal to the duration of the spell in rounds—2 at third level, 3 at sixth level, 4 at ninth level, etc. The wizard 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 yards, plus 10 yards 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. The snowballs are always picked up and thrown in the order given, starting with red and ending (assuming the wizard is high enough level) with violet.

Colour	**Save vs.**	**Effect**
Red	Spell	*charm person*
Orange	Spell	*faerie fire*
Yellow	Poison	*taunt* †
Green	Paralysation	*spook*
Blue	Paralysation	*glitterdust*
Indigo	Spell	*bind*
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 wizard's level.

The material component for the spell is a small rainbow-coloured marble.

Kallum's Cold Frost

School: Evocation
Range: 100 yards + 10 yards per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 3
Area of Effect: 30-yard 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 points of damage per level of the wizard from the cold (save vs. spells for half 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 1d2 points of damage per level of the wizard 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 wizard wishes the *iceball* to go.

Kevin's Holy Rain

School: Invocation
Range: 20 yards
Components: S, M
Duration: 1 round per level
Casting Time: Special
Area of Effect: 3-foot diameter per 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 controled 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 30-foot 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 Force Bolts

School: Invocation/Evocation
Range: 20 feet + 10 feet per level
Components: V, S, M
Duration: 1 round per level
Casting Time: 4
Area of Effect: One person or object
Saving Throw: None or special

This spell empowers the wizard with the ability to throw powerful bolts from his hands at a rate of up to 3 per round. The maximum number that can be thrown is equal to the wizard's level divided by 2. Any bolts not used when the spell ends are wasted. The number of bolts thrown in one round must be declared before initiative is rolled. If none are thrown in a round, the wizard may weave another spell without losing this one.

The bolts have an initial modifier of +2. The wizard must roll a to hit roll for each missile—hits with this spell are not automatic! A Dexterity bonus to the die roll does apply. If the bolt hits, the target (if human size or smaller) must make a save vs. paralysation or be knocked over by the force of the spell; however, no damage is done.

Called shots can be made with this spell (e.g. knocking items out of people's hands, etc.). The save vs. paralysation remains unchanged but the target may not necessarily be knocked over also.

The material components are a number of golden rods, 6 cm long, worth at least 30gp each.

Kiri's Giant Strength

School: Alteration
Range: Touch
Components: V, S, M
Duration: 2 turns per level
Casting Time: 1 round
Area of Effect: Person touched
Saving Throw: None

The person this spell is cast upon gains superhuman (giant) Strength for the duration of the spell. The new Strength score is 18 + 1 per 3 levels of the wizard (maximum 25 Strength).

The material component is giant hair or sinew equal to the Strength gained by the spell.

Kiri's Guardian Sigil

School: 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's snake sigil* (see Unearthed Arcana) 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 /em wish it away.

Kiri's Mystical Coat of Armour

School: 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 1,000gp value.

Kiri's Mystical Screen

School: Abjuration
Range: Touch
Components: V, S
Duration: 3 turns per 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.

There is no material component for this spell.

Kuglan's Key Warden

School: Conjuration/Summoning
Range: 40 feet
Components: V, S, M
Duration: 1 turn + 2 rounds per 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 seven-foot-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 20 feet, 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 et cetera, 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

School: Alteration
Range: Touch
Components: V, S, M
Duration: 1 turn + 1 turn per 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 20 feet 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 140 feet in up to a total of seven jumps, i.e. seven times a 20 feet jump.

The material components for this spell are the legs of a grasshopper or of a frog.

Life Transfer

School: Necromancy
Range: 0
Components: V, S, M
Duration: 3 turns + 1 turn per level
Casting Time: 1 turn
Area of Effect: 1-yard per level radius
Saving Throw: None

By use of this spell, the preserver drains the life force of plants in the area of effect to one-third of their full life force. Thus, plants will weaken, but they will regain their strength in a relatively short time. This energy is then stored in the preserver that has cast the spell, and can be used to revitalize a section of defiled soil of an area one ninth the size of the area of effect. The energy can be stored for 3 turns plus one turn per level of the wizard, during which period he cannot cast any other spells.

The material component for this spell is a drop of water. This spell can—of course—only be cast by a preserver.

Magic Missile II

School: Evocation
Range: 60 yards + 10 yards per level
Components: V, S
Duration: Instantaneous
Casting Time: 3
Area of Effect: One or more creatures in a 10-foot cube
Saving Throw: None

This improvement on the first-level *magic missile* allows the wizard to fire 1 missile per 2 levels of experience. Each bolt can be individually targeted and does 1d8 points of damage. The spell fires that number of missiles every round until the wizard is hit or ends the spell. After the initial casting the missiles have a speed factor of 1 each and the wizard may move, or engage in any other action besides spellcasting after the missiles fire.

Major Annoyance

School: Enchantment/Charm
Range: 5 feet per level
Components: V, S, M
Duration: 1 round per 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 wizard, 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

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

With this spell, the wizard 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 wizard (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 or objects.

If all of the above conditions exist, then casting the spell will transport the wizard and any objects or 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 center to the edge on the source pattern, then it will be halfway from the center 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 wizard must stand in the center 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 or creatures are transported to the destination pattern.

If the destination pattern is not available (see above), then the transported objects or 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 (1d2 rounds, depending on lighting).

Some notes:

1. Tossing a rug over an inlaid pattern prevents incoming transports.
2. Rolling up a rug or cloth pattern prevents incoming and makes it easier to transport the pattern.
3. The only bi-directional patterns are exactly the same size (hence the Pattern Image spell).
4. The wizard must remain in the middle for all of the casting, but creatures or objects also transported only have to be on the pattern in the last seconds.

Marty's Magic Bow

School: Evocation
Range: 0 (arrow range as per normal bows)
Components: V, S, M
Duration: 1 round per level
Casting Time: 3
Area of Effect: Caster
Saving Throw: None

Marty's magic bow causes a magical force to propel objects from the wizard's fingers much as a bowstring. With arrows, the effect is to allow the wizard to release one arrow per round, each arrow attacking as a fighter of half the level of the wizard. 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 wizard makes his to hit roll (at half 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* of 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 and to damage.

Merkridan's Misplayal

School: Alteration
Range: 2 yards
Components: V, S
Duration: 2 rounds per 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 non-magical. 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., signaling 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

School: Illusion/Phantasm
Range: 0
Components: S, M
Duration: 3 rounds
Casting Time: 1
Area of Effect: 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 20-foot radius). Within seconds, they all start running in different directions. They are basically unseen servents that have an illusion upon them 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

School: Alteration
Range: 20 feet
Components: V, S, M
Duration: 1 round per level
Casting Time: 1 round
Area of Effect: 2-foot per level radius circle
Saving Throw: None

This spell causes an area of the earth to bubble up molten lava in its area of effect. After the wizard spends one round casting, using up material components of sulfur 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 points of damage, 2d6 this round only if wearing thick shoes. In each additional round spent in the area of effect a person takes 3d6 points of damage, and any items carried by the person must safe 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. /em 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

School: Necromancy
Range: 60 yards + 10 per level
Components: V, S
Duration: Instantaneous
Casting Time: 1
Area of Effect: One creature
Saving Throw: Negates

When the wizard completes this spell, a blue glow encompasses his hand and then shoots forth, enerringly 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 wizard and lose 1 point of Strength per level of the wizard. 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 wizard levels. Lost Strength returns 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 wizard.

Noska Trades' Ghoul Arrow

School: Evocation, Necromancy
Range: 70 yards + 10 yards per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 3
Area of Effect: One creature per 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	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 ghoul flesh and a drop of humanoid blood.

Open Book

School: 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

School: Alteration
Range: 3 feet
Components: V, S, M
Duration: 1 round per 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 10 cubic feet volume of less, the object becomes impossible to grasp. Items held by creatures gain a saving throw. If cast on a floor it will make a 2×2 yard 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 1 yards per round.

The material component of this spell is powdered graphite.

Pain

School: Necromancy
Range: 50 feet
Components: V, S
Duration: 3 rounds per level
Casting Time: 1
Area of Effect: One creature
Saving Throw: Negates

This spell causes the victim to suffer from excruciating pain; the character 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 Improved Identify

School: Abjuration, Divination
Range: 10 feet and 0
Components: V, S, M
Duration: 1 round per level
Casting Time: Special
Area of Effect: One item per 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 wizard may scan the items for any cursed properties from a distance of 10 feet without touching the item. The wizard 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 wizard 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 wizard 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 wizard he may make a saving throw vs. spells to avoid the curse in question.

The chance of learning a piece of information about an item is equal to 10% per level of the wizard, to a maximum of 90%, rolled by the DM. Any roll of 96 up to 00 indicates a false reading (91 up to 95 reveals nothing). Only one function of a multi-function item is discovered per handling (i.e., a fifth-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 wizard 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 wizard 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 100gp 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

School: Enchantment/Charm
Range: 60 yards
Components: V, S, M
Duration: 1 day + 1 day per 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 they possess 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 wizard) 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

School: 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 wizard 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 wizard is being scried upon (see the DMG on detection of scrying, pg. 141).

If the wizard 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 wizard, but the wizard can see the scrying creature. Also, whatever powers the scrying device has, such as clairaudience, then the spell also gives the wizard 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 wizard breaks off contact the spell ends. If the scrying creature breaks off contact, the wizard can still scry up to the maximum duration of the scrying device. The wizard 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.

Protection from Chaos, 10-foot Radius

School: Abjuration
Range: Touch
Components: V, S, M
Duration: 2 rounds per level
Casting Time: 3
Area of Effect: 10-foot 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

School: Conjuration
Range: 3 yards
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: One cube foot per level maximum
Saving Throw: Special

The *trigger* spell is designed as a defensive spell. When it is cast, the wizard defines a volume which must be at least half a foot in every dimension. This area begins to glow faintly. The wizard then casts another spell directly upon the *trigger*'s area. The *trigger*'s area of effect must be touched by the wizard when applying the second spell. The glow then vanishes, but both spells remain. The second spell is held by 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 centered on the center 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 wizard is in or touching the *trigger*'s area of effect, it will not go off. This allows the wizard 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 wizard. The material component is a black pearl of not less than 500gp value per level of the second spell.

Reconstruct

School: Divination
Range: 0
Components: V, S, M
Duration: 1 round per level
Casting Time: 5

Area of Effect: One pound per 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.

Replay

School: Divination, Illusion
Range: 60 yards
Components: V, S, M
Duration: 2 rounds/level
Casting Time: 1 round
Area of Effect: 400 square feet
Saving Throw: None

This spell causes past events to be re-enacted in the area of effect. The replay will consist of a three-dimensional, tran sparent image superimposed over the area of effect. The wizard can freeze the action, reverse it, scan rapidly for a desired event, or skip to any time within range of the spell, as given in the table below. An hourglass is the material component.

Level	**Spell Range**
5–9	1 day/level
10–15	1 month/level
16–17	1 year/level
18+	1 century/level

The speed of the search is determined by the DM and limited by the magnitude of the event in question. It would be easy to spot the passage of an army, for example, even when scanning at a month per turn, but spotting a pick-pocket would require a real-time search.

Resist Electricity

School: Alteration
Range: Touch
Components: V, S, M
Duration: 1 turn per level
Casting Time: 1 round
Area of Effect: Creature touched
Saving Throw: None

Except as noted above, this spell is identical to the second-level priest spell *resist electricity* (q.v.).

Resist Fire

School: Alteration
Range: Touch
Components: V, S, M
Duration: 1 turn per level
Casting Time: 1 round
Area of Effect: Creature touched
Saving Throw: None

Except as noted above, this spell is identical to the second-level priest spell *resist fire* (q.v.).

Rhuva's Spellscan

School: Divination
Range: 0
Components: V, S, M
Duration: 4 hours + 10 minutes per level
Casting Time: 1 minute
Area of Effect: 10-yard per level radius sphere
Saving Throw: None

Provided the wizard 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 wizard 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, the wizard does not realise the scan was triggered). Material component is a handful of crystal dust.

Sanh's Laser Bolt

School: Evocation
Range: 6 yards + 1 yard per 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 the *Sanh's 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

School: Alteration, Evocation
Range: 1 yard per 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:

- 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 10 by 10 foot square per level (100 square feet), and the duration is one round. If the wizard wishes, area may be traded for duration, for instance, a tenth-level wizard may affect 1,000 square feet for 1 round, 500 square feet for 2 rounds, 250 square feet for 4 rounds, etc. The area affected must, however, be at least 10 square feet (that would be 10 square feet for 100 rounds for our tenth-level wizard).

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 etherealness* 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. A 20′ diameter rift to the Ethereal Plane lasts 1d6 turns + 1 turn per level of wizard.All within 20 feet of wizard must save vs. magic or be thrown into an Ether cyclone. The wizard is automatically sucked in. There is a 1% chance per level of the (very foolish) wizard that the rift will be permanent.

Sarius' Golden Circles of Protection

School: Evocation
Range: 0
Components: V, S, M
Duration: 1 turn + 1 round per level
Casting Time: 3
Area of Effect: One floating 2-foot diameter circle plate per level
Saving Throw: None

This spell creates golden, shimmering circular plates of force which move around the wizard in a constant motion, deflecting any missile, hand, or weapon attacks directed at the wizard. The armour class of the wizard 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 maneuver) 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.

Each circle is able to sustain 6 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 wizard will be reduced by 1 hp per damage die, with 1 hp 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 wizard he is at a −1 to hit penalty for every circle active whenever a to hit roll is needed, including spells. The wizard may create fewer circles than the maximum possible. The material component(s) 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 Mendlekine.

Selective Defiling

School: Alteration, Necromancy
Range: 20 yards
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 Carniverous 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 nutreint 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

School: Illusion/Phantasm
Range: 20 feet
Components: V, S
Duration: 1 round per level
Casting Time: 1 round
Area of Effect: 5-foot wide, 5-foot long per level rectangle
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

School: Illusion/Phantasm
Range: Touch
Components: V, S, M
Duration: 3 rounds per level
Casting Time: 8
Area of Effect: Special
Saving Throw: None

This spell brings into being a dark, hardwood quarterstave, that gives of a slight, dark glow. The stave is weaved from wisps from the plane of shadow, and remains in existance 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 insubstancial. 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 wizards 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 plusses 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.

Shut Up

School: Alteration
Range: 60 feet
Components: V, M
Duration: 1 round per 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 objects 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

School: Evocation
Range: 10 yards + 1 yard per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 3
Area of Effect: 2-yard 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 wizard who cast it, i.e., 1d6 points per level of the wizard. 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 33,000 cubic feet).

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 wizard 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 predescribed 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

School: Divination
Range: Special
Components: V, S, M
Duration: 1d4 rounds + 1 round per level
Casting Time: 3
Area of Effect: 20-foot radius sphere
Saving Throw: None

With this spell, the wizard 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 wizard'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 wizard, 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 wizard), 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 wizard is able to reach the spot where the trail was resumed (i.e. the being being tracked wades out of a river at a certain spot), the wizard may resume tracking.

It is up to the wizard 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 wizard to track the being if it climbed walls, and even if it tried to obscure its path, by throwing dirt over it. Objects over 3 inches 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 wizard's level in turns previously. Once the spell is cast, the wizard need not carry the item with him.

Sonoric's Trance

School: Divination, Enchantment/Charm
Range: Special
Components: V, S, M
Duration: 1 round per level
Casting Time: 3
Area of Effect: 10-foot radius sphere
Saving Throw: None

This spell allows the wizard to mimic the actions of a creature, provided the actions occurred within a number of turns equal to the wizard's level. During the casting of the spell, the wizard 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 wizard's level in hours previously.

Upon casting the spell, the wizard goes into a trance, during which he loses all control of his actions (save vs. spells at −4 to break spell), and begins mimicing the most recent actions of the target, provided the actions occurred within the area of effect. The spell does not allow the wizard to mimic actions of which he is incapable, such as climing walls, or broad jumping 20 feet, and the wizard merely imitates any spells the target may have cast, and doesn't actually cast the spell (although observers may recognise 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 wizard, or teleportation, the spell is broken.

The wizard must decide how far back in time he would like to begin mimicing the actions of the target. The actions of the target may take the wizard beyond the original area of effect, but there is a 10-foot radius sphere over which is determined whether or not the target left the area of effect.

The wizard 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 wizard's trance will be broken by such things as damage, slapping, and other unpleasant stimuli.

Soul Safe

School: Abjuration, Necromancy
Range: Touch
Components: V, S, M
Duration: 1 day per 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

School: Conjuration/Summoning
Range: 10 yards
Components: V, S, M
Duration: 3 rounds + 1 round per 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 wizard'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 yards from the wizard, lift 50 pounds per hit die, and fly at 18. This form has a punch for 1d6 points of 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 half of its hit points left will be unable to possess someone.

The material component is a piece of candy.

Steamball

School: Evocation
Range: 1 yard + 1 yard per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 3
Area of Effect: 20-foot radius
Saving Throw: $^{1}/_{2}$

This spell is identical to *fireball* except that it creates a blast of super hot steam instead of fire. The material component is a ball of bat guano and salt from boiled seawater.

Stoneskin II

School: Abjuration
Range: Touch
Components: V, S, M
Duration: Infinite
Casting Time: 1
Area of Effect: One creature
Saving Throw: None

The recipient of this spell is completely immune to one non-magical attack. Only one Stoneskin can be cast on one creature, any next one cancelling the previous one. The material component for this spell is a diamond worth at least 300gp.

Stren's Improved Floating Disk

School: Conjuration, Evocation
Range: 0
Components: V, S, M
Duration: 3 turns per 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 3 feet to 30 feet off the ground or water. The disk movement is based relative to the wizard, which prevents the wizard from riding their own disk. However, if two wizards 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 wizard steers a disk while he rides on a disk which stays the same distance from its wizard.

S1$\Longleftrightarrow$ S2$\Longleftrightarrow$ 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. All other parameters are the same as *Tenser's floating disk*.

Strength of the Damned

School: Alteration, Necromancy
Range: Touch
Components: V, S, M
Duration: 3 turns per level
Casting Time: 1 turn
Area of Effect: Person touched
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, channeling 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, pinpoints of light will glow in the centers of the 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

School: Illusion/Phantasm
Range: 6 yards + 1 yard per level
Components: V, S, M
Duration: 4 rounds + 1 round per level
Casting Time: 3
Area of Effect: One creature per 3 levels
Saving Throw: Negates

This devious spell causes a targeted creatures to believe that they have just discovered and successful disbelieved an illusion. This is a bit of misdirection caused by the wizard, as the item selected by the wizard to be believed as an illusion could actually be real.

This spell could be great for causing enemies of the wizard 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

School: Divination
Range: 1 mile + 1 mile per 2 levels
Components: V, S
Duration: 1 hour per 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

School: Enchantment
Range: 0
Components: V, S, M
Duration: 1 round per 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

School: Enchantment, Alteration
Range: 0
Components: V
Duration: Special
Casting Time: 1
Area of Effect: The wizard
Saving Throw: None

Timejump allows the wizard to 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.

Timespeed

School: Alteration, Enchantment
Range: 30 feet
Components: V, M
Duration: 2 rounds per level
Casting Time: 3
Area of Effect: One creature per 2 levels in a 20-foot long 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 passes 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 psionicist is doubled as well. Wizards cast spells as if they were under the influence of an *alacrity* spell (see 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.

Tomelore

School: Divination
Range: Touch
Components: V, M
Duration: Special
Casting Time: 15 rounds
Area of Effect: One book
Saving Throw: None

With *tomelore*, the wizard knows whether a text is cursed, what language it is in, its author, and other general information about its contents. Nothing specific about its safeguards, contents, or history will be revealed, though.

The reverse of this spell, *tomelie*, makes all of the above information seem to be other than it is when determined using divinatory spells. It lasts for one month unless dispelled.

Vanquil's Immunity to Pain

School: Illusion/Phantasm, Enchantment
Range: 0
Components: V, S
Duration: 1 round per 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.

Vanquil's Snowball

School: Evocation, Enchantment
Range: 25 yards per 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 THAC0 plus 3. As it flies towards the target, the snowball expands to become a 3-foot 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.

If the target fails his saving throw, he takes 1d2 points of damage per wizard level (up to 8d2), is knocked down (i.e., prone), and the intense cold prevents spellcasting for the next 1d6+1 rounds (due to severe shivers and chattering teeth).

This spell was developed as an anti-spellcaster weapon, and definitely not intended for general use. It appears here only because the formula was stolen by an ungrateful apprentice of the elven mage Vanquil. Despite the fact that the apprentice was killed by Vanquil himself less than two weeks after the theft, the spell had already been circulated to several unscrupulous wizards.

View Past

School: Divination
Range: 0
Components: V, S, M
Duration: 1 turn per level
Casting Time: One hour
Area of Effect: 5-foot per level radius circle
Saving Throw: None

The spell is cast on an area, and allows the wizard to create a three-dimensional image of the past in that location. The wizard 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 wizard uses 24gp worth of dust, he can view a period starting roughly 24 hours in the past through the duration of the spell (a tenth-level wizard could view the period from 24 hours in the past to 24 hours − 100 minutes, that is 22 hours and 20 minutes, 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 minutes in the past; a roll of $10-10 = 0$ indicates exactly the right amount of gold was consumed.

The wizard 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.

Warstone

School: 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 5-foot 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.

Wimbly's Enwrapment

School: Alteration
Range: 5 yards per level
Components: V, S, M
Duration: 1 round per level
Casting Time: 3
Area of Effect: One creature
Saving Throw: None

When this spell is cast, a little blob of a sticky, web-like material flies toward it's 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 wizard'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.

Fourth Level Spells

A Lert

School: Conjuration/Summoning, Evocation
Range: 0
Components: V
Duration: 2 turns per level
Casting Time: 1
Area of Effect: 10-foot per level radius
Saving Throw: None

This spell summons into being a small blue humanoid creature. This creature is insubstantial, and thus can neither attack, nor be attacked. *A Lert's* main purpose is to alert the party members of imminent danger. It can sense behind doors and around corners, and will telepathically inform the wizard of any danger it senses, provided the wizard is awake.

Acid Spray

School: 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 wizards hand. The length of the cone is 5 yards per level of the wizard and the cone terminates with a circular area with a radius of 2 yards per level of the wizard. The start of the cone is a circular area of a 1-foot radius.

The damage from the acid is 1d4+1 per level of the wizard.

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

School: Alteration
Range: 10 feet
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 10 feet and that it will continue to function as instructed, over and over, until the object is destroyed or the dweomer dispelled.

Alcoreax's Icetrail

School: Evocation
Range: 0
Components: V, S, M
Duration: 1 round per level
Casting Time: 4
Area of Effect: See below
Saving Throw: Negates

This spell creates a wave of hardened ice which the wizard actively directs. After casting, the wizard simply taps the ground to activate the spell. The wave of ice begins where the wizard taps the ground, and reaches its full dimensions after advancing only 10 feet. It travels at a speed of 40 feet per round. The crest of the wave is 10 feet high and 15 feet wide; after the crest of the wave has passed, the height of the remaining 'trail' is only 3 feet high.

Creatures coming into contact with the crest suffer 2d6 points plus 1 point damage per level of the wizard, 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 paralysation 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 paralysation 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 wizard 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 Icetrail is the only spell he has researched. This one took him over five years to develop.

Alpha's Acid Rainstorm

School: Conjuration/Summoning
Range: 240 yards
Components: V, S, M
Duration: Instantaneous
Casting Time: 5
Area of Effect: 30-foot long 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 wizard (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

School: 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 wizard. 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 subject's 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.

Alpha's Ball Lightning

School: Evocation
Range: 10 yards + 10 yards per level
Components: V, S
Duration: 4 rounds
Casting Time: 5
Area of Effect: Special
Saving Throw: ½

The caster of this spell can create one to four spheres of glowing electrical energy. These spheres resemble *Dancing Lights* (q.v.), and the wizard can control them in the same way. The spheres can be moved up to 120 feet per round. Each ball is about 5 feet in diameter, and any creature(s) approaching within 5 feet 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 5 feet in a single round can be affected by the ball is that occurs.

The charge values are:

Number of Lightning Balls	Damage Done
1	4d12
2	5d4 each
3	2d6 each
4	2d4 each

This spell has no material components.

Alpha's Chill of the Void

School: Alteration, Evocation
Range: 0
Components: V, S, M
Duration: 1 round
Casting Time: 5
Area of Effect: 20-foot wide, 5-foot per level long path
Saving Throw: None

This spell brings forth a wave of supernatural cold, rolling forth from the wizard'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

School: 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 enables the wizard 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 wizard. 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 wizard 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

School: Alteration
Range: 10 yards per 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 second-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 60 feet into the air and raining down within a 30-foot radius 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 wizard may direct this column of fire at a single target within 60 feet 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 30 feet of the perimeter of the fire source. An aerial creature flying within 60 feet 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 wizard so desires. The material component for this spell is a lump of pitch mixed with sulfur, saltpeter, and magnesium, as well as an existing fire source.

Alpha's Flames of Falroth

School: Alteration, Evocation
Range: 10 yards
Components: V, S, M
Duration: 1 round per 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 wizard.

The *flames of Falroth* are very hostile to ordinary fire. They may be used as a fire extinguisher or sorts, and will extinguish a 10-foot cube of normal flame every round. Magical fire spells must be checked as per *dispel magic*, but multiplying the wizard'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 wizard 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

School: Conjuration/Summoning
Range: 30 yards
Components: V, S, M
Duration: 5 rounds per level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

This spell summons into the wizard's vicinity a pack of canines who will fight on behalf of the wizard, if such is required. The composition of the pack will be as follows:

Roll	Pack
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 wizard or his fellows, all creatures summoned will instantly disappear. The hounds can track as well as a fifth-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 1d10 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 100gp, which must be sounded during the casting of the spell.

Alpha's Rainbow Blast

School: Evocation
Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 4
Area of Effect: 1-foot wide, 10-foot + 5-foot per 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, a solid object will not stop the beam unless larger than 2 feet 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 1d6 hp of damage + 1 hp per level of the wizard. 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 1d4+2 rounds.

The material component for this spell is a small diamond worth not less than 100gp.

Alpha's Ray of Paralysis

School: Alteration
Range: 10 feet + 5 feet per level
Components: V, S, M
Duration: 2 rounds per level
Casting Time: 1
Area of Effect: One creature
Saving Throw: Negates

The wizard extends his arm, points his finger, and speaks a word to cast the spell. A thin, light blue ray leaps from the wizard'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 wizard. 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. Size L creatures must save at −1, size H at −2, and size G at −4. Conversely, size S creatures save at +1 and size T at +3. The ray can affect only target in any event. The material component is a clear gem or a piece of amber worth at least 100gp.

Alpha's Shadowfire

School: Evocation, Necromancy
Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 4
Area of Effect: 1-foot diameter, 5-foot per 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 wizard, 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 500gp.

Alpha's Sheet Lightning

School: Evocation
Range: 30 yards
Components: V, S, M
Duration: Instantaneous
Casting Time: 4
Area of Effect: 10-foot per level long square
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 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 50gp.

Atom Blast

School: Invocation/Evocation
Range: 5 feet per level
Components: V, S
Duration: Instantaneous
Casting Time: 1
Area of Effect: 1 pound per level
Saving Throw: None

This spell causes any solid, non-animate, non-magical, non-living substance to explode from within causing 1d4 points of damage per level of the wizard to creatures within ten feet of blast.

Attacking Mist

School: Conjuration/Summoning
Range: 10 yards
Components: V, S, M
Duration: 1 round per 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 5th-level 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.

Bergil's Fire Bolt

School: Evocation
Range: 20 yards + 5 yards per 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 in inflicts 1d8 points of damage per level to anyone in its area of effect (maximum damage is 12d8). This bolt is 60 feet long by 5 feet 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 a 5-foot 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

School: 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 8 feet 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 8 feet 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 wizards hands, the husks then thrown over each shoulder of the recipient, and the juice rubbed into the recipients back.

Broom

School: Enchantment
Range: Touch
Components: V, S, M
Duration: 1d6 hours + 1 hour per level
Casting Time: 1 turn
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 yards away. The material components are a broom, which is not used up by the casting, and a feather, which is. 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.

Chaos Vision *

School: Illusion/Phantasm
Range: 10 yards per level
Components: V, S
Duration: 1 turn per level
Casting Time: 2 rounds
Area of Effect: 10-yard per 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 wizard 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

School: Alteration
Range: 30 yards
Components: V, S, M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: One person fed per 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 (40gp) and a good quality wine (minimum 10gp) 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

School: 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 1,000gp.

Continual Ambience

School: Alteration
Range: 60 yards
Components: V, S, M
Duration: Permanent
Casting Time: 4
Area of Effect: 60-yard radius globe
Saving Throw: None

This spell is the same as the second-level wizard spell /em ambient light (q.v.), except as noted above.

Damian's Insulated Envelope

School: Abjuration
Range: 0
Components: V, S, M
Duration: 2 rounds + 1 round per level
Casting Time: 4
Area of Effect: The wizard
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 wizard in a pale blue light resembling an envelope. Once cast the wizard gains 2 benefits (much like *fire shield*).

1. A save vs. lightning at +2 indicates no damage to the wizard. A failed save merely indicates half damage. If at any time the wizard is hit by any acid or acid spell the wizard must save normally or take double damage.
2. If any melee attacks are made on the wizard, on a successful strike the wizard takes normal damage but so does the attacker.

Deadly Strike

School: 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

School: 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 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.

Type of Information	Chance of Finding	Time Required
Basic	96%	1 round
Well Known	70%	2d4 rounds
Known	30%	3d4 rounds
Forgotten	2%	1d10+10 rounds

Basic information includes such things as name and profession. Well known information can relate to the current (last) mission of the corpse, while facts on previous missions will be known information. Forgotten information will be facts and snippets of conversations 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.

Deave

School: Alteration, Illusion/Phantasm
Range: 10 yards per level
Components: V, S, M
Duration: 3 rounds + 1 round per 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 2d4 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.

Deja Vu

School: Divination
Range: 20 yards
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 pont 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 wizard.

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 time-keeping device which is destroyed at the time the spell is memorised by the wizard.

Delusion

School: Enchantment/Charm, Illusion
Range: 10 feet
Components: V, S, M
Duration: 1 turn per 5 levels
Casting Time: 4
Area of Effect: One creature
Saving Throw: Negates

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.

Detect Spellcasting

School: Divination
Range: 10-yard per level radius
Components: V, S, M
Duration: 1 round per level
Casting Time: 4
Area of Effect: Special
Saving Throw: None

This spell allows the wizard to scan a surrounding area for spells being cast by other spellcasters. The affected area has a radius of 10 yards per level of the wizard (up to a maximum of 200 yards); the wizard 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 wizard 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 wizard; in addition, the wizard gains a general feeling of the location of the caster of each of the spells (i.e. approximately 30 feet east).

The relative strength of two spells from the same school will also be detected. For example, if a *meteor swarm* and a /em 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 wizard may choose one spell to target for specific information; this includes: the name and level of the spell (as well as the wizard'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 wizard. Illusions of level 4 or less are revealed, as long as the wizard is of higher level than the caster of the illusion. Illusions of fifth level or higher will return a false reading (i.e. what the wizard believes the spell to be) unless the wizard 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 tenth-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 wizard'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 wizard 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 100gp which must be tossed in the air when the spell is cast.

Dheryth's Monomorph

School: Alteration
Range: 0
Components: V, S, M
Duration: 1 day per 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 researching 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 research 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.	Weight Max.	Age
7–8	−10%	+10%	no change
9–11	−20%	+25%	± 10%
12–13	−30%	+50%	± 20%
14–15	−50%	+80%	± 40%
16–17	−70%	+125%	± 60%
18+	−90%	+200%	any

At 7th and 8th level, the wizard is limited to assuming a form of the same race as the wizard; at 9th level and above, there is no limitation save that the wizard must know something of the description of the race to be assumed. 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.

Disguise

School: Illusion/Phantasm
Range: 0
Components: V, S, M
Duration: 1 turn per 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, calor 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×level + 2×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 the 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

School: Illusion
Range: Touch
Components: V, S, M
Duration: 24 hours or until dispelled or destroyed (see below)
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 yards 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 yards from the apparent location of his corpse without cancelling the spell.

Dreamoore's Eldritch Shield

School: Abjuration
Range: 30 yards
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 attacks + 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 wizard has sufficient levels to cast. (e.g. a 9 hit die *eldritch shield* can protect from 1d4+4 *magic missiles* or similar spells, while a griffon's bite 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

School: Abjuration
Range: 10 yards
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 of damage + 2 hp per level of the wizard. If a magic resistant creature attacks the spell's host, then its resistance is checked first. Success indicates that the shield is by-passed 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 point per turn. A person may have only one *warding shield* at a time.

The material component is 50gp worth of diamond dust which is thrown into the air as the spell is cast.

Eldarr's Flameshroud

School: Abjuration, Invocation/Evocation
Range: Special
Components: V, S, M
Duration: 1 round per level (but see below)
Casting Time: 4
Area of Effect: The wizard
Saving Throw: Special

When this spell is cast, the wizard 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 spell imparts on the wizard, 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 wizard may also use it offensively: any target that comes within 10 feet of the wizard 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 wizard (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 wizard 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

School: Abjuration, Invocation/Evocation
Range: Special
Components: V, S, M
Duration: 1 round per level (but see below)
Casting Time: 4
Area of Effect: The wizard
Saving Throw: Special

This spell is nearly identical to *Eldarr's flameshroud*; in covers the wizard 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 wizard 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.

Enemy Blink

School: Alteration, Enchantment/Charm
Range: 30 yards
Components: V, S
Duration: Instantaneous
Casting Time: 4
Area of Effect: 4d6 creatures
Saving Throw: Negates

This spell causes a variable number of the caster's enemies to *blink* if a save vs. spells is failed. It is otherwise similar to *blink*. Good for use if your enemies are near a cliff or a large body of water. The number of creatures affected is determined randomly, by rolling 4d6. All creatures affected must be within a 30 yard radius of the caster.

The spell cannot be used one the same person twice, i.e., the number indicated on the 4d6 roll is the number of creatures (maximum) affected; this may not be broken up.

Excite Fire

School: Alteration
Range: 20 feet
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 one point per distance from the wizard to the target. Dammage is halved if a 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. Damage to a creature cannot exceed the amount supplied by the fire source.

Fellstar's Flaming Water

School: Alteration, Evocation
Range: 10 yards per level
Components: V, S, M
Duration: 2 rounds per level
Casting Time: 4
Area of Effect: 10-foot per level radius
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 center of the area of effect may be as far away as 10 yards per level of the wizard; the area of burning water has a radius of 10 feet per level of the wizard, but may be smaller if the wizard 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 center 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 10 feet per level of the wizard, 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 wizard, 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 wizard (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

School: Conjuration, Evocation
Range: 0
Components: V, S, M
Duration: 1 round per level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

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's hit points of damage per successful hit). It has a THAC0 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 cold will do damage to it. The material component of this spell is some smoke.

Force Bolt

School: 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 loose 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.

Gaseous Form [2]

School: Alteration
Range: Touch
Components: V, S, M
Duration: 1 turn per level
Casting Time: 4
Area of Effect: Creature touched
Saving Throw: Negates

This spell causes an individual, as well as non-living items which it carries or wears up to 1,000gp weight per level of the wizard, to become gaseous in form and able to flow accordingly at a base speed of 3 per round, subject to wind conditions. The gaseous form cannot be physically harmed except by magical fires or lightning, in which case damage is normal, but the gaseous creature may be affected by mind-related attacks such as charm, hold or suggestion spells. However, a whirlwind causes double damage to a creature in gaseous form.

The spell lasts for the entire duration and can only be removed by the reverse of the spell. During this period, the creature can see and hear, but no magic items or spells may be used. Psionics (except for Body Weaponry and Shape Alteration) will function normally, and psionic combat can take place. Spells cast on the creature prior to this spell will remain in effect for their normal durations (e.g. *resist fire, protection from lightning*, et cetera).

The reversal, *solidify form*, allows the gaseous creature touched a saving throw versus magic. If the creature touched fails the saving throw, the creature immediately resumes solid corporeal form and cannot resume gaseous form for the duration of the spell.

If the wizard casts this spell on himself, he may include his own familiar in the area of effect. If this spell, or its reversal, is cast on an unconscious or dead creature, it is allowed no saving throw.

The material component for *gaseous form* is a mouthful of smoke; the material component for *solidify form* is a mouthful of rock.

Note: This spell was researched by the mage Paul, also known as Purple. *Gaseous form* was specifically invented for battling vampires with its reverse. *Dimension door* is a much better escape spell, and *invisibility* is a much better infiltration spell, but this one is fun to spring on new DM's.

Glamden's Mixer

School: Alteration
Range: 10 feet per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 4
Area of Effect: One potion
Saving Throw: None

This spell requires the wizard to have a potion of any type in his possession. The potion is held in the wizard'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 wizard 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 wizard gains the initiative.

The only material component for this spell is the potion to be mixed with the target's potion.

Hand of Time

School: Necromancy
Range: Touch
Components: V, S
Duration: 1 round per level
Casting Time: 1d4+4
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 wizard or until discharged, and it cannot be reversed.

Hold Person II

School: Enchantment/Charm
Range: 120 yards
Components: V, S, M
Duration: 1 round per level
Casting Time: 4
Area of Effect: One person
Saving Throw: Negates

This spell is identical to the 3rd-level spell *hold person* except as noted above and that the saving throw is made at −6.

Hydro Shield

School: Alteration, Evocation
Range: 0
Components: V, S, M
Duration: 2 rounds + 1 round per level
Casting Time: 4
Area of Effect: The wizard
Saving Throw: None

By casting this spell, the wizard appears to be covered in a mist of water. There are two versions of this spell: version 1 is coloured blue or green; version 2 is coloured violet or blue. In both versions, any creature striking the wizard with body or hand-held weapons will inflict normal damage upon the wizard, but the attacker will take double the damage so inflicted! The other powers of this spell depend on the variation being used:

1. 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 wizard fails the

required saving throw, he sustains double damage! The material component for this version is a bit of tree gum.

2. 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 wizard fails to make the required save he sustains double damage from that attack.

The material component for this version is an alkylaine substance.

Igetigitt—Yucky

School: Illusion/Phantasm
Range: 30 feet
Components: V, S, M
Duration: 1 round per level
Casting Time: 1
Area of Effect: Two hit dice of creatures per level
Saving Throw: Negates

The victims of this spell becomes overcome by revulsion and is otherwise totally grossed out by a sickening illusion of the wizard's choice. Particularly inventive and disgusting illusions may warrant an adjustment to the saving throw of up to -5 (DM's discretion). The wizard may effect 2 HD of creatures per level. Note that after the spell is cast, it proceeds without the wizard's aid for the normal duration. For a normal functioning of this spell, no material components are required. However, use of some proper, imaginative, and especially yucky components may add an addidional adjustment to the victim's saving throw of up to -2.

Illumine

School: Alteration
Range: 60 yards
Components: V, S, M
Duration: 1 turn per level
Casting Time: 4
Area of Effect: One or more 10-foot radius globes (see below)
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 seventh. Immediately after casting, two globes appear where the wizard wills. The additional globes appear in the following round. The wizard must spend that round specifying the centers of spell effect, and may take no other action in that round or all succeeding globes are lost. The wizard 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 wizard 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

School: Enchantment/Charm
Range: 80 feet
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 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 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

School: Alteration
Range: Special
Components: V, S, M
Duration: Special
Casting Time: 4
Area of Effect: One object
Saving Throw: None

This spell is similiar to the first-level spell *magic mouth*. In addition to delivering a message, the mouth can speak command words to activate magical items, *stash* spells, etc. However, it can not cast spells. MAterial components are the same as *magic mouth*.

Independent Spectral Hand

School: Necromancy
Range: 30 yards + 5 yards per level
Components: V, S, M
Duration: 2 rounds per level
Casting Time: 2
Area of Effect: One opponent
Saving Throw: None

This spell causes a ghostly, glowing hand, shaped from the wizard's life force, to materialise within the spell range and move as the wizard desires. Any touch attack spell of sixth level or less that is subsequently cast by the wizard can be delivered by the *spectral hand*. The spell attacks as the wizard at a $+2$ bonus to hit. The wizard 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 wizard.

Inertia

School: Alteration
Range: 20 yards per level
Components: V, S, M
Duration: 1 turn per level
Casting Time: 4
Area of Effect: One creature or object
Saving Throw: Negates

This spell allows the wizard 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 wizard 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 wizard 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 wizard's weight limit), the item is frozen in the air, immovable, unless a *dispel magic*, or other such spell is cast, or until the wizard 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 wizard 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 wizard 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

School: 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 posses 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 200gp 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

School: Illusion
Range: 10 yards per level
Components: V, S
Duration: 1 turn per level
Casting Time: 4
Area of Effect: $1/4$ cubic feet per level or 1 item per 2 levels
Saving Throw: Illusion

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 illusionary 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

School: Alteration, Conjuration
Range: 30 yards
Components: V, S, M
Duration: 4 rounds + 1 round per level
Casting Time: 3
Area of Effect: One creature + one creature per 4 levels of the wizard
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 anise seed for each recipient.

Jamye's Headless Flying Roasted Pig

School: Enchantment, Summoning
Range: 60 yards
Components: V, S, M
Duration: 1 round per 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 wizard (who must give it his full attention). The pig is magically funny; anyone who looks at the pig (except the wizard) 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 wizard'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 wizard 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 wizard but must not be eaten, as it is consumed by the spell at the time of casting.

Jamye's Morning After

School: Alteration, Enchantment/Charm
Range: Touch
Components: V, S, M
Duration: 1d6 rounds per level (see below)
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 wizard. The wizard should not be told the duration of the spell.

Jibril's Anti-Magic Shield

School: Alteration
Range: 0
Components: V, S, M
Duration: 1 round per level
Casting Time: 1
Area of Effect: One wizard per 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 wizard. A *dispel magic* is only half as likely to dispel this spell. Note: this spell only effects wizards.

Justin's Mental Map

School: Divination
Range: 1 mile
Components: V, S, M
Duration: Permanent
Casting Time: 10 minutes
Area of Effect: 1-mile radius
Saving Throw: None

Outdoors only, this spell gives the wizard an aerial view of the countryside within 1 mile of the wizard. 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. Material component is powdered pineal gland.

Kiri's Container

School: Alteration, Enchantment
Range: Touch
Components: V, S, M
Duration: 1 day + 1 day per 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 500 lbs. 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

School: Invocation/Evocation
Range: 10 feet per level
Components: V, S, M
Duration: 1 round per level
Casting Time: 4
Area of Effect: One $10' \times 10' \times 10'$ cube per level
Saving Throw: $1/2$

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 inside it with a save for half damage. Movement into and out of the field can be done normally.

The material components is a tinder box which is destroyed when the spell is cast.

Kiri's Smarter Servant

School: 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 200gp. The components are reusable.

Kiri's Toy Soldiers

School: Enchantment
Range: 10 feet
Components: V, S, M
Duration: 1 round per level
Casting Time: 5
Area of Effect: Special
Saving Throw: None

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. . .

The material component is a number of toy soldiers worth not less than 10gp each.

Knots and Binds

School: Enchantment
Range: 5 yards
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 *knots and binds* is cast (add the two casting times together). Alternativly, 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 *knots* 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.

Only spells that are either area effect, or personal effect can be used. Aimed or directional spells cannot be stored in the knot. For example, a *fireball* spell could work (ground zero is the knot), but a *lightning bolt* or *magic missile* couldn't.

The level of the spell cast into it is restricted by the wizard's level:

Caster Level	Spell Level
7th-8th	2nd
9th-11th	3rd
12th or more	4th

The stored energy will last for 2 days per level of the wizard, in the case of instantaneous spells, until it dissipates harmlessly or until the knots are undone or the rope is cut, at which time the spell's effects are unleashed (on half normal effect). The object the knots are on is the target of the spell as well as the person who cut the knot. If the knots aren't on anything, the person who undid or cut the knots is the target.

In the case of permanent or special duration spells, the spell is generally ended when the knot is untied or cut.

To actually get the knot onto someone, the caster of the knot spell must get within 5 yards of the target. The enchanted bonds will then entwine themselves onto the target.

Detect magic will show that the knots are magical in nature. If *dispel magic* is cast onto the knots, two checks are needed. If the *knots* spell itself becomes dispelled, then the contained spell needs to be tested. If the contained spell survives the *dispel magic*, it activates. If the *knots* spell survives, the contained spell automatically survives.

Material compontents are a section of rope, twine or ribbon that becomes knoted which is not consumed at the end of the spell. Also required is some blood of the wizard (just a few drops).

Typical applications of this spell are:

- A *curse* spell is woven into the ribbon, and it is attached to someone. For the duration of the *curse* spell, the person suffers the *curse* effects.
- A *fireball* spell is cast on a section of rope, used to tie shut a bag. If someone opens the bag, the *fireball* goes off into their face. The wizard can untie the bag safely, and retie it.
- An *armor* spell is cast on a section of rope. The wizard keeps the rope in his pocket, and if attacked, unties the knot.

Magic Missile IV

School: Invocation/Evocation
Range: 60 feet + 10 feet per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 4
Area of Effect: One or more creatures
Saving Throw: None

This spell functions as the first-level Magic Missile spell except at 4 times the damage and without the damage limit.

Mimic

School: Enchantment/Charm
Range: 10 feet per level
Components: V, S, M
Duration: 1 round per level
Casting Time: 4
Area of Effect: One creature
Saving Throw: Negates

This spell forces some humanoid creature in the wizard's line of sight to begin mimicing his actions. The creature's actions will directly reflect those of the wizard, 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 mimicing the wizard.

This can be potentially harmful for the target, if say for example, the wizard waves his hand in the vicinity of his neck, and the target happens to be wielding a sword.

Once the spell is cast, the wizard 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

School: Alteration, Evocation
Range: Touch

Components: V, S
Duration: 2 segments
Casting Time: 6
Area of Effect: One missile
Saving Throw: None

Once this spell is cast, the recipient must discharge or hurl a missile within the next twelve seconds. This spell makes 3d6 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

School: Abjuration, Invocation/Evocation
Range: 0
Components: V, S, M
Duration: 1 round per 2 levels
Casting Time: 4
Area of Effect: The wizard
Saving Throw: None

When this spell is cast, the wizard 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 wizard 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 wizard by the melee attack (the wizard 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 400gp. Both components are destroyed when the spell is cast.

Necromantic Runes

School: 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

School: Evocation
Range: 20 yards + 3 yards per 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 wizards are wrong. The spell actually projects raw anti-matter 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 wizard 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 wizard 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 (DM decision as to what, though I wouldn't suggest more than $1/2$ duration).

Noska Trades' Endoplasmic Quagmire

School: Conjuration, Necromancy
Range: 10 yards per level
Components: V, S, M
Duration: 1 round per level
Casting Time: 4
Area of Effect: 80-foot 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 four feet. 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 10 feet 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.

Orko's Gaseous Form

School: Alteration
Range: Touch
Components: V, S
Duration: 1 round per 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

School: Evocation
Range: 0
Components: V, S, M
Duration: 1 round per level
Casting Time: 5
Area of Effect: 5-yard wide, 60-yard long stream
Saving Throw: Special

This spell creates a jet of steaming water, that extends 60 yards in a straight line and is 5 yards wide, from the wizards 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.

Pander's Whirlwind Travel

School: 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 wizard 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 wizard.

The first variation is used by the wizard 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 4 feet in height being possible. The wizard 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 24 + 1 per level above fifth 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 wizard 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 wizard, 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 wizard would calculate a spell so that it goes off the segment after the whirlwind stops). The wizard 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 wizard'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 20-foot diameter column which is 10 feet high (centered on the wizard) 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 12 + 1 per level of the wizard over fifth 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 AC bonus since they cannot be seen but there are no dodging bonuses and saves vs. dodging are based on the wizard 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 startup by making a successful saving throw vs. spell at a penalty of 1 for every two levels of the wizard, 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 wizard 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

School: Enchantment, Illusion/Phantasm
Range: 10 yards per level
Components: V, S, M
Duration: 1 hour + 3 turns per 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 above 6th × 5%).

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 after-effect). 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 Vanquil 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 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

School: Alteration, Enchantment
Range: 0
Components: V, M
Duration: Special
Casting Time: 1 round
Area of Effect: 10-foot diameter sphere
Saving Throw: None

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

School: Conjuration/Summoning
Range: 60 yards
Components: V, S, M
Duration: $^1/_2$ hour per 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

School: Evocation
Range: 60 yards
Components: V, S, M
Duration: Concentration or 1 round per level
Casting Time: 4
Area of Effect: 20-foot square per 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 20 foot square per level of the wizard and the flames are 4 feet high.

The carpet sends forth waves of heat, inflicting 1d4 points of damage upon creatures within 10 feet. In addition, the carpet inflict 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 20 feet 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 50x40 feet. 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 20 feet 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 8 feet tall take only half damage. Creatures especially subject to fire may take additional damage, to the DM's option, and undead 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

School: Divination
Range: 0
Components: V, S, M
Duration: 1 day per level
Casting Time: 1 round
Area of Effect: One person
Saving Throw: None

This spell, when cast, will detect and instantly alert the wizard whenever the wizard is the subject of information gathering spells or divination spells such as *ESP* or *know alignment*. The wizard 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 wizard to have no chance to discover that such spells are being used upon him, i.e. the wizard 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

School: Abjuration
Range: Touch
Components: V, S
Duration: 5 rounds per 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

School: 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 wizard. For example, if one of Rathe's *mage lock* bracelets was worn, the wearer could open any door *mage lock* by Rathe (but not by any other wizard). The material component is half a pound of iron filings for the first application and 100gp worth of diamond dust for the second.

Resist Acid

School: Alteration
Range: Touch
Components: V, S, M
Duration: 1 turn per level
Casting Time: 1 round
Area of Effect: Creature touched
Saving Throw: None

This spell is similar to the third-level wizard 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 alkylaine substance.

Reverse

School: Alteration
Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 4
Area of Effect: One spell
Saving Throw: Special

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

School: Divination
Range: 0
Components: V, S, M
Duration: 8 hours
Casting Time: 4
Area of Effect: 20-yard radius sphere
Saving Throw: Special

The wizard 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 spell-casting. (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

School: Divination
Range: 10 yards per level
Components: V, S, M
Duration: 1 day
Casting Time: 4
Area of Effect: One creature or object
Saving Throw: Negates

The wizard 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 wizard then always knows where the victim is (distance and 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

School: Enchantment
Range: Special
Components: V, S, M
Duration: Until Discharged
Casting Time: 1 turn per 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 rune. The material component is 100gp worth of gems and inks per level of the spell contained in the rune.

Sanh's Sunray

School: Evocation
Range: 80 yards + 10 yards per 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 radiation 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' Golden Triangles of Protection

School: Evocation
Range: 0
Components: V, S, M

Duration: 1 turn + 1 round per level
Casting Time: 4
Area of Effect: One floating 2-foot high triangle plate per level
Saving Throw: None

This spell creates golden, shimmering triangular plates of force which move around the wizard in a constant motion, deflecting any missile, hand, or weapon attacks directed at the wizard. The armour class of the wizard 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 maneuver) 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 wizard 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 wizard he is at a −1 to hit penalty for every triangle active whenever a to hit roll is needed, including spells. The wizard 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

School: Alteration, Enchantment
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 durations, areas of effect, ranges, or any increases in which the bonus would benefit the creature. All attack or detrimental spells from the wizard would apply with a −2 (or -10%) penalty applied to their operation against the creature. For example, if the wizard 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 wizard (at the time of the wards creation). Possession is considered to be within 2 inches of the creature's body.

The amulet may also be used to negate any portal or device protections created or cast by the wizard for a one round period. After 10 uses of this nature the amulet crumbles to dust. The material component of this spell is 10gp weight of platinum, and a special mold made of wax and a crushed sapphire worth at least 500gp. 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 1d6 of the charges will be used.

The source of this spell is Sarius Mendlekine.

Shadow Wall

School: Abjuration, Conjuration
Range: 1 yard per level
Components: V, S, M
Duration: 1 turn per level
Casting Time: 1 round
Area of Effect: 100 square feet per 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 *glyph of warding* or *symbol of blindness* inscribed thereupon.

Silhouette

School: Abjuration, Evocation
Range: 30 feet
Components: V, S, M
Duration: 1 round per 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.

Sillvatar's Dragon Wings

School: Conjuration/Summoning
Range: 0
Components: V, S, M
Duration: 2 rounds per level
Casting Time: 4
Area of Effect: The wizard
Saving Throw: None

When this spell is cast, the wizard conjures a shadowy pair of dragon wings that appear on his body; these wings provide the wizard 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 wizard 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 wizard, 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

School: Enchantment/Charm
Range: 60 yards
Components: V, S, M
Duration: 5 rounds per 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 40-foot 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 wizard 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 wizard's level: for every 2 levels of the wizard, 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 uneffected. The center of effect is determined by the wizard although the wizard 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 wizards 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

School: Evocation
Range: 10 yards
Components: V, S
Duration: 1 round per level
Casting Time: 4
Area of Effect: 40x20x20 feet 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

School: Enchantment/Charm
Range: 0
Components: V, S, M
Duration: 1 round per level
Casting Time: 4
Area of Effect: 100-foot radius
Saving Throw: Negates

By use of this spell, the wizard sings a song of blood-curdling horror, inspiring terror within a hundred feet his person. All creatures within earshot (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

School: 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 wizard is able to take control any 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 wizard has a good grip on it for the duration of the spells casting. Those creatures of a non-magical nature of less then animal Intelligence do not get a save. Those of a magical nature get a save at 4.

Once the wizard 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 wizard attempts to get the creature to attack something not below itself on the food chain, the animal has a (75 minus wizard's level) percent chance of escaping the grip of the spell. While concentrating on the animal, the wizard is incapable of any other action.

The wizard can maintain control of the animal up to 100 yards away, per level of the wizard. 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 paralysation). The spell is broken if the wizard 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 wizard (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 wizard in the casting of the spell.

Sonoric's Fly on the Wall

School: Divination, Necromancy
Range: Special
Components: V, S, M
Duration: 2 rounds per 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 wizard, while concentrating on the insect, can hear any noise within 15 feet of the insect. *Clairvoyance* through the insect, however, is rather disorientating, and the wizard 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 wizard.

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 wizard 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

School: Conjuration/Summoning, Divination
Range: Special
Components: V, S, M
Duration: 1 hour + 1 turn per level
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

This spell summons minor etherlings from the ethereal plane, to serve the wizard's wishes. Etherlings, being rather stupid and weak, are only suited for simple tasks, such as spying. Upon summoning the creatures, the wizard 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, 2 HD, #ATT 1, Dam. 1d3), 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 3 feet tall. It moves by flying, and is unobstructed by walls and solid objects, 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 wizard. The etherling will do its best to please the wizard, 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 wizard, one at first, two at fourth, three at seventh, etc. The wizard can detail separate task 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 etherlings 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 wizard 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.

Spirit Skill

School: Enchantment
Range: Touch
Components: V, S, M
Duration: 1 turn per 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.

Steal Skill

School: 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 wizard gains $^1/_2$ the class-related skills of the victim (if stealing from a fighter, the wizard will gain the ability to wear 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 wizard 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 diety 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 10gp per level of the target. If the wizard 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*.

Stone Bridge

School: Alteration
Range: 10 feet
Components: V, S, M
Duration: 1 turn per level
Casting Time: 6
Area of Effect: Special
Saving Throw: None

This spell creates a bridge of up to 50 square feet + 25 square feet 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

School: Abjuration
Range: 10 yards per level

Components: V, S
Duration: 1 round per level
Casting Time: 1 round
Area of Effect: One source of magic resistance
Saving Throw: None

By means of this spell, the wizard 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 5-foot 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 wizard. Partial effects are possible. For example, if a tenth-level wizard 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 wizard must maintain some concentration in order to preserve the spell's effect. The wizard may not perform any actions except moving at up to half his normal movement rate. If the wizard is successfully attacked, then his concentration is also broken. If concentration is broken, the spell's effects terminate immediately.

The wizard, however, may choose to terminate the spell in a controlled manner, and during the last round before the spell is terminated, the wizard, 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 wizards 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 wizard is not necessary.

Teleport Trace

School: Divination
Range: 10 yards per level
Components: S
Duration: 10 rounds + 1 round per 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

School: 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 awoke, 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 memorise 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 500gp. The item must be worn both while memorising 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 memorised and cast every day. (Therefore, a ninth-level wizard saves himself 270 minutes memorisation time in the morning, but at some other time during the day spend 50 minutes to memorise 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 memorising the next day's list).

Thorgon's Faithful Steed

School: 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 10 feet of the wizard. The horse can pass over nearly any surface and even fly short distances (wizard's level×20 feet). 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 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

School: Alteration
Range: Special
Components: V, S, M
Duration: 3 rounds + 1 round per level
Casting Time: 4
Area of Effect: 40-foot long cube, 1 creature per level
Saving Throw: Special

This is a combined *haste* and *slow* spell. At the time of casting, the wizard chooses which application to use. The effects, as well as range, saving throw, and material components are as per the appropriate spell.

Uldark's Conjured Fireball

School: Conjuration/Summoning
Range: 10 yards + 10 yards per 2 levels
Components: V, S, M
Duration: Instantaneous
Casting Time: 4
Area of Effect: 15-foot radius sphere
Saving Throw: $^1/_2$

This spell duplicates the third-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 wizard's plane; the *fireball* enters through this opening and strikes the targets as directed by the wizard. 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 wizard (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

School: Conjuration/Summoning
Range: 20 yards + 10 yards per 2 levels
Components: V, S, M
Duration: Instantaneous
Casting Time: 4
Area of Effect: 50-foot long, 10-foot wide bolt
Saving Throw: $^1/_2$

This spell is similar to *Uldark's conjured lightning bolt* (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 wizard's plane is the same as that of the *Uldark's conjured lightning bolt* spell. The bolt is 50 feet long and 10 feet wide; anyone hit by the bolt suffers 1d6 points of damage per level of the wizard (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.

Uldark's Conjured Lightning Bolt

School: Conjuration/Summoning
Range: 40 yards + 10 yards per 2 levels
Components: V, S, M
Duration: Instantaneous
Casting Time: 4
Area of Effect: Special
Saving Throw: $^1/_2$

This spell is similar to *Uldark's conjured fireball* except that it conjures a *lightning bolt* from the quasi-elemental plane of lightning, instead of a *fireball* from the plane of fire. The chance that an extraplanar creature enters the wizard's plane is the same as that of the *conjured fireball* spell. The effects of this spell are identical to that of the normal *lightning bolt* spell, but the area of effect is either a bolt, 30 feet long and 10 feet wide, or a bolt, 60 feet long and 5 feet wide.

The material components of this spell are a small metal rod and the skin of an electric eel.

Understanding

School: Divination
Range: 5 feet per level
Components: V, S
Duration: 1 round + 1 round per 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

School: Conjuration/Summoning
Range: 20 yards
Components: V, S
Duration: 6 hours
Casting Time: 1 minute
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 Forcetrap

School: Invocation/Evocation
Range: 5 yards per 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 wizard's finger towards the target; when the target is struck, the bolt erupts 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 snuggly 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, exactly 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.

Vanquil's Backbiter

School: Abjuration, Evocation
Range: 0
Components: V, S, M
Duration: 4 hours + 1 hour per level or until used
Casting Time: 2 rounds
Area of Effect: The wizard
Saving Throw: None

Vanquil'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 3 inches ($^1/_4$ of a foot) 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.

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.

Vanquil's Cellular Regeneration

School: 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 that 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.

Vanquil's Iceball

School: Evocation or Conjuration
Range: 100 yards + 10 yards per level
Components: V, S
Duration: Instantaneous
Casting Time: 4
Area of Effect: 20-foot radius sphere
Saving Throw: $^1/_2$

There are actually 2 different *iceball* spells: an evocation version and a conjuration 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 20-foot 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 40-foot 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.

Conjuration 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.

Vanquil's Lightshed

School: Alteration
Range: 60 yards
Components: V, S
Duration: 1 turn per 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 50gp per sphere.

Vanquil's Milling Crowd

School: Conjuration/Summoning
Range: 5 yards per level
Components: V, S
Duration: 5 rounds per 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, thus changing the crowd's mood or opinion. Thus, a group of angry protestors 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 the 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

School: Divination
Range: 0
Components: V, S, M
Duration: 1 turn per level
Casting Time: 1 hour
Area of Effect: 5-yard per level radius
Saving Throw: None

When this spell is cast on an area, it allows the wizard to create a three-dimensional image of the past in that location. The wizard 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 wizard wishes to go. Thus, if the wizard uses 240gp 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 wizard 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 wizard 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 wizards desire based on the following modifiers:

Wizard	**Modifier**
participated in the event	$+10$
very well informed of the event	$+6$
knows an exact quote during the event	$+4$
knows something that was said at the time	$+2$

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

School: 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.

Note: Hmm, what a great way to make hidden recordings of confessions! Have to watch out for that.

Wind Blast

School: Alteration, Evocation
Range: 30 feet
Components: V, S, M
Duration: Special
Casting Time: 7
Area of Effect: One cubic foot per 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 loose 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 5 feet 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.

X-Ray Vision

School: Divination
Range: Touch
Components: V, S
Duration: 1 round per 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 20 feet, with the viewer seeing as if it were normal light due to expanded vision capability. *X-ray vision* can scan 100 square feet of area per round. Secret compartments, recesses, drawers, and doors will be located by *X-ray vision*.

Substance Scanned	**Penetration per Round**	**Maximum Thickness**
Animal matter	4 feet	20 feet
Vegetable matter	2.5 feet	20 feet
Stone	1 foot	10 feet
Iron, steel, etc.	1 inch	10 inches
Lead, gold, platinum	nil	nil

This spell was researched by the mage Insley Hofton. This was Insley's kinkiness surfacing again. With this and *disrobe*, he's a real pest to the ladies.

Fifth Level Spells

5-Mile Carrier

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

This spell extends the range of any other spell up to 5 miles. The enhanced spell 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. Note that this spell only affects the range, not the area of effect. After *5-mile carrier* has been cast, the next spell the wizard casts is affected, regardless of the intervening time between *5-mile carrier* and the succeeding spell.

Absorb Level Drain

School: Abjuration
Range: Touch
Components: V, S, M
Duration: 3 turns per level or until dispelled
Casting Time: 5
Area of Effect: One creature
Saving Throw: Negates

When cast on a subject, this spell absorbs the next level draining attack on the subject. 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. The material components are a dab of pitch and a small sunstone.

Alpha's Aurora Borealis

School: Evocation
Range: 0
Components: V, S, M
Duration: Special
Casting Time: 3
Area of Effect: 1-foot per level radius ring
Saving Throw: Special

This spell causes a sheet of dancing, shifting light to spring up around the wizard, encompassing any area up to the maximum indicated by the wizard's level. The *aurora* will last as long as the wizard concentrates on it (concentration can be maintained while moving at half-speed, but the wizard cannot fight or cast other spells, though speech is allowed), and for an additional 1 round per level after he 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 wizard can be so affected.

Any creature actually touching the *aurora* will suffer 2d6 points of damage, +1 point per level of the wizard. Fungoid monsters, undead, and creatures native to the plane of shadow suffer 2d6 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 100gp, a glowworm, and a pinch of phosphorus.

Alpha's Balefire

School: Conjuration/Summoning
Range: 0
Components: V, S, M
Duration: Special
Casting Time: 5
Area of Effect: 5 x 30 x 15 feet 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 1d6 fire damage per two levels of the wizard (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 rescuee); 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 500gp and a bit of pitch.

Alpha's Blue Blaze

School: Evocation, Conjuration
Range: 0
Components: V, S
Duration: Instantaneous
Casting Time: 5
Area of Effect: 50-foot long, 20-foot wide at end cone
Saving Throw: Special

By utterance and extending either arm, the wizard causes a fan-like 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 wizard (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 a victim fails his save vs. that effect.

Alpha's Incantation of Elemental Domination

School: Abjuration, Enchantment
Range: 0
Components: V, S, M
Duration: 3 turns per level
Casting Time: 1 turn
Area of Effect: The wizard
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 5 feet of the wizard or attack the wizard in any way. The wizard 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 wizard. The wizard makes all saves vs. their attacks at +2. The wizards 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 wizard may converse with creatures of the chosen element, and they will respect him if alignments are similar, or fear (if the wizard appears strong) or hate and desire to slay (if the wizard appears weak) if alignments are dissimilar.

The spell's association with one element results in a saving throw penalty to the wizard while the spell is in effect, depending on which element is chosen:

Element	**Saving Throw Penalty**
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 1 cube foot) of the element in opposition to the element the wizard desires to dominate.

Alpha's Lightningarmour

School: Abjuration, Evocation
Range: Touch
Components: V, S, M
Duration: 3 rounds per 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 shortsword. 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 wizard. Damage is absorbed by the *lightningarmour* after saving throws and any other protections have been taken into account.

A 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. paralysation at +1 or drop the object due to temporary numbness in the member holding the weapon. Those within 5 feet 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

School: 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 wizard calls upon the magical influences of the other-dimensional Moons of Munnopoor. The wizard 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, centered on the wizard 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 utilised. 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 wizard; if two, it's 1 round per level; and, if all three, it's 1 round per 2 levels of the wizard. Besides the light produced by the images of the appropriate Moons appearing above the wizard, 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 wizard 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 it is a first- up to third-level spell, increasing by 50% if the spell is fourth- up to sixth-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 wizard 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

School: Evocation
Range: 5 yards per level
Components: V, S, M
Duration: 1 round per 2 levels
Casting Time: 5
Area of Effect: Special
Saving Throw: Special

This spell ionises the air around the target of the spell, surrounding him with a blue-white, glowing nimbus of electrically charged air in a 5-foot 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 5-foot 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 5 feet, and 1d6 within 15 feet. 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 wizard 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

School: Conjuration/Summoning
Range: 5 feet per 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 wizard (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 5 feet 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 20 feet and at −2 if within 40 feet. 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 wizard has more than one missile, he may direct them at one or several targets as desired. Anyone within 5 feet 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

School: Conjuration, Phantasm
Range: Special
Components: V, S, M
Duration: 6 turns per 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 wizard in the common tongue. The creature can fight, attacking as a 2+2 HD monster and inflicting 2d4 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 wizard's full hit points (rounding up) before being dispelled.

The *spectral hound* can track any creature known to the wizard, provided the wizard concentrates on a mental picture of the figure for 2 full rounds. The *hound* can follow the trail of such a creature with 100% certainty, −5% per hour the trail is old. The *hound* also has infravision to 90 feet, 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 wizard 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 wizard), then it wills itself out of existence. It is further immune to poison and death magics. The *hound* will speak only to the wizard, and, if the wizard is killed, *feebleminded*, 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 200gp 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

School: Invocation
Range: 0

Components: V, S, M
Duration: Permanent
Casting Time: Special
Area of Effect: The wizard
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 wizard 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 wizard's mind and body are refreshed and restored as though the wizard had rested a full day. 1d3 hp, plus the wizard's Constitution bonus, if any, are restored if the wizard is at less than full health. The power of the spell also allows the wizard to memorise spells in one-half the usual time, save for first-level spells, which may be memorised 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 wizard, then the effect is wasted and the wizard must sleep for spells as usual. The material component is a diamond worth at least 1,000gp.

Alpha's Starshield

School: Abjuration, Alteration
Range: 0
Components: V, S, M
Duration: 4 rounds + 1 round per level
Casting Time: 1 round
Area of Effect: The wizard
Saving Throw: None

When this spell is cast, the wizard's body is sheathed in a nearly skin-tight 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 wizard is the sole target will automatically be reflected in this way. Area-effect light-based spells in which others are also targeted have a chance of being intercepted and redirected by the wizard as above equal to the wizard'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 wizard 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 wizard may attempt to pass through a *prismatic sphere* or a *prismatic wall*. Darkness spells (e.g. *darkness, 15′-radius, Nystul's blackmote*, priest's *continual darkness*) will also be reflected, just as light spells are, and the wizard 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 wizard can see as if in broad daylight, even through magical areas of darkness, and also absorbs stellar radiation, regenerating 1 hp 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 1,000gp and are consumed in the casting.

Alpha's Wizard Light

School: Alteration, Evocation
Range: 10 yards per level
Components: V, S, M
Duration: 1 turn per level
Casting Time: 1 round
Area of Effect: 30-foot 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 wizard using the *duo-dimension* (q.v.) spell would appear as a thin line of blue radiance in mid-air. This spell does not reveal what an illusion is hiding nor the appearance of an invisible creature (except for its outline), but merely reveals 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 500gp.

Anti-Anti-Magic Shell

School: Evocation
Range: 0
Components: V, S
Duration: 1 turn per level
Casting Time: 1
Area of Effect: 1-foot per level diameter
Saving Throw: None

This spell prevents the effects of an *anti-magic shell* 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

School: Evocation
Range: 0
Components: V, S, M
Duration: 1 turn per level
Casting Time: 5
Area of Effect: The wizard
Saving Throw: None

Casting of this spell creates up to five glowing, circular plates of force which hang in the air in a 3-foot radius around the wizard. These plates move to deflect magical energies aimed at the wizard 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 (roll 1d4 for height: 1 or 2 = same height, 3 or 4 = up; roll 1d6 for direction relative to the defender: 1 = left, 2 = left and front, 3 = up in front or back at rival wizard, 4 = right and front, 5 = right, 6 = either straight up or is 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 non-magical 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 50gp 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

School: Conjuration/Summoning, Necromancy
Range: Touch
Components: V, S, M
Duration: 1 day per level
Casting Time: 1 round
Area of Effect: One person
Saving Throw: None

Upon casting a *death shadow*, the wizard 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 wizard 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 10 feet for the shadow to place its host. The material components for this spell are coal, special incense (value 200gp), and a drop of blood, all of which are burned at the start of casting.

Azura's Soul Whip

School: Evocation, Necromancy
Range: 20 yards
Components: V, S, M
Duration: 1 round per 2 levels
Casting Time: 5
Area of Effect: Special
Saving Throw: None

When the wizard casts the soul ship, he creates a shimmering ebony tendril which lashes out at one specific creature within 20 feet. A to hit roll is necessary, but the whip strikes once per round as a monster of the wizard's hit dice, and on an unmodified roll of 20, the whip entangles its victim for 1d4+1 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 wizard and heals any damage previously incurred. If the wizard'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.

Blizzard

School: Evocation
Range: 10 yards per level
Components: V, S, M
Duration: 1 round per level
Casting Time: 5
Area of Effect: 5-foot per level radius area (100-foot 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 semi-precious gem worth at least 100gp.

Bone Splinter

School: Evocation
Range: Touch
Components: V, S, M
Duration: 1 round per 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 wizard. The target will suffer a minor bone fracture when affected by this spell. If the wizard 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 THAC0 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:

Place	Mod	To Hit Effects
head	−8	minor skull fracture: 2d8 points of damage (save vs. spell for $1/2$ damage).
arm†	−4	minor broken arm: −2 to Strength and Dexterity when using this arm; −2 to hit, or shield worthless 50% of the time.
leg†	−4	minor broken leg: −2 to Dexterity when using this leg (i.e. defensive adjustment); movement rate is at $3/4$ normal.
ribs	−4	cracked rib: loss of 1d4 Constitution 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 Dexterity 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

School: 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.

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 *

School: Alteration
Range: 5 feet per level
Components: V, S, M
Duration: Permanent
Casting Time: 5
Area of Effect: 1-foot per level radius
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

School: Abjuration
Range: Touch
Components: V, S
Duration: 2 turns + 1 round per 3 levels
Casting Time: 4
Area of Effect: 20-foot radius around person touched
Saving Throw: Negates

This spell will stop all diviniation magic below 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 invisiblity detection*, and innate abilities that perform similiar magic to that of detect spells lower than *true seeing*, etc.

Cone of Acid [1]

School: Evocation
Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 5
Area of Effect: Special
Saving Throw: $1/2$

This spell is much like *cone of cold* or *cone of fire [1]* (q.v.), except that it causes acid damage. Damage is 1d4 + 1 per level of the wizard. The material component is one citrus fruit per level of the wizard.

Cone of Acid [2]

School: Evocation
Range: 5 feet per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 5
Area of Effect: Special
Saving Throw: $1/2$

This rare spell is identical to *cone of cold*, except that it inflicts acid damage. The material component is a small cone carved from the tooth of a black dragon.

Cone of Electricity

School: Evocation
Range: 5 feet per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 5
Area of Effect: Special
Saving Throw: $1/2$

This spell is identical to *cone of cold*, except that it inflicts electrical damage. The material component is a small cone made of magnetite.

Cone of Fire [1]

School: Evocation
Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 5
Area of Effect: Special
Saving Throw: $1/2$

When this spell is cast, it causes a cone-shaped area of fire originating at the wizard's hand and extending outwards in a cone 5′ long per level of the wizard. It causes inflammable objects to catch on fire, and great heat in nonflammable objects. Damage is 1d4 + 1 hp per level of the wizard. For example, a tenth-level wizard would cast a *cone of fire* causing 10d4+10 points of damage. Its material component is a red garnet worth at least 100gp (cf. *cone of cold*).

Cone of Fire [2]

School: Evocation
Range: 5 feet per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 5
Area of Effect: Special
Saving Throw: $1/2$

This spell is identical to *cone of cold*, except that it creates a cone of magical fire. The material component is a small cone made of coal or brimstone.

Cone of Force

School: Evocation
Range: 5 feet per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 5
Area of Effect: Special
Saving Throw: $1/2$

This spell is identical to *cone of cold*, except that it inflicts damage with a *magic missile*-like force. The material component is a small cone made of diamond (it need not be of premium quality, i.e., 25gp apiece is typical).

Cone of Heat

School: Evocation
Range: 5 feet per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 5
Area of Effect: Special
Saving Throw: $1/2$

This spell is a variant of *cone of fire*. Instead of creating fire, the cone consists of raw heat. The material component is a small cone made of coal or brimstone.

Cone of Steam

School: Evocation
Range: 5 feet per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 5
Area of Effect: Special
Saving Throw: $1/2$

This spell is identical to *cone of cold*, except that it inflicts damage with superheated steam. The material component is a small cone made of salt from boiled seawater.

Continual Fly

School: 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 use half the duration today and the other half tomorrow.

Continual Invisibility

School: 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

School: Alteration
Range: 60 yards
Components: V, M
Duration: 1 turn per 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.

Deflect Normal Weapon Attacks

School: Abjuration
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 5
Area of Effect: One creature
Saving Throw: None

When cast, this spell creates an invisible, mobile forcefield around the recipient. This barrier has an AC of 4 and a number of hit points equal to 5 times the wizard's level. All non-magical melee and missile attacks made on the recipient, are directed against the shell instead. Damage from such attacks will not harm the recipient until the wall is destroyed. This spell has no effect on any magical attacks, which inflict full damage on the barrier and the recipient.

If an attack hits the barrier, the protected creature must make a saving throw vs. spell. If this save fails, damage is rolled normally against the forcefield (if the damage inflicted equals or exceeds the remaining hit point total of the wall, it is destroyed, but any excess damage does not affect the recipient at this time). If the save is successful, the attack is deflected away harmlessly.

If an attack fails to score a hit on the barrier (i.e. misses AC 4), the attack is reflected back at the attacker; the attacker must then make normal attack and damage rolls against himself. The material component for this spell is a powdered black opal which is consumed with the casting.

Detect Spell

School: Divination
Range: 0
Components: V, S
Duration: 1 round per level
Casting Time: 1 turn
Area of Effect: 30-yard radius
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 wizard can examine any spell that was cast in this area up to limit of 1 week in the past per level of the wizard.

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 wizard
- Means of casting

Possible means of casting include from memory, from a scroll, and from a natural power.

If the wizard needs to examine spells farther back in the past, then the spell can be repeated within one day, and the wizard can pick up where he left off.

Dheryth's Stone Integrity

School: Abjuration
Range: 10 yards per level
Components: V, S
Duration: 1 year
Casting Time: 1 turn
Area of Effect: One 20-foot cube per 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.

Double Fly

School: Alteration
Range: Touch
Components: V, S, M
Duration: 1 turn per level
Casting Time: 5
Area of Effect: Creature touched
Saving Throw: None

This spell is identical to the third-level *fly* spell, except as noted above and for the fact that movement is at a rate of 24. See the DMG, page 77, for notes on aerial combat.

Doubled Magic Missile

School: Evocation
Range: 60 yards + 10 yards per level
Components: V, S
Duration: Special
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.

Dreamoore's Greater Eldritch Sphere

School: Evocation
Range: 20 yards + 10 yards per level
Components: V, S
Duration: Special
Casting Time: 5
Area of Effect: 1-foot 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 wizard, up to a 2d6+30 maximum (e.g., a tenth-level *greater eldritch sphere* does 32–42 damage points).

Dreamoore's Spellblade

School: Evocation
Range: 50 yards
Components: V, S
Duration: Special
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

The *spellblade* is a 1-foot up to 5-foot 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.

Dust Devil

School: Alteration
Range: 30 feet
Components: V, S, M
Duration: 1 round per 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, fifteen feet tall, five feet 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 30 feet from the wizard or if ordered to attack an 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 30 feet 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.

Dwarf Golem

School: 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
Hit Dice: 10
Hit Points: 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: Neutral
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 30-foot 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 8,000gp 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

School: 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 elementalist 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

School: Alteration
Range: Special
Components: V, S, M
Duration: Special
Casting Time: 1 turn per 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 of *Otiluke's 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 100gp apiece. If the wizard is missing an eye, only one gem per 4 levels is required.

Fellstar's Flame Cone

School: Invocation/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 wizard's hand towards the target(s); this cone is 2 feet wide at the point of origin, 25 feet wide at the base, and 10 feet long for every level of the wizard, up to a maximum of 200 feet. Anyone caught inside the cone suffers 4d8 points of damage, plus 1 point per level of the wizard (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

School: Enchantment/Charm
Range: 10 feet
Components: V, S, M
Duration: 2 rounds per level
Casting Time: 1
Area of Effect: 30-yard 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 yards 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.

Firestorm

School: Invocation/Evocation
Range: 20 yards per level
Components: V, S, M
Duration: 5 seconds
Casting Time: 5
Area of Effect: 10-yard radius circle
Saving Throw: $^1/_2$

This spell creates a ring of fire which sweeps inwards until within half a second a lake of fire of radius 10 yards per level of the wizard is formed, giving a visual effect similar to the napalm bombing scenes from the Vietnam War. This lasts for a few seconds and does damage as the thrid-level *fireball* spell except without the damage limit.

Flashburn

School: Alteration, Evocation
Range: 2 feet + 1 foot per 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 50gp.

Forcewhip

School: Evocation
Range: 10 feet
Components: V, S, M
Duration: 1 round per level
Casting Time: 5
Area of Effect: Special
Saving Throw: None

This spell calls into existence a whip-like tendril 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	18/51
10	10	21	18/76
11	11	22	18/91
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	18/01	30+	25

Beyond 30th level, the spell has reached its maximum potential; neither duration nor effective Strength increases. The wizard is treated as a fighter of half his level (for to hit purposes) 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 fiber worth at least 200gp.

Greenfire

School: Evocation
Range: 100 yards + 10 yards per level
Components: V, S, M
Duration: 1 round per 3 levels
Casting Time: 5
Area of Effect: Special
Saving Throw: Special

On casting the *greenfire* spell, a bolt of green luminescence appears from the wizard's 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 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 item that continues to save will halt the growth of the sphere for the full duration of the spell.

Rate of growth:

- 200 feet per round in air alone: (not an aerial weapon), but as soon as it hits something solid, it will take one tenth of a round to consume it.
- 10 feet per round in an air-solid mix (cliff face, floor, person).
- 5 feet per round in just rock (ordinary rock gets no save).
- 1 foot per round in water (but it draws everything to it like a *sphere of annihilation*).

The sphere begins at a 1-foot radius, and does not appear until the bolt either strikes something solid or reaches maximum range. The point of origin of the sphere remains constant, even if in midair.

High-Energy Fireball

School: Invocation/Evocation
Range: 10 feet + 10 feet per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 5
Area of Effect: 20-foot radius sphere
Saving Throw: $^1/_2$

This spell functions as the third-level *fireball* spell except that the damage inflicted is 15d6 hp.

High-Energy Lightning Bolt

School: Invocation/Evocation
Range: 10 feet + 10 feet per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 5
Area of Effect: special
Saving Throw: $^1/_2$

This spell functions as the third-level *lightning bolt* spell except that the damage inflicted is 15d6 hp.

High-Power Lightning Bolt

School: Evocation
Range: 40 yards + 10 yards per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 5
Area of Effect: Special
Saving Throw: $^1/_2$

Except as noted above, this spell functions identically to the third-level *lightning bolt* spell but does 1d8 damage per level, maximum 20d8.

Improved Fire Ball

School: Evocation
Range: 20 yards + 10 yards per 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 wizard (up to a maximum of 10d8) and saving throws are at −1.

The second version of the spell has a 10-foot radius instead of the normal 20-foot. Due to this reduced area of effect, damage is increased to 1d10 per level of the wizard (up to a maximum of 10d10) and saving throws are at −2. It is similar to 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 200gp in value.

Jamye's Armour Reversal

School: Abjuration
Range: Touch
Components: V, S, M
Duration: 1 round per 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 wizard that has cast *armour reversal* on himself is attacked by a tenth-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, penalising 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 seventh-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 100gp value.

Jamye's Greased Lightning

School: Evocation
Range: 40 yards + 10 yards per level
Components: V
Duration: Instantaneous
Casting Time: 1
Area of Effect: Special
Saving Throw: $^1/_2$

Similar to the third-level *lightning bolt* spell, this spell differs alightly in the following ways:

- the components and casting time are greatly reduced;
- damage done is 1d4 + 2 per wizard level instead of 1d6;
- maximum damage is 15d4+30;
- the bolt is a vivid orange, with green stripes running through it.

It conforms to *lightning bolt* in all other respects.

Kalessin's Long Arm

School: Conjuration
Range: 20 feet
Components: V, S, M
Duration: Special
Casting Time: 5
Area of Effect: Special
Saving Throw: None

This spell allows the wizard to cast various spells requiring physical contact at range. The wizard must have a clear view of the creature to be 'touched', and there can be no obstructions between target and wizard.

To use this spell, the wizard first casts *long arm*, then whatever spell he wants to do at range, in the following round. If the wizard 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 wizard can get off the second spell, the spell is ruined. The target receives regular saving throws for the second spell.

The material component of this spell is a jade tipped wand, which disappears after casting.

Kestrel's Skill Eraser

School: 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 non-weapon 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 to an unwilling opponent; proficiency slots willingly lost are permanently gone. The material component is a leaf from a rubber plant, which must be rubbed on the person to be affected.

Kiri's Excellent Skill

School: Alteration
Range: Touch
Components: V, S, M
Duration: 2 rounds per 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 non-weapon 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 Protection From Seige Missiles

School: Abjuration
Range: Touch
Components: V, S, M
Duration: One turn per level
Casting Time: 3
Area of Effect: Person touched
Saving Throw: None

This is simply a more powerful version of *protection from normal missiles*. This spell blocks out all missiles—normal, magical, giant's rocks, seige missiles and others. It also blocks out all magical spells with a physical missile component (like *flame arrow*) but not *fireball* and the like.

Lycanthropy

School: 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 non-magical 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

School: Conjuration/Summoning
Range: 10 yards
Components: V, S, M
Duration: 1 round per 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 memorised when he cast the *magic mist* spell).

Other than this increased ability, these mists conform to the *attacking mist* spell.

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———		
Hit Dice	2	4	6
AC	4	2	2
THAC0	17	15	13
# Attacks	1	2	1
Damage Attack	1d2	1d6	1d6
Special Attacks	Suffocation	Suffocation	Suffocation, Spells
Special Defense	———Dissipate———		
Experience Points	300	800	2500

Intelligent mists are normally solitary creatures who exists 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 summon 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 and Monarch Mists (Class II and III) attack by making whip-like 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.

Monarch Mists (Class III) have the following spells which they can cast once per day: *wall of fog, fog cloud, darkness, 15′ radius, gust of wind, wind wall*, and *lightning bolt*. They cast these as seventh-level wizards.

When a mist's hit points reach 0 on the prime material plane, the creature is not killed, but is sent back to it own plane. Killing it on its own plane does kill it.

Master of Arms

School: Alteration
Range: Touch
Components: V, S, M
Duration: 1 turn per level
Casting Time: 4
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's Rainbow Doom

School: Invocation/Evocation
Range: 10 yards + 10 yards per level
Components: V, S
Duration: Instantaneous
Casting Time: 5
Area of Effect: One $10' \times 10'$ square
Saving Throw: $1/2$

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 4 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

School: Alteration
Range: Touch
Components: V, S, M
Duration: 1 week per level
Casting Time: 1 turn
Area of Effect: $10' \times 10'$ square
Saving Throw: None

With this spell, the wizard can create an extra-dimensional room (5-foot cube per level) with one side adjacent to an unbroken $10' \times 10'$ square (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 $10' \times 10'$ area. Thus, the room could be rectangular, pyramidal, hemispherical, etc. The room lasts for 1 week per level of the wizard, or until dispelled.

The wizard may bring any non-living items, materials, etc. as he desires into the room, so long as the object can fit through the phase door and is touched by the wizard (and only by the wizard).

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

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

This spell enables the wizard to record spells in an unused portion of his brain, just as if it was recorded in a spell book. The wizard can record three spell levels for each level of experience. This will enable the wizard to memorise spells as if the wizard were reading the spells from a spellbook.

If the wizard wishes to change the spells memorised therein, then the wizard must recast *mental ledger* to change the contents. The casting time of the spell is one hour per spell level to be memorised.

Due to the strain that this spell puts on the caster, there is a percentage chance equal to 25 − the caster's Intelligence that the wizard will lose one point of Intelligence when the spell is cast.

The material components of this spell is a slate of pure quality lead crystal of no less than 5,000gp value which disappears after the spell is cast.

Meral's Minor Bang

School: Evocation
Range: 10 yards + 10 yards per 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 yards 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 center of the blast:

- Center up to 20 yards: The creature will die of radiation sickness in 2d6 days unless a *cure disease* 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 yards: 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.
- 40 to 60 yards: 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 yards.
- 60 to 80 yards: 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 6 inches of stone or yard 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 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.

Minor Wish

School: Conjuration/Summoning
Range: Special
Components: V
Duration: Special
Casting Time: Variable
Area of Effect: Special
Saving Throw: Special

Though *minor wish* is a weaker version of *limited wish*, it is still a potent spell in its own right. Any spell effect up to fourth level can be duplicated with a *minor wish*. Examples of other effects possible with this spell are limited *teleportation* (line of sight or well-known location only), summoning a personal item, etc. This spell cannot *raise dead* like a *limited wish*, but it can be used to increase the chances of a *resurrection* attempt succeeding. Like all *wish*-type magics, careful DM adjudication is required.

Missile Multiplication II

School: 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 3d6 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.

Negate Magic Resistance

School: Abjuration
Range: 0
Components: V, S, M
Duration: 1 turn per level
Casting Time: 5
Area of Effect: 10-yard 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

School: Enchantment/Charm
Range: 1 mile
Components: V, S, M
Duration: 8 hours
Casting Time: 1 turn per level
Area of Effect: One creature per 2 levels
Saving Throw: Negates

This dreadful spell causes its victims to suffer from wracking 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 non-magical, 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 beyond −4. The material component of this spell is a black mithril statuette of a nightmare worth at least 100gp per level of the wizard.

Noska Trades' Bizarre Insemination

School: 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, women, 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.

Ouija Board

School: 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 even 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

School: 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

School: Illusion/Phantasm
Range: 50 feet
Components: V, S, M
Duration: 1 round per level
Casting Time: 3
Area of Effect: 5-foot per level radius
Saving Throw: Special

Upon the casting of this spell, an illusion is generated which may attack all believing creatures within a five foot per level radius of the illusion's epicentre which itself must be within 50 feet 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

School: Abjuration, Evocation
Range: 0
Components: V, S, M
Duration: 2 hours + 1 hour per level
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 400 feet by 400 feet, to react to the presence of any creature larger than one-half cubic foot 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, of 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 yards 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

School: Enchantment/Charm
Range: 5 yards per 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	schizofrenia

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

School: 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 a 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 9th-level wizard with four first- and three second-level spells transfers *magic missile, charm person*, and *invisibility* to a 6th-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

School: Abjuration
Range: 0
Components: V
Duration: Instantaneous
Casting Time: $1/2$
Area of Effect: The wizard
Saving Throw: None

This is an improved version of *Pobithakor's pacifier*. When the wizard is affected by a *Pobithakor's placer* spell, this spell can be cast so that the wizard is not pulled to the wizard'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 affected *Pobithakor's tracer* spell without having to resort to *dispel magic*.

Programmable Dispel Magic

School: Abjuration
Range: 10 yards
Components: V, S, M
Duration: Special
Casting Time: 2 turns per level
Area of Effect: 10-foot 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 sigil*".
- "When box is opened, dispel all magic".

The spell must be cast on an object or place and can affect all magic within 10 feet. 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 form disenchanter skin and ink prepared from disenchanter blood, and the crushed lens from a beholder's central eye. The cost is 100gp per word, and the scroll is consumed in the casting. The candle snuff is not destroyed.

Protection from Cold

School: Abjuration
Range: Touch

Components: V, S, M
Duration: Special
Casting Time: 5
Area of Effect: One creature
Saving Throw: Negates

When cast on a subject, this spell will absorb cold damage up to 10 hit points per level of the wizard. It persists until it has absorbed this amount of cold damage, after which the spell terminates.

Protection from Electricity

School: Abjuration
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 5
Area of Effect: One creature
Saving Throw: Negates

When cast on a subject, this spell will absorb electrical damage up to 10 hp per level of the wizard. It persists until it has absorbed this amount of electricity damage, after which the spell terminates.

Protection from Fire

School: Abjuration
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 5
Area of Effect: One creature
Saving Throw: Negates

When cast on a subject, this spell will absorb fire damage up to 10 hit points per level of the wizard. It persists until it has absorbed this amount of fire damage, after which the spell terminates.

Protection from Poison

School: Abjuration
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 5
Area of Effect: One creature
Saving Throw: Negates

When cast on a subject, this spell will activate the next time an attempt is made to use any form of poison against the subject. The spell will cancel out the poison, after which it will be used up.

Rathe's Contingency Trigger

School: Alteration
Range: 3 yards
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: One cube foot per level maximum
Saving Throw: Special

The *contigency 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 the same as the *Rathe's trigger* spell, but must be worth twice as much.

Retrieve

School: 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 wizard'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 500gp 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.

Rhuva's Wizard Stomper

School: Divination, Evocation
Range: 0
Components: V, S, M
Duration: 4 hours + 10 minutes per level
Casting Time: 5 rounds
Area of Effect: 10 yards per 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 wizard 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.

Material component is a handful of ruby dust worth at least 25gp.

Sarius' Ethereal Transfer

School: 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 wizard 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 ninth level a wizard 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 wizard 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 wizard) to cast a gargantuan creature into the ethereal plane.

Note that a creature's Wisdom bonus or penalty against mind-affecting 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 Mendlekine.

Sarius' Golden Stars of Protection

School: Evocation
Range: 0
Components: V, S, M
Duration: 1 turn + 1 round per level
Casting Time: 5
Area of Effect: One floating 2-foot high star plate per level
Saving Throw: None

This spell creates golden, shimmering, star-shaped plates of force which move around the wizard in a constant motion, deflecting any missile, hand, or weapon attacks directed at the wizard. The armour class of the wizard 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 maneuver) 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 hp 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 wizard will be reduced by 1 HP 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 wizard he is at a -1 to hit penalty for every star active whenever a to hit roll is needed, including spells. The wizard may create fewer stars than the maximum possible. Also, the wizard may choose to release up to three stars per round at up to three different opponents no farther away from the wizard than 5 yards 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 Mendlekine.

Scrybane

School: Divination, Enchantment/Charm
Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 1
Area of Effect: One person in a 300-foot 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):

- 80% chance of being affected as if by the spell forget;
- 55% chance of taking 2d4 hp of damage from the backlash;
- 10% chance of falling into a coma lasting 1d20 days; and
- 5% chance of being Feebleminded, as 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 wizard should somehow acquire one before beginning magical research of his own.

Sex Change

School: Alteration, Evocation
Range: 5 yards per 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

School: Conjuration/Summoning
Range: 10 feet per level
Components: V, S, M
Duration: 1 round per level
Casting Time: 5
Area of Effect: One creature
Saving Throw: None

This spell conjures a semi-real, shadowy dragon claw anywhere within spell range. This claw will attack any target as directed by the wizard; full concentration is necessary to attack with the claw; if the wizard loses concentration, the claw will hover in place until the wizard again gains control. The claw's attack uses the wizard's normal THAC0 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 1d6 points of damage per attack.

For every 5 levels of the wizard, 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

School: Enchantment/Charm, Invocation/Evocation
Range: 0
Components: V, S, M
Duration: 1 round per 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 300gp 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 affects 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 wizard 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 wizard has passed (if not used in that time, the spell dissipates, and has no effect).

Alternately, the wizard 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 wizard (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 wizard (to a maximum of 4 times). If the staff misses its targets, no charge is used (nor may the wizard 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 wizard, 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

School: Enchantment/Charm, Invocation/Evocation
Range: 0
Components: V, S, M
Duration: 1 round per 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

School: Divination, Illusion/Phantasm
Range: 100 yards per 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 wizard gains the advantage of a *clairaudience* and *clairvoyance* spell. The wizard must determine the appearance of the illusionary observer, during the casting of the spell. If it is a creature the wizard is not familiar with, observers of the illusion are at +4 to notice it as such. If the wizard 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 wizard 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 wizard breaks concentration for some reason, the illusion freezes in whatever position it was in, until the wizard 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

School: Conjuration/Summoning, Divination
Range: Special
Components: V, S, M
Duration: 1 hour + 1 turn per 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 wizard's bidding. Major Etherlings are fairly intelligent, although they still suffer from summoner-awe. The wizard summons one etherling per five levels, for example two at sixth, three at eleventh, etc. The summoned etherlings are eager to serve the wizard, and they are capable of more complicated tasks than their lesser brethren.

A major etherling (AC 0, MV 60, HD 4, #ATT 2, Dam. 1d3/1d3, Int. 12) is a mansized, 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 paralysation, 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 incompletable, and the etherling makes it Int check, it will return to the wizard, 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

School: Alteration
Range: 0
Components: V, S, M
Duration: 5 rounds per 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, 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	Percentage Turned	Saving Throw Bonus	Special Saving Throw
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.

Spiritual Triangle

School: 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 by 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 400gp.

Sting

School: Alteration, Evocation
Range: 50 yards per level
Components: V, S, M
Duration: 1 round per 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-changing 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.

Summon Warrior

School: Conjuration/Summoning
Range: 40 yards
Components: V, S, M
Duration: 3 rounds + 1 round per level
Casting Time: 5
Area of Effect: Special
Saving Throw: None

Within one round of casting this spell, the wizard conjurers 1d3 warriors to aid him. The summoned warriors will be of a level equal to half the level of the wizard (rounded down) up to a maximum of 20th level. They will perform 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 wizard.

The type of warrior summoned is as follows:

Wizard's Level	Fighter	Ranger	Paladin
15 and under	70%	20%	10%
16 to 20	60%	20%	20%
21 and over	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

School: Enchantment/Charm
Range: 100 yards + 10 yards per level
Components: V, S, M
Duration: 1 turn per level
Casting Time: 5
Area of Effect: 60-yard diameter sphere
Saving Throw: None

This is a much improved version of the first-level wizard 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 wizard chooses to affect, a certain amount of the spells power is used to put the creature to sleep. An effect die roll of 4d12 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 wizard 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	Cost	Maximum Affected	Average Affected
up to 0.5	$1/2$	96	60
0.5+1 to 1	1	48	30
1+1 to 3	2	24	15
3+1 to 5	3	16	10
5+1 to 7	4	12	7
7+1 to 9	6	8	5
9+1 to 10	12	4	2
10+1 to 11	24	2	1
11+1 to 12	30	1	1

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 wizard sings a short lullaby.

Taint Alignment

School: Enchantment/Charm
Range: Special
Components: V, S, M
Duration: 1 day per 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 truename 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 wizard, 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 True Neutral character would get a random alignment from the four extremes.

Effects vary depending on the alignment of the victim. If the affected is a paladin, the abilities thus far taken for granted are reversed: laying on hands would cause damage, *detect evil* turns into *detect good*, the *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 priest 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* works as for the new alignment.
- Bad dreams.
- Problems with other people. The Good emit fear, the Evil get liked, Law is 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.

Tonguetwister

School: Abjuration, Alteration
Range: 10 feet per 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 wizard, 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 second-level spell inflicts a −3 to the save, a seventh-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

School: Alteration, Conjuration/Summoning
Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 5
Area of Effect: 40-yard diameter sphere
Saving Throw: None

When this spell is cast, it causes all creatures in the area of effect who have less than 5 hp maximum and less than 8 Intelligence to die.

The spell can effect a total number of hit points equal to seven times the wizards level.

When determining what creatures die from the effects of the spell, start with the creatures with the lowest hit points, and then go up 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 wizard yells out "Seven in one blow!".

Travel Cancellation

School: Alteration
Range: 30 yards
Components: V, S, M
Duration: 1 turn per level or until used up
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.
- *Bowgentle's fleeting journey*: The wizard is teleported instead of the passenger.
- *Teleport*: Either fails, or arrives 1d10 miles 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 many 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

School: 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

School: 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 wizard are automatically brought to 0 hp. Creatures of 6 HD and above are afflicted with a double strength *shocking grasp*.

Tsugua's Uncontrollable Hiccups

School: Abjuration, Evocation
Range: 0
Components: V, S, M
Duration: 1 round per level
Casting Time: 1 round

Area of Effect: 1-foot per 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 the half the level of the wizard). The material component for this spell is a wart from a warthog.

Tuan's Electric Fireball

School: Evocation
Range: 100 yards + 10 yards per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 5
Area of Effect: 30-foot radius
Saving Throw: $^1/_2$

This powerful spell inflicts 1d8 hp per level of the wizard to all within a 30-foot radius. Half the damage is fire-based, and half is electrical. This allows the spell to be more useful against creatures that may be immune or resistant to one or more types of energy.

The material component of this spell is a brimstone sphere with a magnetite core.

Vanquil's Drifting Blizzard

School: Evocation
Range: 10 yards
Components: V, S
Duration: 1 round per level
Casting Time: 5
Area of Effect: 40 feet wide, 20 feet high, 20 feet deep 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 $^1/_4$ inch). Those who make their saving throws still take appropriate damage (1d10 or 2d10). 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

This spell has no material components.

Vanquil's Freeze Ray

School: Evocation
Range: 5 feet per 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 5 feet 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 damager 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.

Vanquil's Thermal Lance

School: Evocation
Range: 5 feet per level
Components: V, S
Duration: Instantaneous
Casting Time: 5
Area of Effect: One creature
Saving Throw: Special

Thermal lance is a virtual duplicate of *Vanquil's freeze ray*, except that damage comes from a beam of magical fire. Fire-based creatures are immune, and cold-based creatures take +1 point of damage per hit die.

Warboulder

School: 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 10 feet per level, doing damage as if hurled by a catapult. Upon striking, the boulder shatters and inflicts 2d8 damage in a 30-foot radius.

Wiley's Door

School: 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 wizard and a matching door up to 30 yards away. The first door appears framed by glowing blue lines 5 feet wide by 8 feet tall. The second door is invisible. Living matter up to 400 pounds or non-living up to 800 pounds may be transported from the first door to the second door (trade off one pound living for two pounds non-living). This doors provide one-way transport only.

Wiley's Teleport

School: Alteration
Range: 150 miles
Components: V, S
Duration: Concentration
Casting Time: 1 turn
Area of Effect: The wizard + additional weight (see below)
Saving Throw: None

This spell allows the wizard to *teleport* himself and 70 pounds + 10 pounds per level 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 wizard would normally end up is a solid object, the spell will abort. The maternal component is a map of the destination, which is not consumed.

Wolldin's Backstabber

School: Illusion/Phantasm
Range: 20 feet per 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 wizard 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 wizard's normal THAC0 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 armour class 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 wizard'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

School: Enchantment/Charm, Illusion
Range: 240 yards
Components: V, S, M
Duration: 1 round per 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.

Sixth Level Spells

Acid Rain

School: Evocation
Range: 10 yards + 5 yards per level
Components: V, S, M
Duration: 1 round per 3 levels
Casting Time: 6
Area of Effect: 10 square feet + 5 square feet per 2 levels
Saving Throw: $^1/_2$

This spell will cause a sheet of corrosive acid to fall from the sky (actually, it will appear 10 feet 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 armour class 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 sulpher.

Alpha's Firefountain

School: Alteration
Range: 10 yards per level
Components: V, S, M
Duration: Special
Casting Time: 6
Area of Effect: Special
Saving Throw: Special

This spell is similar to the fourth-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 wizard 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 wizard (rounding off all fractions). The material component is a lump of pitch, sulfur, saltpeter, and magnesium and an available fire source.

Alpha's Rainbow Warrior

School: Evocation, Summoning
Range: 5 yards per level
Components: V, S, M
Duration: 1 round per 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 *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 20 feet 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 20-foot 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 5,000gp.

Alpha's Starlight Citadel

School: Conjuration/Summoning
Range: 30 yards
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 wizard's level. One creature for each level of experience of the wizard may be designated in the casting of the spell, and such creatures may freely open the door, though the wizard 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 wizard in any event. The material component is a star sapphire and a small steel carving of a tower.

Alter Occurrence

School: 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 seventh-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 firsthand. 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 wizard's version, by a base guideline of 3% per level of the wizard. (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 wizard, 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 Intelligence check with a cumulative -1 penalty each time the spell is used by the same wizard 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.

Annihilate Matter

School: Invocation/Evocation
Range: 10 yards per level
Components: V, S, M
Duration: 1 turn per level
Casting Time: 6
Area of Effect: 1-yard radius sphere
Saving Throw: Negates

This spell causes a spherical region 1 yard 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.

Azura's Black Scythe

School: Evocation, Necromancy
Range: 10 yards
Components: V, S
Duration: 6
Casting Time: 1 round per 2 levels
Area of Effect: 10-yard long, 180 degree arc
Saving Throw: Special

The *black scythe* is a fearsome weapon to behold, stretching 8 feet and immolated in wispy green flames. It sweeps a 10-foot long, 180 degree arc and can hit all targets within its area as a monster of the wizard's level. Creatures up to 4+1 HD are slain instantly, while those above 4+1 HD but below 8+3 HD must save vs. spells or be stunned for 1d4+1 rounds. Those who possess 8+3 HD up to 10 HD must save vs. spells or be slowed for 1d4 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 adamantine blade costing 500gp to construct and is consumed in casting.

Bigby's Strangulation

School: Evocation
Range: 5 yards per level
Components: V, S, M
Duration: 1 round per 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 materialise 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.

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.

Block Teleport

School: Abjuration
Range: 0
Components: V, S
Duration: 1 turn
Casting Time: 6
Area of Effect: 100-foot radius sphere
Saving Throw: None

This spell prevents anyone from *teleport*ing 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*.

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School: Abjuration, Divination
Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 1 day
Area of Effect: Special
Saving Throw: None

This spell is meant to be cast before starting spell research. The spell to be researched then cannot be researched by others except with explicit permission of the one who researched the spell first or by the use of a *limited wish*. A full *wish* enables learning and ability to teach others (this is variant of *secrecy* spell). If the original researcher is dead, future researchers require *speak with dead* to obtain permission.

Coradon's Cataclysmic Corinary

School: Invocation/Evocation, Necromancy
Range: Touch
Components: V, S
Duration: 1 round per 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 THAC0 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 point per level of the wizard.

Create Ghast

School: 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 wizard, and these ghasts 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. These corpses are the material components of the spell. As implied above, humans killed by a ghast will rise as ghouls to follow the pack.

Dheryth's Energy Cloak

School: Abjuration, Evocation
Range: 0
Components: V, S, M
Duration: 2 rounds per level
Casting Time: 1 round
Area of Effect: The wizard
Saving Throw: None

This spell makes the wizard seem to be inside a variable-coloured, shifting aura of light. He is totally immune to any and all spells and powers which deal out damage using pure energy (e.g *energy lance* (q.v.) or xag-ya) and has a magic resistance of 40% + 1% per level of the wizard versus 'force' spells (e.g. *wall of force* or the various *Bigby's hand* 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.

Dheryth's Energy Globe

School: 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 50gp each time it is cast. The gem's center 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 per level of wizard
2 up to 5.9 feet	2 points per level of wizard
6 up to 10 feet	1 point per level of wizard

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

School: Evocation
Range: 10 feet + 1 foot per 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 (1,000gp value) with a clear diamond or any opal (worth at least 100gp) set on the end, as well as a loose 100gp 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 1,000gp gem and to a minimum of 1% for a 10,000gp value gem.

Dheryth's Spell Support

School: 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*,
- *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

School: Alteration, Enchantment
Range: Touch
Components: V, S, M
Duration: 2 turns + 1 round per 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 DMG second 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.

The material component for this spell is a 1,000gp diamond, however, the tooth of a tarrasque may be substituted in which case the weapon functions as a *vorpal weapon* (see same reference as above), and gets the +3 bonus to attack and damage rolls.

Opponent is:	Score to Sever†	Score 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.

Dreamoore's Blade Summoning

School: Conjuration/Summoning, Evocation
Range: 0
Components: V, S, M
Duration: 1 round per level
Casting Time: 6
Area of Effect: Special
Saving Throw: None

This spell creates a 5-foot long shimmering blue shaft of force from the wizard'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 wizard and is subject to *disintegrate* and *dispel magic*. The material component is a 500gp crystal sword which requires 2 weeks to construct; the sword is consumed in the casting.

Dreamoore's Eldritch Decagon

School: Alteration, Evocation
Range: 10 yards per 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 wizard 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 1-foot wide beam of pure magical force every round, and this ray unerringly strikes any single creature or object within 10 feet per level (invisible targets require a to hit roll vs. base AC 6, modified by Dexterity, etc.) and inflicts 1d4+1 damage points per level of the wizard, 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/impaling damage.
- Planar force beam: inflicts edged/slicing damage.
- Spherical force bolt: inflicts blunt/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 third-level wizard spell, *gust of wind*, against a single target (c.f. *gust of wind*)

The wizard 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

School: Evocation
Range: 10 yards per 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 wizard, up to 1d12+36 maximum (e.g. a 12th-level missile does 37–48 hp damage). This bolt, however, can divide into two or more missiles striking single or multiple targets (minimum 1 damage point per missile). Once the wizard 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 wizard. The material component for this spell is a 500gp diamond which is hurled into the air as spell casting is completed.

Dreamoore's Viper Lance

School: Alteration
Range: 100 yards + 10 yards per level
Components: V, S, M
Duration: Special
Casting Time: 6
Area of Effect: Special
Saving Throw: None

The viper lance spell launches a 2-foot 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 per wizard level of experience of damage, up to 1d10+30 maximum. The wizard 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 wizard's personal rune, with a mithril or adamantine tip, and zinc stabilising fins. Each bolt requires two weeks and 250gp construction cost.

Eldarr's Improved Spell Conversion

School: Alteration
Range: 0
Components: V, S, M
Duration: 1 hour per level
Casting Time: 2 turns
Area of Effect: The wizard
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 400gp. This gem is also consumed when the spell is cast.

Energy Field

School: Conjuration, Evocation
Range: 60 yards + 10 yards per level
Components: V, S, M
Duration: 5 rounds per level
Casting Time: 6
Area of Effect: 1-foot per level 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 wizard. A *disintegrate* spell will cause the shield to make a save vs. magic at the level of the wizard. If it saves then the spell has no effect. If it fails then the spell does 1d8 points + 1 point per level of the wizard damage to the field. A *magic missile* spell actually heals the field on a 1 to 1 hp basis.

The shield, if cast upon the wizard, moves with the wizard. 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 area of effect is a cube whose sides are 1 foot long per level of th wizard. e.g. a 15th-level wizard creates a $15' \times 15' \times 15'$ cube.

The material component for this spell is a diamond cube of not less than 500gp value. This cube will shatter when the spell expires or the field is brought down by spell damage.

Etherealness

School: 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 2,500gp plus 2,500gp per level of the wizard beyond 12th. 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). If the wizard casts this spell upon himself, he may include his familiar within the weight limit.

Feeblebody

School: Alteration
Range: 10 yards per 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

School: Invocation/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 first-level spell *burning hands*, but is much more potent. When cast, this spell will emit an arc of flames from the hand of the wizard; the arc may be one of four sizes as listed on the following table:

Arc	Range
90 degrees	200 feet
180 degrees	150 feet
270 degrees	100 feet
360 degrees	50 feet

The arc of flames will have a width of one foot, centered on the wizard'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 wizard 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 wizard is in the midst of a friendly party). The radius of the hole may be any size the wizard 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 wizard (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

School: Invocation/Evocation
Range: 80 yards
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 10 feet plus

5 feet per level of the wizard; it is 25 feet 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 10 feet of the dome suffers 2d6 points of damage, while those within 20 feet suffer 2d4 points of damage. In addition, the dome inflicts 3d8 points of damage, plus 1 point per level of the wizard 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.

Giant Strength

School: Alteration
Range: Touch
Components: V, S, M
Duration: 6 turns + 1 turn per 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
1	18/00	Ogre	+3	+6
2–7	19	Hill	+3	+7
8–11	20	Stone	+3	+8
12–15	21	Frost	+4	+9
16–18	22	Fire	+4	+10
19–20	23	Cloud	+5	+11
21–23	24	Storm	+6	+12

The die score is modified by the following:

- No adjustment if the recipient is below ninth level
- +1 on the die roll if the recipient is between ninth and 15th level
- +2 on the die roll if the character is above 15th level
- +1 if the character is a fighter

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.

Glamden's Acid Fire

School: Invocation/Evocation
Range: 5 yards + 10 yards per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 6
Area of Effect: $10' \times 10' \times 5'$ cube per 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 (10 x 10 x 5 feet for each level of the wizard) 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 Acidic Gas

School: Invocation/Evocation
Range: 5 yards + 10 yards per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 6
Area of Effect: 10 x 10 x 5 feet per level cloud
Saving Throw: Special

This spell is similar to *Glamden's acid fire*: when cast, this spell forms a gas cloud which is also highly acidic. Anyone caught inside the cloud suffers 8d6 points of damage. This spell requires two saving throws vs. spells: the first is against the gas, and the second is for the acid. If neither save is successful, full damage is inflicted on the victim; if one save is made and the second fails, the victim suffers $3/4$ damage; if both saves are successful, the victim suffers $1/2$ damage. If the save vs. the acid fails, all possessions must save vs. acid to avoid being destroyed; the gas has no effect on the victim's possessions.

If a target has immunity vs. one component, damage is automatically halved, and is reduced to $1/4$ normal if the save vs. the other component is successful. Of course, it a target has immunity vs. both components, he is not affected by this spell.

The material components for this spell are the intestines of a black dragon and the stomach of a green dragon; both are consumed when the spell is cast.

Glamden's Gas Jet

School: Invocation/Evocation
Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 6
Area of Effect: 5-foot wide, 10-foot per 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 poison gas shoots from the wizard's palm; a split-second later, the gas erupts in flames. This jet is 10 feet long per level of the wizard, and is 5 feet wide; anyone hit by the jet must make two saving throws vs. spell (one for the poison 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.

Globe of Force

School: Invocation/Evocation
Range: 0
Components: V, S, M
Duration: 1 turn per 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.

Hold Person IV

School: Enchantment/Charm
Range: 120 yards
Components: V, S, M
Duration: 1 round per level
Casting Time: 6
Area of Effect: Five persons in a 20-foot radius circle
Saving Throw: Negates

This spell is identical to the third-level spell *hold person* except as noted above and that all saving throws are made with no modification.

Improved Wiley's Door

School: Alteration
Range: 0
Components: V, S
Duration: 1 round per level
Casting Time: 6
Area of Effect: Special
Saving Throw: None

This spell is similar to *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 200 yards distant. The second door must be somewhere that the wizard has seen.

Jadwin's Free Thoughts

School: Alteration, Illusion
Range: 0
Components: V, S, M
Duration: 2 turns per 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 200gp for each spell to be controlled.

Jadwin's Illusion Enhancer

School: Alteration, Illusion
Range: Touch
Components: V, S
Duration: 1 turn per level
Casting Time: 6
Area of Effect: 60 yards + 10 yards per 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.

Justin's Skimmer

School: Evocation
Range: 20 yards
Components: V, S, M
Duration: 1/2 hour per 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 wizard. The wizard reclines in a molded seat at the center of the 3-foot 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 wizard. 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 (class B at 21 and higher). The wizard is protected from acceleration, passengers are not. When stopped, the skimmer can rotate on a dime. The wizard has full cover from below. The skimmer can take 5 hp per level of the wizard. Ramming, it does (move/3)d6 damage to both itself and the target. Only the wizard can control the skimmer; it hovers motionless if he is unconscious. The skimmer is a stable casting platform.

Kalessin's Spell Load

School: Evocation
Range: Special
Components: V, S, M
Duration: Special
Casting Time: Special
Area of Effect: The wizard
Saving Throw: None

With this spell, the wizard is able to 'store' one spell for every four levels he possess (i.e. three at twelfth, four at sixteenth, etc). No more than six spells (at 24th level) can be set into a *spell load*. The wizard '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 wizard, and can be released by command, an action taking only one segment.

If the wizard concentrates, glowing runes representing the remaining spells in the load will appear about the wizard, visible only to the wizard. The wizard must specify in the casting of the *spell load* what the verbal or somatic commands are to be for the release of each spell. The wizard also determines the appearance of each representative rune. *Detect magic* will reveal the presence of the *spell load*, and *true sight* will allow the wizard 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 wizard'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* wizard has greater than that of the *dispel magic* wizard.

Releasing the spells by command takes only one segment for initiative purposes, and the wizard can release two spells per round; although, if two spells are released, there is a (50 − wizard's level) chance that the *spell load* will be broken, and they will all go off.

Material components are a diamond-tipped stylus, worth at least 1,000gp, 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

School: Abjuration, Evocation
Range: 0
Components: V, S, M
Duration: 1 round per level within 1d6 days
Casting Time: 1 round
Area of Effect: One Liteblade
Saving Throw: None

The material component of this spell is comprised of a large crystal (for example a diamond), worth at least 1,000gp, 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.

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. Once summoned, 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 a *liteblade*).

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 opponent's 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

Lich's Palm

School: Necromancy
Range: Touch
Components: V, S
Duration: 1 round per level
Casting Time: 6
Area of Effect: One creature
Saving Throw: Special

This spell actually grants the wizard the ability to use the normal attack of a lich. The mere touch will cause 1d10 damage of cold and be paralysed (save applicable).

Lorth's Stasis

School: Alteration
Range: Touch
Components: V, S
Duration: 1 turn per 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 wizard 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

School: 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: coxes 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 5,000gp, 4 small iron cubes, and a drop of blood from the person to be named in the spell.

Masol's Light Blast

School: Alteration
Range: 15 feet + 1 foot per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 4
Area of Effect: 15-foot 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 500gp. This is thrown and shattered at the impact area.

Mass Teleport

School: Alteration
Range: 1 feet per level
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 wizard. In addition to the wizard, 1,200 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 wizard) that people and things can be to be *teleported*.

This was a very popular spell with parties of adventurers that had lots of money to spend on transportation. As such, the wizards 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.

Merge Protection Inscriptions

School: Abjuration
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 merge two or more inscriptions of protection such as *circle of protection*, a *spiritual triangle*, a *pentagram*, or an *elemental square* (q.v.). The material component for this spell is some rare incense, worth at least 1,000gp.

Micah's Shield

School: Abjuration
Range: Touch
Components: V, S, M
Duration: 1 hour per 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 10 feet 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. The following 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 3,000gp, takes a month to make, and disappears upon casting.

Minor Accursed Rite

School: Necromancy
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 hour
Area of Effect: One living creature
Saving Throw: Negates

This spell turns victim into an undead (randomly selected type) that is partially controllable by the wizard. This spell is risky: for each command given is a chance for the victim to become a fully free-willed undead of the appropriate type, unless the wizard also is a member of the same type of undead.

The change to undead 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 immediately after the other. The DM should make up some appropriate material component.

Note: the spell can create some quite weird undead, 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

School: Conjuration/Summoning
Range: 0
Components: V, S, M
Duration: Permanent
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.

The saving throw is made at half the level or hit dice of the creature to which the used bone once belonged.

Moloranis's Marvelous Map

School: 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 wizard 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 wizard casting this spell must give total concentration to the spell for the entire 10 minutes. If the wizard 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 wizard.
- Underground: 100 feet per level of the wizard.
- Inside a structure: The wizard 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 wizard'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

School: Abjuration, Invocation/Evocation
Range: 0
Components: V, S, M
Duration: 1 round per level
Casting Time: 6
Area of Effect: The wizard
Saving Throw: None

This spell is identical to *Mystyk's backlash* except for the following: when the wizard 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 wizard, up to a maximum of 20; this damage is halved if the attacker successfully saves vs. spells. For example, if a 14th-level wizard is hit with a melee attack for 12 points of damage, the wizard would suffer 12 points of damage, 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 600gp.

Noska Trades' Immortal Mount

School: 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 mount's 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.

Orgasm

School: Enchantment/Charm
Range: 50 yards + 10 yards per level
Components: V, S, M
Duration: 1 round per 2 levels of the wizard
Casting Time: 1 round
Area of Effect: One creature
Saving Throw: Negates

This spell causes the affected creature to reach a complete state of physical elation. The *orgasm* may last for up to the length of the spell. The victim will be very noisy while under the effect of the spell, and is considered a prone target with respect to physical attacks.

Saving throws are at the victim's level minus the wizard's level. A one is always considered a failure for the wizard and success for the victim. The reverse of this spell, *headache*, will instantly bring the victim back from a state of delirium to the harsh reality.

The material component for the spell is a drop of sweat, for the reverse it is a hammer, which is not consumed in the casting.

Orko's Acid Cone

School: Evocation
Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 5
Area of Effect: Special
Saving Throw: $1/2$

When this spell is cast, it causes a cone-shaped area, originating at the wizard's hand and extending outward into a cone, 5 yards 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

School: Evocation
Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 5
Area of Effect: Special
Saving Throw: $1/2$

When this spell is cast, it causes a cone-shaped area of fire, originating at the wizards hands and extending outward in a cone 30 feet in diameter and 35 feet + 5 feet per level of the wizard long. It melts ice and causes damage equal to the wizards hit points.

The component for this spell if a small golden cone (50gp) which melts after the spell is completed.

Pilpin's Alignment Charm

School: Enchantment/Charm
Range: 120 yards
Components: V, S, M
Duration: Permanent
Casting Time: 6
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 Etherealness

School: Alteration
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 6
Area of Effect: The wizard + 1 creature per 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 materialises 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 problem, moving vertically or horizontally 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 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 200gp worth of powdered silver and crushed phase spider hide, which disappear during casting.

Pilpin's Liquid Fire

School: Evocation
Range: 10 yards + 10 yards per level

Components: V, S, M
Duration: Special
Casting Time: 6
Area of Effect: 15-foot radius sphere
Saving Throw: $^1/_2$

This spell is similar to the *fireball* spell, except that it douses all creatures in a 15-foot 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).

Pilpin's Massmorph

School: Alteration
Range: 10 yards per level
Components: V, S, M
Duration: Permanent
Casting Time: 6
Area of Effect: One 50-foot cube per level
Saving Throw: None

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	Conversion Factor
Under 2	12d10	1
2 to 4	6d10	2
4+1 to 6+3	3d4	10
6+4 to 8+3	1d6	20

If creatures of differing hit dice are polymorphed, roll 6d20 to determine now 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).

The material components are a 500gp worth diamond and a caterpillar's cocoon crushed together into a fine powder, which vanishes during casting.

Pilpin's Transformation

School: Alteration, Evocation
Range: 0
Components: V, S, M
Duration: 1 round per level
Casting Time: 6
Area of Effect: The wizard
Saving Throw: None

Pilpin, a formidable fighter/mage, had no need for *Tenser's transformation*, so he altered it to suit his own malevolent ways. This spell causes the wizard to undergo an unnoticeable transformation, becoming an assassin. The wizard's hit points do not change, but his Dexterity does increase to 16, or if already 16, it increases by one point to a maximum of 18. The wizard's armour class is adjusted accordingly.

The wizard gains all the abilities of an assassin (i.e., pick pockets, open locks, backstabbing, assassination, etc.) of the same level as the wizard except for poison making, disguise, and spying. All attacks are made using the combat values normally reserved for rogues, but the wizard can only use his normal weapons of proficiency.

The material component is the heart of an assassin, which must be eaten during casting.

Prismatic Ray

School: Evocation
Range: 10 yards per 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.

Projectile

School: Evocation
Range: 10 yards per 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 2 inches per round per round per level of the caster. The triangle is $^1/_4$ inch 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.

Quicksilver

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

This is basically one of those piss-off-the-fighter-subclass spells. What happens is that, suddenly, at the moment of casting, the wizard is capable of casting half his level of spell levels. Because of the difficulty of this spell, the wizard must save vs. spell or blow it big time. All spells cast with *quicksilver* are thus subject to special failure. DM's imagination or a nice spell failure table are required. The material component for this spell is a drop of mercury.

Quintessa's Slaying Spear

School: Evocation
Range: 20 yards per level
Components: V, S, M
Duration: Permanent
Casting Time: 6
Area of Effect: One creature
Saving Throw: Special

When this spell is cast, a light—appearing as a chromatic mass of intertwined rays bundled together in the shape of a spear—appears above the wizard's head.

The wizard 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 is 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 10d8 hp + 1 hp per level of the wizard damage. The surge of energy into the creature will also stun it for 2d4 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 history of the creature. If any of these are known (or not known) then the creatures saving throw is modified as follows:

Information	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 creature's anatomy depends on how much the wizard has studied the creature's 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.

Rape Trick

School: Abjuration, Evocation
Range: Sight
Components: V, S
Duration: Instantaneous
Casting Time: 1
Area of Effect: One creature per 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'.

Rebels's Fly

School: Abjuration, Evocation
Range: Touch
Components: V, S, M
Duration: 2 turns per level
Casting Time: 20 minutes
Area of Effect: One creature
Saving Throw: see below

This spell is similar to the standard *fly* spell. 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 more (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

School: Divination, Illusion
Range: 60 yards
Components: V, S, M
Duration: 1 turn per level
Casting Time: 1 round
Area of Effect: 20-yard long square
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 wizard 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

School: 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

School: Enchantment
Range: Special
Components: V, S, M
Duration: Until Discharged
Casting Time:
Area of Effect: Variable
Saving Throw: Variable

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 Rune. The material component is 100gp worth of gems and inks per level of the spell contained in the rune.

Sarius' Frost Giant Manifestation

School: Conjuration
Range: 100 yards + 10 yards per level
Components: V, S, M
Duration: 1 turn per level
Casting Time: 6 turns
Area of Effect: Special
Saving Throw: None

This spell creates a golem-like creature which the wizard 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 wizard is killed, the creature will explode in a 60-foot radius area doing damage equal to its current hp (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, #ATT 1, Dam. 4d6, SP: Immune to cold, SZ: L (15 feet), 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 wizard 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, 30 feet 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 wizard's concentration is totally disrupted causing the creature to dissipate and any other spells the wizard currently controls will become dispelled unless the wizard has no control over the spells in question after casting them, and any spell the wizard is currently casting will be disrupted.

This spell requires only the slightest mental control of the wizard 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 (20 yards squared) of leather containing a patch of fresh (not dried) frost giant hair mixed with diamond dust of no less than 500gp value. The frost giant hair may be kept fresh with a Preserve spell or similar effect.

The source of this spell is Sarius Mendlekine.

Sarius' Platinum Platform

School: Alteration, Enchantment
Range: 5 feet per 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 5 feet away in daylight) is capable of flying under the control of the wizard, who may carry himself and a certain amount of weight through airy and waterous mediums. When casting this spell, the wizard may choose to create a $10' \times 10'$ platform with 6-inch sidewalls or a $40' \times 40'$ platform with 3-inch sidewalls. The $10' \times 10'$ platform loses some of the abilities of the $40' \times 40'$ one, but is 10% magic resistant and confers a 5% magic resistance to anything in physical contact with the platform. Both platforms have a localised 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 wizards may create the $10' \times 10'$ 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 10′× 10′ platform is bridged 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 stays 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 10′× 10′ platform may sustain 3 hp per level of the originating experience level at which it was cast, while the 10′× 10′ platform will take 4 times 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 localised gravity, movement rates are double the stated values in the table below. Spell duration in normal time is 1 turn per level for the 10′× 10′ platform and 1 day per level for the 40′× 40′ platform. The material component of this spell is a platinum plate (3 × 5 × 1/2 inch) with mystic runes etched into it. A jeweler is needed (unless the character has the skill) and he will charge no less than 500gp to work the runes needed into the plate, the total price coming to 4,000gp for the plate. The wizard must use a wizard mark of his own to prepare the plate or it will only be able to create the 40′× 40′ platform.

10′× 10′ Platform

Int.	Maximum Speed	Maximum Weight	Maximum Lift	MCFA
9	9	900	1	C/+1
10	10	1000	1	C/+1
11	11	1100	1	C/+1
12	12	1200	1	C/+1
13	13	1300	1	C/+1
14	14	1400	2	B/+2
15	15	1500	2	B/+2
16	16	1600	2	B/+2
17	17	1700	2	B/+2
18	18	1800	2	B/+2
19	19	1900	2	B/+2
20	20	2000	3	A/+3
21	21	2100	3	A/+3
22	22	2200	3	A/+3
23	23	2300	3	A/+3
24	24	2400	3	A/+3
25	25	2500	3	A/+3

40′× 40′ Platform

Int.	Maximum Speed	Maximum Weight	Maximum Lift	MCFA
9	4 1/2	3600	1/2	E/+4
10	5	4000	1/2	E/+4
11	5 1/2	4400	1/2	E/+4
12	6	4800	1/2	E/+4
13	6 1/2	5200	1/2	E/+4
14	7	5600	1	D/+5
15	7 1/2	6000	1	D/+5
16	8	6400	1	D/+5
17	8 1/2	6800	1	D/+5
18	9	7200	1	D/+5
19	9 1/2	7600	1	D/+5
20	10	8000	1 1/2	C/+6
21	10 1/2	8400	1 1/2	C/+6
22	11	8800	1 1/2	C/+6
23	11 1/2	9200	1 1/2	C/+6
24	12	9600	1 1/2	C/+6
25	12 1/2	10,000	1 1/2	C/+6

Maximum Speed: This is measured in feet per round indoors and yards 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.

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 1 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.

MCFA (Maneuverability Class—Falling Adjustment): This bonus is doubled for the wizard controlling the platform. Each +1 should be considered a pull each to one tenth 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 Mendlekine.

Sertan's Certain Slaying

School: 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 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 roles. 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 1,000gp. 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 and poisons.

Sillvatar's Surgical Strike

School: Invocation/Evocation
Range: 10 yards + 10 yards per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 6
Area of Effect: One creature
Saving Throw: 1/2

This spell provides the wizard 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 wizard 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 wizard 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 affects 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.

Spell-link

School: Alteration
Range: 0
Components: V, S, M
Duration: 3d4 hours + 1 hour per level
Casting Time: 5 rounds
Area of Effect: The wizard
Saving Throw: None

By use of this spell, the wizard magically links four 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 two segment 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 wizard 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 one round to use. At the end of the duration, which is secretly rolled by the DM, this spell and the linked spells are automatically lost.

Spell components are a braided platinum and copper chain, worth 500gp, which is consumed by the spell, and—obviously—whatever is needed for the linked spells.

Staff of Light/Darkness

School: Alteration, Evocation
Range: 0
Components: V, S, M
Duration: 1 round per level
Casting Time: 6
Area of Effect: Special
Saving Throw: Special

By means of this spell, the wizard creates a powerful magical weapon which only he can wield. Wizards 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 wizard'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 wizard can make at least as many attacks as he has levels.

The glowing *staff of light* will brightly illuminate a 30-foot radius, and when cast by a good aligned wizard this illumination will be painful to supernatural evil creatures such as undead, demons, devils, etc. (these take 2 hp 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 wizard, 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 wizard wishes it.

The *staff of darkness* sheds deep shadows in a 30-foot radius, through which only the wizard can see clearly; shades (the monster) and other wizards 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 wizards within 30 feet 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 wizard, 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.

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 wizard 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 30 feet 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 40-foot radius causing 1d6 points damage for each round of duration remaining in the two spells, cumulative. The wizards holding the staves automatically take full damage, all others within 40 feet 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 500gp 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.

Super Mirror Image

School: Abjuration, Evocation
Range: 0

Components: V, S
Duration: 3 rounds per level
Casting Time: 6
Area of Effect: 6-foot radius
Saving Throw: None

This spell is similar to *mirror image*, except in the following ways: the images can each take the wizard's level in damage before disappearing and the number of images is equal to the level of the wizard. When an image is destroyed it will apparently *dimension door* out of the area. The wizard may elect to control the actions of the images (the images can do no physical harm but are indistinguishable from the wizard).

Teleport Trap

School: Alteration
Range: 10 yards per level
Components: V, S, M
Duration: 1 turn per level
Casting Time: 1 turn
Area of Effect: 10-yard per level radius sphere
Saving Throw: Negates

All people or things *teleport*ing in the area of effect are, upon materialising, effected as if a *paralysis* spell had been cast upon them (as in Players Handbook). Thus a wizard wishing to leave sneak into a place decides to teleport there. He doesn't realise 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 paralysed whereever they appear.

Material components are a gem of not less than 5,000gp worth smeared with the ichor of some paralysing agent (ghoul's skin, etc).

Teleport via Fire

School: Alteration
Range: Special
Components: V, S, M
Duration: 1 hour per level
Casting Time: Special
Area of Effect: One creature per 4 levels
Saving Throw: None

This spell allows the wizard 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 wizard 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 *teleport* 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 wizard) 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 wizard 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 wizard; 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 wizard, 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 wizard 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 wizard 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

School: Alteration
Range: 30 feet
Components: V, S, M
Duration: Up to one minute (one round)
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 5,000gp and the tail of a rattlesnake.

Vandergast's Armoured Forcetrap

School: Invocation/Evocation
Range: 10 yards per level
Components: V, S
Duration: Special
Casting Time: 6
Area of Effect: One creature
Saving Throw: Negates

This spell is identical to *Vandergast's forcetrap* 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 hp for every level of the wizard. 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. paralysation 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

School: Enchantment/Charm
Range: 30 feet
Components: V, S
Duration: 1 round per level
Casting Time: 1
Area of Effect: One humanoid
Saving Throw: Negates

This spell reduces a humanoid's level of fighting ability to one-half normal rounded up. This affects THAC0, number of attacks per round, extra damage for rangers, backstabbing, monk combat, etc.

Wizard Watch

School: Alteration, Divination
Range: 10 yards
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 *wizard mark* to be placed in a room of the wizard's choice. This sigil will allow the wizard to view the room from any distance as if the wizard 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 wizard 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 10-yard 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 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 wizard 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 1,000gp 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.

Zhaida's Improved Identifyer

School: Divination
Range: 0
Components: V, S, M
Duration: 1 round per 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 3×2=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 1,000gp 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 15,000gp.

Seventh Level Spells

Animate Dead II

School: Necromancy
Range: 10 yards per level
Components: V, S, M
Duration: Permanent
Casting Time: 1 round per level
Area of Effect: Special
Saving Throw: None

This more powerful version of the *animate dead* spell creates 1 HD of undead per level of the wizard. Any undead not possessing energy drain of up to 5 HD can be created with this spell.

The material component is identical to *animate dead*, with the inclusion of a pinch of dust from each of the undead types to be created.

Celestarion's Warding

School: Abjuration
Range: 0
Components: V, S, M
Duration: 1 round per 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.

Channelling

School: Alteration
Range: 0
Components: V, S
Duration: 1 turn per 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.

Chaos Environment *

School: Alteration
Range: 10 yards per level
Components: V, S, M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

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 wizards 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.

Contingent Polymorph Other

School: Alteration
Range: 5 yards per 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.

Create Mummy

School: 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 corpse of the potential mummy must be properly embalmed with the appropriate proficiency (q.v.).

Create Undead

School: Necromancy
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 day
Area of Effect: One human corpse
Saving Throw: Special (see below)

The material components of this spell are a human corpse (not older than 3 days), myrrh (500gp worth) and a special balm made of certain rare herbs, personally prepared by the necromancer. Ingredients for this balm cost 500gp, and one uninterrupted week spent by the spell wizard. 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 wizard has a percentage chance equal to twice his level of choosing which is created. Otherwise, roll on the following table, adding the level of the wizard, plus a 5% bonus if the wizard 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).

Roll	Created
1–60	wight
61–90	wraith
91–00	spectre

The corpse gets a saving throw vs. magic, at a level equal to the corpse's level before death, with the following bonuses:

Person was	Modifier
good	$+4$
neutral	$+1$
a non-good priest	$+2$
a good priest	$+4$

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 DM 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 wizard.

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.

Deflect Magic Weapon Attacks

School: Abjuration
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 7
Area of Effect: One creature
Saving Throw: None

This spell is similar to the fifth-level spell *deflect normal weapon attacks* with the following exceptions: the forcefield's AC is 2 and it has 7 hp per level of the wizard. It affects all attacks made via a magical or non-magical melee or missile weapon. A non-magical weapon cannot affect or penetrate the barrier in any way. If a magical weapon strikes the barrier, the target's saving throw (to determine penetration or deflection) has a penalty applied to it equal to the bonus of the weapon (i.e. a +2 weapon that scores a hit on the barrier inflicts a −2 penalty on the protected creature's save). Also, if a magical weapon is reflected back at the attacker (when the barrier is not hit), the weapon bonus is not applied to the reflected attack.

In addition to its other powers, this spell may affect *magic missile* attacks. It does not automatically negate them as a *shield* spell does, but causes the attacker to make a to hit roll vs. the barrier. If the attack succeeds, the barrier automatically takes damage (the recipient earns no save); if the attacker fails to score a hit, the *magic missile* has no effect. Other spells will pass through the barrier, without affecting it. The material component for this spell is a powdered black sapphire which is consumed when the spell is cast.

Delayed Blast Snowball

School: Evocation
Range: 100 yards + 10 yards per level
Components: V, S, M
Duration: Special
Casting Time: 7
Area of Effect: 20-yard radius sphere
Saving Throw: $1/2$

This spell creates a *snowball* (q.v.) with a +1 on each of its dice of damage. The spell will not release its burst for one tenth of a round up to 5 rounds, according to the command upon casting. In other respects, this spell is the same as the third-level spell *snowball* (cf. *delayed blast fireball*).

Detect Individual

School: Divination
Range: 10 yards per level
Components: V, S, M
Duration: 2 hours per 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 Net

School: Evocation
Range: 10 feet + 1 foot per level
Components: V, S
Duration: Instantaneous
Casting Time: 3
Area of Effect: One creature
Saving Throw: None

Note that the casting time of this spell is 3 segments, not just an initiative modifier of 3.

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.

Ditan's Demolition

School: Alteration
Range: 120 feet
Components: V, S, M
Duration: Permanent
Casting Time: 5
Area of Effect: 10 feet per level
Saving Throw: None

By means of this spell, the wizard may demolish a dwelling as if it where done by an expert demolition team. Unless the dwelling is magical, the spell will totally destroy the building. 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.

Ditan's Everdeep Pocket

School: 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. The pocket has all the abilities and restrictions of a *bag of holding* as listed in the Dungeon Master's Guide.

The material components for this spell are a pinch of fairy dust, and a pocket.

Ditan's Minor Nullify

School: Alteration/Necromancy
Range: 20 feet + 10 feet per level
Components: V, S, M
Duration: 1 day
Casting Time: 7
Area of Effect: One creature
Saving Throw: Negates

With the casting of this spell, the wielder calls into being a sphere of negative magic energy. This sphere is then hurled at one creature with spell casting abilities. Unless a saving throw at −6 is made, the creature is affected by this spell. If the creature hit is a wizard, the wizard forgets the spells he had memorized for the day, and cannot seem to memorize any more for the remainder of the day. If the creature hit is a priest, contact seems to have been lost with the priest's deity for the remainder of the day, and cannot cast prayers. The effects of this spell can only be canceled by a *limited wish*, *wish*, or divine intervention; *dispel magic* will not do it.

The wizard has a 10% chance of being affected by this spell as well, since he must hold the sphere before it is launched.

The material component for this spell is a one foot long, one inch in diameter rod of pure obsidian.

Ditan's Portable Quarters

School: Alteration/Conjuration
Range: Special
Components: V, M, S
Duration: 1 day per 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 1,000gp value or more) per every five levels of wizard's experience. The owner of each doorknob must be named during casting. 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 where attached to a door, pushes, and an outline of a door will appear and the door will open into a $30' \times 30' \times 30'$ 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.

Electrosphere

School: Evocation
Range: 10 yards per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 7
Area of Effect: 3-yard per level radius sphere
Saving Throw: ½

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 moment 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 (2d4 + 1 per level of the wizard) damage from the lightning when the spell 'explodes'. All other creatures in the area of effect will take 1d6 + 1 per level of the wizard in damage 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.

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 wizard.

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 (50gp value). Both these materials disappear after the spell is cast.

Energy Shield

School: Abjuration
Range: 0
Components: V, S, M
Duration: 1 round per 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. Gasses 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 spell*, 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 3,000gp. This shield is lost in the casting.

Eye of the Beholder

School: 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.

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, or an eye of the deep may be substituted for the beholder's stalk.

Feather Fall Field

School: Alteration
Range: 0
Components: V
Duration: 1 turn per 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 200lbs weight plus 200lbs 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

School: Invocation/Evocation
Range: 10 yards
Components: V, S, M
Duration: 1 round per level
Casting Time: 7
Area of Effect: 40 feet wide, 20 feet high, 20 feet 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 yards away, and moves 10 feet per round as directed by the wizard; strong winds will move the cloud in another direction, but will not disperse it, nor will they move the cloud back towards the wizard. 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 wizard 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 wizard (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

School: Illusion
Range: 0
Components: V, S, M
Duration: 1 turn + 1 round per 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, or 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*. Afterwards, 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 recognised 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

School: Alteration
Range: 10 yards
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

School: Abjuration
Range: Touch
Components: V, S, M
Duration: 1 round per level, minus 7 rounds
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 tenth-level fighter attacking an AC 5 wizard with *improved armour reversal* would need a die roll of 5 or less to hit the wizard; if the fighter had a Strength of 17 (+1 to hit) and a +2 weapon, he would now need a die roll of 2 or less (5 minus 1, minus 2) to hit the wizard.

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 20gp value, and a diamond of no less than 250gp value.

Kiri's Mega Magic Missile

School: Evocation
Range: 60 yards + 10 yards per level
Components: V, S
Duration: Instantaneous
Casting Time: 1
Area of Effect: One or more targets
Saving Throw: None

In all respects, this is the same as the first-level *magic missile* spell except that an unlimited number of missiles can be created and fired at multiple targets (unlike *Snilloc's major missile* in the Forgotten Realms Handbook).

Kiri's Spell Container

School: Alteration, Enchantment
Range: Touch
Components: V, S, M
Duration: 1 round per level or until filled
Casting Time: 1 round
Area of Effect: One item (but see below)
Saving Throw: None

The purpose of this spell is to turn an item (cloak pin, etc.). into a container for a second spell. The second spell must be cast while the container still persists or it will fade away and be wasted. After the second spell is cast, it becomes trapped inside the enchanted container. It can be released any time later when the command word is spoken that was specified darning the casting. The released spell is then under the control of the user of the container.

Note that instantaneous spells like *fireball*, *magic missile*, *power words*, *symbols*, etc. cannot be placed in a container.

The material component of this spell is a platinum infinity symbol worth at least 100gp. It is destroyed in the casting of the spell.

Lestat's Legion

School: Evocation
Range: Special
Components: V, S, M
Duration: 1 turn per 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, et al. available). Due to the mental overlap of the clones with the wizard, while any are within 100 yards 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 memorised 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 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 500gp) 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

School: Illusion, Necromancy
Range: Special
Components: S, M
Duration: 1d6 turns + 1 turn per 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 yards 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 memorised 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 1,000gp), 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.). Basically, a DM can enjoy some interesting roleplaying here...

Llewllynn's Wall of Force

School: Evocation
Range: 3o yards
Components: V, S, M
Duration: 1 round per level
Casting Time: 7
Area of Effect: 10 square feet per level
Saving Throw: None

This spell is equivalent to the fifth-level wizard spell *wall of force* (q.v.) in all respects save one: the wizard is able to manipulate the force wall. There are two versions available possible:

1. The wizard can cast the wall in a hemispherical or spherical shape around himself with himself as the centre point. The wizard can then move about and the wall will move with him. This version is tinted red.
2. The wizard can cast the spell as a wall (2-dimensional barrier) and then move in a direction with the wall moving 1 to 3 yards in front of him. The wall will always be in front of the wizard, 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

School: Alteration
Range: Touch
Components: V, S, M
Duration: 1 round per 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.

Magic Quench

School: Abjuration, Alteration
Range: 5 feet per level
Components: V, S, M
Duration: Permanent
Casting Time: 1 round
Area of Effect: 1-foot per level radius sphere
Saving Throw: None

This spell creates a sphere that has all the properties of a Forgotten Realms™ dead magic area (see the FR Sourcebook for details). The area of dead magic is permanent until destroyed (it may only be destroyed as per a dead magic area). The sphere of dead magic is non-mobile.

The material component for this spell is a pint of blood from any recently slain magic using creature. The blood is consumed when the spell is cast.

Mind Find

School: Divination
Range: Touch
Components: V, S, M
Duration: 1 round per level
Casting Time: 1 round
Area of Effect: 100-foot radius sphere
Saving Throw: None

This is an extremely powerful version of *true sight* combined with a form of *clairvoyance*. Like *true sight*, it allows the wizard to exactly locate people that are: displaced, *invisible*, *polymorphed*, *shape changed*, enchanted, or illusioned. However the spells effects the mind, not the eyes of the wizard, so the wizard can in addition see through fog, around corners, trees, etc. (anything within the 100-foot radius).

About the only things that will block the penetration power are the *non-detection* spell (a person using *non-detection* gets a save to see if the *mind find* worked), 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 wizard could locate the mind of someone 80 feet 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 non- Intelligence. The drawback to this spell is that it makes the wizard susceptible to mind-effecting spells, i.e. save at −2.

The material component of this spell is a whole mind flayer brain.

Nearthia's Combat Spell

School: Abjuration, Alteration, Divination
Range: 0
Components: V, S, M
Duration: 2 rounds per level
Casting Time: 7
Area of Effect: The wizard
Saving Throw: None

This spell prepares a fighter/mage for combat. It provides the benefits of the following spells:

- *Detect invisibility*,
- *Fly*,
- *Minor globe of invulnerability*,
- *Protection from normal missiles*,
- *Shield*, and
- *Strength*.

It also provides 25% magic resistance and 4 temporary fighter levels. This spell can only be cast by fighter/mages (or triple-classed characters with both classes).

Nearthia's Spell Vortex

School: Evocation
Range: 0
Components: V, S, M
Duration: 1 round per level
Casting Time: 1 round
Area of Effect: One vortex around the wizard
Saving Throw: None

Once this spell is cast a faintly visible 7–10 (1d4+6) foot tall vortex appears around the wizard, centered on his feet. The vortex is a container for spell energy. It can store up to 1 spell level per level of the wizard. The wizard 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 wizard 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 wizard that round. The wizard may do anything except spell casting and still be able to fire all his spells each round.

Noska Trades' Feign Dust

School: Conjuration, Necromancy
Range: Touch
Components: V, S
Duration: 3 hours + 1 turn per 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 20-foot 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.

Orko's Magic Resistance

School: Abjuration
Range: 10 yards per level
Components: V, S, M
Duration: 1 round per level
Casting Time: 5
Area of Effect: One creature
Saving Throw: None

Upon the utterance of the spell, the wizard creates an effect that drastically increases the target's health so that he will be able to resist the effects of magic. The base magic resistance is 10% + 5% per level of experience. The effects of the spell are identical to that of a person that would naturally have the resistance. All rules concerning magic resistance apply to this spell.

The material component for this spell is a pinch of platinum in the form of dust.

Orko's Petrifying Gaze

School: Evocation
Range: 5 yards per level
Components: V, S, M
Duration: 1 round per 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

School: 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 II

School: Illusion/Phantasm
Range: 100 feet
Components: V, S, M
Duration: 2 rounds per level
Casting Time: 2
Area of Effect: 5-foot per 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 100 feet 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 epicenter of the illusion at will. Finally, the illusion may 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

School: Evocation
Range: 100 yards + 10 yards per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 7
Area of Effect: 20-foot radius globe
Saving Throw: Half damage

This spell is similar to *fireball* except that it causes a burst of acid in a 20-foot 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.

Pilpin's Ravaging Spheres of Fire

School: Evocation
Range: Special
Components: V, S, M
Duration: 1 round per level
Casting Time: 1 round
Area of Effect: One 3-foot radius sphere per 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 yards of the wizard and roll in whichever direction the wizard points, at a rate of 100 yards 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 five feet 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

School: 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 wizard has the option of pulling the scrying creature through the two-way portal right to the wizards current location. The creature gets no saving throw and the process occurs almost instantly. The wizard, unless special measures are taken, has no control over the creature once it arrives.

This was another spell used by the paranoid wizard when he felt his defenses being compromised.

Prevention of Transmutation from Rock to Mud

School: Alteration
Range: 10 yards per level
Components: V, S, M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: 40 cubic yards per level
Saving Throw: None

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.

Prismatic Beam

School: Abjuration, Conjuration/Summoning
Range: 0
Components: V, S
Duration: Instantaneous
Casting Time: 7
Area of Effect: 70-yard long beam; 35-yard at end, 3-yard at base wide
Saving Throw: Special

This spell is similiar to *prismatic spray*, except that all 7 rays hit the same target. Great for zapping dragons, demons etc.

Read Mind

School: Divination
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.

Resist Magic

School: Abjuration
Range: Touch
Components: V, S, M
Duration: 1 turn per level
Casting Time: 7
Area of Effect: One creature
Saving Throw: None

When cast on a willing being, this spell confers 2% magic resistance per level of the wizard. If the being already has magic resistance, it is increased, but will never exceed 90%. This spell is not cumulative, i.e. you cannot cast two on one person. The first must expire before the second can be cast. The material component is the dried heart of a mind flayer.

Sarius' Fire Giant Manifestation

School: Conjuration
Range: 100 yards + 10 yards per level
Components: V, S, M
Duration: 1 turn per level
Casting Time: 7 turns
Area of Effect: Special
Saving Throw: None

This spell creates a golem-like creature which the wizard 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 wizard is killed, the creature will explode in a 70-foot 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, #ATT 1, Dam. 5d6, SP: Immune to fire, SZ: L (12 feet), 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 wizard 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, 30 feet in diameter, full of sulfuric acid (which will kill all vegetation in the area and causing 1d3 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 wizard's concentration is totally disrupted causing the creature to dissipate and any other spells the wizard currently controls will become dispelled unless the wizard has no control over the spells in question after casting them, and any spell the wizard is currently casting will be disrupted.

This spell requires only the slightest mental control of the wizard 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 (2 inches square) of leather containing a patch of fresh (not dried) fire giant hair mixed with ruby dust of no less than 1,000gp value. The fire giant hair may be kept fresh with a *preserve* spell or similar effect.

The source of this spell is Sarius Mendlekine.

Sarius' Temporal Demi-Plane

School: Conjuration, Evocation
Range: 10 yards per level
Components: V, S, M
Duration: 1 hour per 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 wizard through a special ($10' \times 10'$) gateway which is invisible to all creatures except the wizard unless they are able to use *true sight*. When cast, this spell causes astral or ethereal stone to form into a 10-foot cube. This cube houses the physical structure of the demi-plane, but the interior is a distorted dimensional area with a volume equal to 10 cubic feet of space per level of the wizard. 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 localised gravity which is under the control of the wizard (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 wizard may change the interior form, but may not decrease or increase the volume of the demi-plane. Volume form is changed in 10 foot cubic blocks, and it is impossible to make any area smaller than 10 cubic feet, though, pits and similar obstacles can be created. Also, the normal temperature in the demi-plane is 68 degrees Fahrenheit and may not be changed.

A wizard 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 sight*, and he is a wizard 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 wizard'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 wizard in an upward or downward progression, respectively. A wizard seeing the gateway and meeting the stated prerequisites will automatically know that this is possible. Otherwise, only spells of 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 wizard 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 memorised the wizard 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 1d100 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 of 10 and on the astral plane the duration is extended by a factor of 1,000. The material component of this spell is a miniature platinum ziggurat embedded with peridots and having a finished value of at least 1,000gp. The ziggurat weighs 1 pound.

The source of this spell is Sarius Mendlekine.

Sever Shadow

School: Illusion/Phantasm
Range: Touch
Components: V, S
Duration: 1 turn per 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 illusionary.

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

School: Alteration
Range: Touch
Components: V, S, M
Duration: 1 round per 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 similar to a *sword 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 500gp. 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 30,000gp.

Sillvatar's Dragon Bite

School: Conjuration/Summoning
Range: 10 feet per level
Components: V, S, M
Duration: 1 round per 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 2d8 points of damage. In addition, each attack receives a +2 on all to hit rolls.

The wizard 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

School: Alteration
Range: 300 yards
Components: V, S
Duration: Special
Casting Time: 1 hour
Area of Effect: Three hundred pounds per level
Saving Throw: None

Stash 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; for example, a small army with all its weapons and equipment could be stashed in time of peace and recalled when war started. A wizard 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

School: Conjuration/Summoning
Range: 50 yards
Components: V, S, M

Duration: 4 rounds + 1 round per level
Casting Time: 7
Area of Effect: Special
Saving Throw: None

Within one round of casting this spell, the wizard summons 1d2 wizards to aid him. The summoned wizards' level will be equal to $3/4$ the wizard's level, rounded down, up to a maximum of 20th level. The wizards will appear anywhere within the spell range as desired by the wizard, and will serve the wizard as per monsters summoned via a *monster summoning* spell. There is an 80% chance of summoning a wizard, 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 100gp), which is consumed when the spell is cast.

Tharos's Temporal Study

School: Alteration
Range: 1 foot
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 ($20' \times 20' \times 20'$). While in this room the wizard will be able to heal, rememorise spells, sleep (safely), or do anything else he is normally able to do, with the exception 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 hurdled into the void (note: the wizard does age normally when in the room).

The material component for this spell is 50gp value of each of the following: diamonds, rubies, ivory and jade.

Tonal Attack

School: Enchantment/Charm
Range: 60 feet per level
Components: V, S
Duration: 1 round per 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 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.

Uldark's Radiant Bolt

School: Conjuration/Summoning
Range: 100 yards + 5 yards per level
Components: V, S, M
Duration: Special
Casting Time: 7
Area of Effect: One creature per bolt
Saving Throw: $1/2$

When this spell is cast, a small interdimensional connection opens between the quasi-elemental plane of radiance and the wizard's plane; through this opening, a 1-foot diameter glowing sphere appears and slowly hovers around the wizard. This sphere contains all colours of the spectrum; this sphere will last for 2 rounds per level of the wizard; if not used to its full potential at that time, the sphere dissipates.

During any round which the sphere is in effect, the wizard 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 hp + 2 hp per level of the wizard. 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 wizard (to a minimum of 1%). Any creature entering the wizard's plane will normally be hostile to the wizard.

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

School: Illusion/Phantasm
Range: 200 yards
Components: V, S, M
Duration: Special
Casting Time: 2 turns
Area of Effect: Special
Saving Throw: None

Using this spell, the wizard 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 wizard may create a number of units according to the following table:

Level	# Units
14–15	2
16–17	3
18–19	4
20+	5

The army may appear anywhere within spell range as desired by the wizard. The army must not stray too far from the wizard; they may move up to a distance of 20 yards per level of the wizard. This spell will last until the wizard wishes it to end, or until all units of the army are destroyed; however, a single wizard 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 − wizard's level, and hit points equal to 2 times the wizard's level (i.e. a 16th-level wizard may create 3 units, each having an AC of 6 and 32 hp). All hits on the unit count against the unit's hit point total; an individual soldier may not be destroyed, even if all hits are on a single target. Once the unit's 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 armour class, and will be armed according to what material components are used; the wizard 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 wizard 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 wizard, the wizard 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 wizard 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

School: Alteration
Range: 0
Components: V, M
Duration: 1d10 rounds + 1 round per level
Casting Time: 1
Area of Effect: Special
Saving Throw: None

By use of this spell, the wizard creates a cylindrical tunnel of wind ten feet directly in front of the wizard, ten feet in diameter, and stretching 10 feet 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 10 feet per round and growing at both ends at the same rate. If 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

School: Illusion/Phantasm
Range: 10 yards per level
Components: V, S
Duration: Special
Casting Time: 7
Area of Effect: One creature
Saving Throw: Special

This spell creates an illusionary 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 wizard can see the creature). Once cast, the *fearstalker* will tirelessly pursue its target; if the victim does not succeed in making a disbelieve 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 wizard's level (rounded down), has 2 attacks (2d6/2d6), 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 hp 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 2d12 hours. Only a *heal* spell or a *wish* will rouse the victim from this coma. If the target reduces the *fearstalker* to 0 hp, it will vanish instantly. However, in this case, the *fearstalker* is not actually destroyed; it will reappear in 4d6 hours (at full strength) to again attack its victim (the *fearstalker* will not be able to return if the wizard 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 disbelieve 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 disbelieve 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 wizard. If the victim is asleep or otherwise unconscious when the *fearstalker* returns, the battle will take place in the target's dreams, and the disbelieve check is made with a −2 penalty.

Zandare's Twist

School: Alteration, Enchantment
Range: 10 feet per level
Components: V, S, M
Duration: Permanent
Casting Time: 7
Area of Effect: Special
Saving Throw: Negates

By means of this spell the wizard changes the target creature, effectively, inside out. The organs are outside the body and the skin is inside. DM's insert your own really graphic descriptions here... The wizard must have a small leather pouch for the casting. At the end of the casting, the wizard thrusts his hand into the bag and violently pulls the bag inside out. Now the target is either painfully turned inside out, or the wizard looks like a total fool. The spells 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.

Eighth Level Spells

Caligula's Vitality Drain

School: Alteration
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 7
Area of Effect: Special
Saving Throw: None

This terrible spell allows the wizard to drain the youth from a victim, revitalising himself, at the expense of aging the victim. Hardly a spell used by good-aligned wizards.

The wizard 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 wizard 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 wizard to break the spell.

The wizard is able to drain a decade for every four levels he possesses, i.e. 40 years at 16th-19th, 50 at 20th-23rd, etc. Each year takes a segment to drain, a decade drained per round. If the spell is broken during casting, the wizard 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 wizard only reduces in age by a year for every three drained from the victim.

Both wizard and victim will be affected by the change in age. The victim will only suffer the disadvantages of aging (Strength and Constitution loss), whereas the wizard will only experience the benefits (Strength and Constitution gain). After the spell, the victim will have visibly aged, with greying hair, and lined, shaggy skin. The wizard will appear envigourated, with grey disappearing from his hair, and the obvious return of muscle tone. The victim must save vs. paralyse, or pass out for 1d4 turns, if he is drained more than 20 years. The wizard will experience a temporary 1d4 increase in Strength (not including that gained from becoming younger), which will fade by 1 point a turn. The wizard will also feel as if inebriated, an affect which persists for 1d6 rounds.

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 wizard must save vs. paralysation, 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 wizard.

Cantor's Closed Cottage

School: Alteration, Conjuration
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 $1/2$ square mile per level of the wizard. The duration is a base 2 hours per level, modified as below:

- Each $1/2$ square mile added to the base amount lessens the duration of the spell by 2 hours.
- Each $1/2$ square mile 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.

Demonstar

School: Evocation
Range: 0
Components: V, S, M
Duration: 1 round per 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 immobilises 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

School: Abjuration
Range: 10 yards
Components: V, S, M
Duration: Permanent
Casting Time: 1 hour
Area of Effect: Twenty-seven thousand 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 mat be changed by recasting sanctum sanctorum.

Elemental Gate

School: Conjuration
Range: 50 feet
Components: V, S, M
Duration: Special
Casting Time: 1 hour
Area of Effect: One square foot per 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.

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:

Element	Spell Effect
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/ 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

School: Invocation/Evocation
Range: 10 yards per level
Components: V, S, M
Duration: 1 round per 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 wizard's hand; this jet is 5 feet wide and has a length of up to 10 yards per level of the wizard (the wizard may vary the length from 1 foot 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 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 wizard (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 all 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 wizard, 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 wizard 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 wizard 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 500gp together. The powdered gems are mixed together in the hand(s) of the wizard at the time of the casting; all material components are consumed with the casting.

Fire Gem

School: 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 5,000gp 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 wizards 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 $18 \div 5$ 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 $20 \times 5{,}000 = 100{,}000$gp gem. Also the wizard would be unable to cast spells for 20 days (due to effect of the *conduit* spell).

Freeze [2]

School: Abjuration
Range: 5 yards per level
Components: V, S, M
Duration: 1d4+1 rounds
Casting Time: 1
Area of Effect: One creature
Saving Throw: None

This spell will put one creature in *temporal stasis* for 1d4+1 rounds. This special *temporal stasis* cannot be dispelled, but the affected creature cannot be harmed, contacted or influenced for the duration of the spell.

The short, variable duration makes this more of an "escape from the bad guys" spell than an attack spell, but you can always pick up your newly-created statue and do interesting things to him—as long as this is done quickly. This works best if you have cliffs or volcanoes nearby. This spell was researched by Whitewolf.

Improved Mirror Image

School: Illusion/Phantasm
Range: 0
Components: V, S, M
Duration: 4 rounds per 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 500gp.

Jamye's Spell Reversal

School: Alteration
Range: Touch
Components: V, S, M
Duration: 1 round per level, minus 10 rounds
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 wizard 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 wizard 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 wizard 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 300gp, and a doughnut made less than 24 hours previously.

Life Leech

School: Necromancy
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 wizard. 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 immobilised in some way. The reverse spell works in the same fashion, except that the wizard 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.

Long-Range Carrier

School: Alteration
Range: 100 miles per level
Components: V, S
Duration: Instantaneous
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

Long-range carrier is identical to the fifth-level *5-mile carrier* spell except that the range is 100 miles per level of wizard.

Lorth's Sending

School: Alteration
Range: Touch
Components: V, S
Duration: Special
Casting Time: 8
Area of Effect: One creature per 2 levels
Saving Throw: Negates

Lorth's 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 wizard (rounded down) is Sent to a place defined by the wizard as for a *teleport* spell (the wizard must have a mental image of the place). The creatures must be touching the wizard, but 'chains' are possible. The wizard 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. *Lorth's sending* will not work across planar boundaries. Unwilling creatures receive a saving throw vs. magic to resist this spell.

Major Globe of Invulnerability

School: Abjuration
Range: 0
Components: V, S, M
Duration: 1 round per level
Casting Time: 4
Area of Effect: 10-yard diameter sphere
Saving Throw: None

This spell is the same as the fourth-level spell *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 wizard within the sphere, while allowing the wizard to cast spells through it.

Masol's Spell to Item Transferral

School: 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

School: Necromancy
Range: 5 yards per 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 wizard's palm towards its victim. The wizard 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 500gp. The gem is held in the hand of the wizard, and is consumed when the spell is cast.

Mystyk's Major Backlash

School: Abjuration, Invocation/Evocation
Range: 0
Components: V, S, M
Duration: 1 round per level
Casting Time: 8
Area of Effect: The wizard
Saving Throw: None

This spell is identical to *Mystyk's improved backlash* except for the following: when the wizard is hit in melee, any damage suffered is halved; in addition, if the wizard 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 800gp.

Mystyk's Plane Survival

School: Abjuration, Alteration
Range: Touch
Components: V, S, M
Duration: 1 day per level
Casting Time: 1 hour
Area of Effect: One creature per 5 levels
Saving Throw: None

This spell provides the wizard 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 wizard (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 wizard prepares the *plane survival* spell. After one hour has passed, the spell is complete; at this time, the DM (secretly) rolls 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 wizard will not know this until attempting to make use of the spell's protection).

If the spell was successfully cast, it will grant the wizard (along with others, if the wizard'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 wizard makes a successful save vs. paralysation, 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 wizard 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 1,000gp 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

School: Necromancy
Range: 5 yards per level
Components: V, S
Duration: Permanent
Casting Time: 8
Area of Effect: One creature per level
Saving Throw: Negates

This spell causes a major disease and weakness in one or more creatures in the same way as the *contagion* spell. 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

School: Evocation
Range: 15 yards + 10 yards per 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.

Phase Conjugation

School: Abjuration
Range: 0
Components: V, S, M
Duration: 1 round per 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, which 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 lighting* 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 1,000 GP.

Pilpin's Black Death

School: Conjuration/Summoning
Range: 120 yards
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 Dark Wall

School: Conjuration/Summoning
Range: 200 yards
Components: V, S, M
Duration: 1 day per level
Casting Time: 7
Area of Effect: Fifty thousand square feet
Saving Throw: Special

The spell conjures a 1 foot 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 to 2+	−4
3 to 4+	−3
5 to 6+	−2
7 to 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 50,000 square feet. 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 Ephemeral Wand

School: Enchantment
Range: Touch
Components: V, S, M
Duration: 24 hours
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 memorised 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 memorise 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 1,000gp in craftsmanship) and topped with a diamond worth at least 1,000gp. 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

School: Necromancy
Range: 10 yards
Components: V, S, M
Duration: 1 turn per level
Casting Time: 10
Area of Effect: Creature touched
Saving Throw: Negates

This spell creates a link between the wizard 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 material components of the spell are a chip of jet, an herbal tea of spearmint and devil's dung, and a wooden disc. The recipient must be an intelligent, living native of the wizard's home plane.

Remember

School: Enchantment/Charm
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

School: 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 200gp. If a magic item is being repaired, a special tool set costing one tenth the value of the damaged item, or 2,000gp, whichever is greater, must be used. The item must than save vs. magical fire for the spell to work.

Rune III

School: Enchantment
Range: Special
Components: V, S, M
Duration: Until Discharged
Casting Time:
Area of Effect: Variable
Saving Throw: Variable

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 *rune*. The material component is 100gp gems and inks per level of the spell contained in the rune.

Sarius' Ethereal Gateway

School: Conjuration/Summoning
Range: 20 yards per level
Components: V, S
Duration: Special
Casting Time: Special
Area of Effect: Special
Saving Throw: None

This spell allows a wizard to create a $10' \times 10'$ 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 waterous 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 wizard gains the ability to create an additional $10' \times 10'$ 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 $10' \times 10'$ 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 $10' \times 10'$ 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 wizard creates a gateway with dimensions of $30' \times 10'$ 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 $10' \times 10'$ 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	Cumulative Effects
1	1 day	Visible on the exit side
2	10 days	Invisible on exit side
3	100 days	Magic items may keep powers†
4	1,000 days	+10% *dispel magic* resistance
5	10,000 days	+20% *dispel magic* resistance
6	Permanent	+30% *dispel magic* resistance
7	Permanent	+40% *dispel magic* resistance
8	Permanent	(each power slot adds +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 $10' \times 10'$ block is added onto the area (i.e., two turns for two $10' \times 10'$ blocks or slots, four turns for three $10' \times 10'$ blocks or slots, eight turns for four $10' \times 10'$ 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 wizard spends casting this spell the wizard's Constitution score is reduced by one point. If the wizard'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 wizard'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 wizard may freely take creatures back through the exit side by touching them as they pass through. The wizard may create magical amulets (base 500gp value) which will allow any creature to freely use gateways cast by him as though he were touching them. On the ethereal plane, the wizard and anyone possessing an amulet will be able to find any portal of the wizard in 5–50 hours.

Any wizard 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 wizard's current level and the level of the wizard 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 wizard wishes, whether before or after the casting of this spell. This spell will not work with the eighth-level *permanency* spell.

The source of this spell is Sarius Mendlekine.

Seizure

School: Alteration, Charm
Range: 10 feet + 2 feet per level
Components: V, S, M
Duration: 1 round per 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

School: 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 its 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.

The material components for this spell is a 5,000gp 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. Wizards are prone to cast this upon their spell books to always keep them handy.

Shout—Word of Sound

School: Alteration, Evocation
Range: 0
Components: V
Duration: Instantaneous
Casting Time: 1
Area of Effect: 5-foot per level long, 30 degrees wide arc
Saving Throw: $1/2$

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 1d6×1,000 feet may be attracted.

Sillvatar's Dragon Armour

School: Conjuration/Summoning
Range: 0
Components: V, S, M
Duration: 1 round per level
Casting Time: 8
Area of Effect: The wizard
Saving Throw: None

When this spell is cast, the wizard 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 wizard is equal to the appropriate dragon's armour class at age category 1d6. For example, if the material component was obtained from a green dragon, and a 6 is rolled for the age category, the wizard would have AC −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

School: Alteration, Evocation
Range: 10 feet per level
Components: V, S, M
Duration: 1d4 rounds + 1 round per level
Casting Time: 7
Area of Effect: 20-foot radius
Saving Throw: Special

This spell creates a 20-foot 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 100 to 150 feet; 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 500gp and a bent compass needle.

Sonic Blast

School: Illusion/Phantasm
Range: 0
Components: S
Duration: Instantaneous
Casting Time: 1
Area of Effect: 60-foot + 10-foot per level long, 60 degrees wide 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	2d20	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 (50%)

This spell only has a verbal component.

Stargate

School: Alteration
Range: Infinite
Components: V, S, M
Duration: 1 hour per level
Casting Time: 1 turn
Area of Effect: Two gates
Saving Throw: None

This spell creates a gate between the wizard's current location and any location which the wizard has been before. The gate can be freely crossed in either direction and will last one hour per level of wizard. Range is not an issue (hence the name of the spell). Anyone can cross the *stargate*, as long as it is in existence.

Stone Protection

School: Abjuration
Range: 10 yards per level
Components: V, S, M
Duration: 1 hour per level
Casting Time: 1 turn
Area of Effect: 30 cubic yards per 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 *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 400gp weight.

This spell was researched by Whitewolf. Like *freeze* [2] (q.v.), this is a pretty silly spell just for castle defense.

Summon Wraith

School: Conjuration/Summoning, Necromancy
Range: 10 yards
Components: V, S, M
Duration: 1 round + 1 round per level
Casting Time: 5
Area of Effect: 10 foot 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 priest who resisted them.

The material component of this spell is a piece of black jet.

Sunball

School: Evocation
Range: 10 yards + 10 yards per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 8
Area of Effect: 20-foot radius
Saving Throw: 1/2

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 2,000gp to make and is lost in the casting.

Teleport Block

School: Abjuration
Range: 10 yards per level
Components: V, S, M
Duration: 1 hour per level
Casting Time: 1 turn
Area of Effect: One thousand cubic feet per level
Saving Throw: Special

This spell prevents teleportation into or out of the region specified by the wizard, which may be of any shape and any size, up to 1,000 cubic feet 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 wizard, 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 wizard 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

School: Alteration
Range: 10 yards per level
Components: V, S, M
Duration: 1 day per level
Casting Time: 1 round
Area of Effect: 10-yard per level radius globe
Saving Throw: None

This spell causes all creatures *teleport*ing into or out of the area of effect to arrive in a prepared area. The area which the wizard wishes people to appear in must also be in the area of effect.

The space the wizard wishes incoming *teleport*ers to arrive at must be open area, free from objects. It can be in the air however, causing incomers to fall. Should a person *teleport*ing 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 $10' \times 10' \times 10'$. 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 wizards guest chambers. If Golstein the Chaotic decides to send his 18-foot 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 teleport* and the like also would be warped. This is a great spell for the wizard wishing to block an area for outside aid coming in short of all planar travel.

Material component is a lodestone which must be placed in the location the wizard wishes *teleport*ers to arrive. It is consumed upon casting.

Twin

School: Evocation
Range: 0
Components: V, M
Duration: special
Casting Time: 20 minutes
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 peronality: 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):

Roll	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

School: Alteration
Range: 10 yards per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 8
Area of Effect: 5-foot per 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 assunder 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.

Ninth Level Spells

Animate Dead III

School: Necromancy
Range: 10 yards per level
Components: V, S, M
Duration: Permanent
Casting Time: 1 round per level
Area of Effect: Special
Saving Throw: None

This more powerful version of *animate dead II* allows the wizard to create undead up to $1/3$ of his level in hit dice. Otherwise it is identical to *animate dead II*.

Bone Shatter

School: Evocation
Range: Touch
Components: V, S, M
Duration: 1 round per 5 levels
Casting Time: 9
Area of Effect: One creature
Saving Throw: Special

This is a more powerful version of the fifth-level spell *bone splinter*. It is identical to that spell except that is has a $+3$ to hit bonus and causes a serious compound fracture when a hit is scored in melee, with the following results:

Place	Mod.	Effects
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 Constitution points and 2d8 points of damage (no save).
spine‡	−8	severed vertebrae: save vs. spell or die; otherwise paralysed until healed or cured.
pelvis	−4	major hip fracture: −6 to Dexterity 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.

Celestarion's Barrier of Blackwhite

School: Abjuration, Necromancy
Range: 0
Components: 2 rounds
Duration: 1 round per level
Casting Time: V, S, M
Area of Effect: 10-foot radius sphere
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:

1. It prevents any spells going through it. What happens is that the spell energy is drawn into the top of the sphere.
2. 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.
3. All magic within the sphere is unaffected. Spells cannot be cast out of it, but can be cast within it.
4. 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.
5. No magic items of any sort can pass through.
6. Normal physical objects can pass through as can psionic attacks.
7. 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 20,000gp value each. Both are lost in the casting.

Celestarion's Total Blast

School: Evocation, Necromancy
Range: 240 yards + 10 yards per level
Components: 9
Duration: Instantaneous
Casting Time: V, S, M
Area of Effect: One creature per 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.

1. A blast of scintillating energy erupts from the wizard's hands and strikes the target.
2. The target has to make a saving throw versus spells at −6. This spell also causes magic resistance rolls to be made at −30%.
3. Failure of the saving throw totally *disintegrates* the target.
4. Success of the save means the target takes 10d20 hitpoints of damage and, if still alive, is stunned for 1d4 turns.
5. 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

School: Invocation/Evocation
Range: 150 yards
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 20-foot 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:

Round	Damage	Radius	Save Bonus
1	8d8	20 feet	0
2	4d8	15 feet	+1
3	2d8	10 feet	+2
4	1d8	5 feet	+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 wizard'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 600gp.

Damians Mindswap

School: Enchantment/Charm
Range: 70 yards
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 creatures soul from its body and temporarily place it in a gem of not less than 15,000gp. At the same time the wizard's 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 wizard and victim have essentially swapped minds (or bodies, whichever you prefer), this has the effect that the wizard now takes on the physical attributes of that body (i.e. Strength, Constitution, Dexterity and Comeliness). The wizard does retain his own mental capacities and previous knowledge (i.e. Intelligence, Wisdom, Charisma), hit points and level.
2. If the wizard or victim can kill their old body (i.e. their swapped body) then the others soul goes to its respective plane. Thus, after completion of the spell, if the wizard 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 priest casts an *exorcise* spell at either body (both have to be within 70 yards 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 wizard's soul and need never fear this spell from the same wizard again.

Demonic Immunity

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

This spell requires a demon's amulet of at least a type I demon, which is slowly consumed and will be destroyed when the spell ends. It renders the wizard invulnerable to all demonic powers. It offers no protection from physical attacks, however. The wizard cannot be *telekinesed*, charmed by a demon, demon's *unholy words* are ineffective, etc. All demonic powers have no effect.

The tougher the demon's amulet, the longer the spell lasts. The duration can be split between people.

Type 1 demon: lasts 4 rounds..

Type 2 demon: lasts 6 rounds.

Type 3 demon: lasts 8 rounds.

Type 4 demon: lasts 12 rounds.

Type 5 demon: lasts 20 rounds.

Type 6 demon: lasts 50 rounds.

Any named demon: lasts 100 rounds.

Ding Shu's Draconian Holocaust

School: Invocation/Evocation
Range: 200 yards + 10 yards per level
Components: V, S, M
Duration: 1 round
Casting Time: 9
Area of Effect: 2 feet by 10 feet per level rectangle
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 2 feet wide by 10 feet long per level of the wizard. 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 $3/2/1/^1/_2$ points to wood/earth/soft stone/hard stone per level of the wizard.

The material component of this spell is the scale from a fire breathing dragon and a potion of firewater.

Ding Shu's Marvelous Chopsticks

School: Conjuration/Summoning
Range: 120 yards
Components: V, S, M
Duration: 2 rounds per level
Casting Time: 6
Area of Effect: 120-yard radius sphere
Saving Throw: None

This spell brings into existence a pair of huge chopsticks, 30 feet long, which attacks all creatures as if they were AC 10 (modified by Dexterity). These giant chopsticks attack with the wizard's THAC0.

Victims weighing more than 5 tons are immobilised 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 wizard 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 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 hp, 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 hp 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 wizard to cast other spells, and maintain concentration on them instead.

If the wizard 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 wizard and depositing them in the mouth when space allows.

Naturally, the material component of this spell is a pair of chopsticks.

Ditan's Nullify

School: Alteration/Necromancy
Range: 30 feet + 10 feet per level
Components: V, S, M
Duration: 1 Week
Casting Time: 9
Area of Effect: One creature with his magic items
Saving Throw: Negates

This spell is a more powerful version of the seventh-level spell, *Ditan's minor nullify*. This spell stops the wizard or priest from using their abilities for a week, as well as temporarily disabling any carried magic items to function. Items get a saving throw vs. crushing blow, while artifacts are not affected at all. The wizard has a 30% chance of being affected, but if he is affected, he is affected as if by a *minor nullify*.

The material component for this spell is a 1,000gp ball of obsidian, and a 1,000gp diamond, that are both consumed in the casting. The victim's saving throw is at -8.

Ditan's Portable Dwelling

School: Alteration/Conjuration
Range: Special
Components: V, M, S
Duration: 1 day per 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.

Ditan's Power Striping

School: Alteration/Necromancy
Range: 100 feet + 10 feet per level
Components: V, S, M
Duration: Until Dispelled
Casting Time: 2 rounds
Area of Effect: One creature
Saving Throw: Special

When this spell is cast the wizard calls into being two spheres of negative energy, one from the realm of negative magic energy, and one from the quasi-negative material plane. The spheres are then hurled at the victim, and the character gets a saving throw at -6, or will be affected. If affected, the character loses all the abilities of his class or classes. Spells will not work, specialisation is lost, and skills are forgotten. The only way to dispel this effect is a *wish* or divine intervention. A *limited wish* will temporarily (1d20 turns) restore abilities.

The material component for this spell is a 1-foot cube of obsidian, the eye of a black dragon, and a trapped soul of a demon of at least 16 HD. All spell components are consumed in the casting. There is a 50% chance that the soul of the demon is being released, and trying to take over the wizard, who, when taken over, is drained of all spell abilities for 1d4 years.

Dual Casting

School: Alteration
Range: 0
Components: V, S, M
Duration: Until Used
Casting Time: 1 turn per level
Area of Effect: Self
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 2,000 gold pieces per level of the wizard. The egg is eaten (fried or hard boiled) and the sphere vanishes during casting.

Eldarr's Major Spell Conversion

School: Alteration
Range: 0
Components: V, S, M
Duration: 1 hour per level
Casting Time: 3 turns
Area of Effect: The wizard
Saving Throw: None

This spell is similar to the two other *spell conversion* spells, except it may convert any spell of level 9 or less to any known spell of eighth 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 800gp.

Energy Ball

School: Evocation
Range: 60 yards + 10 yards per level
Components: V, S, M
Duration: Instantaneous

Casting Time: 9
Area of Effect: 20-foot radius
Saving Throw: $1/2$

This *fireball*-type spell does all of its 'damage' with positive matter. Consequently, it heals 1d6 hp per level of the wizard. Negative matter beings suffer 4d6 per level of the wizard.

A negative energy version of this spell also exists. It drains one level per 10 levels the wizard possesses. A successful saving throw halves damage and negates the energy drain.

The material component for the positive matter version is a white pearl worth at least 1,000gp. The negative version uses a black pearl of similar value.

Energy Bolt

School: Evocation
Range: Special
Components: V, S, M
Duration: Instantaneous
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

This spell is identical to *Bigby's besieging bolt* in every way, except that it is a bolt of positive energy, and only one bolt is fired. Like the *energyball*, negative matter creatures take triple damage, and it also has a negative matter analogue which drains one level per 10 levels of the wizard.

The material components for these spells are a flawless diamond, and a black diamond respectively, each worth at least 1,000gp.

Expanded Awareness

School: Alteration, Divination
Range: 5 yards per level
Components: V, S, M
Duration: 1 turn per level
Casting Time: 9
Area of Effect: One creature
Saving Throw: None

This spell, when used, gives the wizard a great deal of information about the immediate area. The wizard receives the effects of the following spells or spell like powers:

- *Detect charms* and *curses*,
- *Detect enemies*,
- *Detect evil/good*,
- *Detect illusion*,
- *Detect invisibility*,
- *Detect lie*,
- *Detect magic*,
- *Detect phase*,
- *Detect poison*,
- *Detect psionics*,
- *Detect secret doors*, and
- *Detect traps*.

The spell remains constantly in effect and the wizard receives all the information at once. There is no problem with assimilating the data. The range of detection for this spell is 5 yards per level of the wizard.

With the appropriate spell reversals, the wizard 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 wizard will cause him to be unable to *detect evil/good*. In some instances, it will become obvious to the wizard that some of the detections are lost.

The wizard does not have to concentrate to use this spell, the information arrives immediately and the wizard knows instantly. The wizard 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

School: Invocation/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 2 foot wide boulder, they will rejoin 2 feet 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 500gp. The gems and the volcanic rock are consumed when the spell is cast.

Fenzill's Phantasmal Fingers

School: Necromancy
Range: 40 yards + 5 yards per level
Components: V, S, M
Duration: 2 rounds per 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 wizard (although a successful save vs. spell reduces this damage by half). The wizard may end the spell with a single word.

Genocide

School: Evocation, Necromancy
Range: 5 yards per level
Components: V, S, M
Duration: Permanent
Casting Time: 9
Area of Effect: 20-foot radius sphere
Saving Throw: Special

This spell allows the wizard to kill one or more creatures of the same species: the wizard chooses a creature as the initial target for the spell, and after the incantations are complete, a black bolt shoots forth from the wizard'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, 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 wizard (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 wizard; in addition, the wizard 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 wizard due to loss of blood (see material components below), especially if the spell is cast more than once is a short period of time.

The material components of this spell are a pint of the wizard'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 wizard makes a successful save vs. spell.

Greater Disintegration

School: Abjuration, Alteration
Range: 100 feet per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 9
Area of Effect: 10-foot long cube per 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 1,000 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.

Greater Extradimensional Space

School: Alteration, Enchantment
Range: Touch
Components: V, S, M
Duration: 1 week + 1 day per level
Casting Time: 1 turn per level
Area of Effect: One 10-foot cube per 6 levels
Saving Throw: None

This powerful spell creates a large extradimensional space lasting one week, plus one day per level. The space is one 10-foot cube per 6 levels. The material components are a door and 3,000gp worth of transplanar quartz per 6 levels of the wizard.

Greater Invisibility

School: Alteration, Illusion
Range: 0
Components: V, S, M
Duration: Until user attacks
Casting Time: 9
Area of Effect: I creature
Saving Throw: None

This powerful cloaking spell offers complete undetectability to the user. Even *true seeing* is ineffective, as this spell was specifically designed to foil this type of magic. A *limited wish* will partially foil the spell, allowing the wizard to see a blurry outline (-4 to hit). A full *wish*, however, will bring the spell down. This spell is ineffective against *detect individual*, because of the narrow scope of that divination. The material component is invisible stalker ichor.

Improved Simulacrum

School: Illusion/Phantasm
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 9 Special
Area of Effect: One creature
Saving Throw: None

Improved simulacrum is identical to *simulacrum*, except that the simulacrum is created with but one spell; there is no need for *reincarnate* and *limited wish*. The material components are as per *simulacrum*.

Kiri's Immunity

School: Abjuration
Range: Touch
Components: V, S, M
Duration: 1 round per level

Casting Time: 8
Area of Effect: One person
Saving Throw: None

When a wizard enters hand-to-hand combat, he better have a very powerful defensive spell working in his favour. This is probably it:

The person whom this spell is cast upon is made totally immune to non-magical weapons and attacks. Furthermore, he takes minimum damage from magical weapons of any sort. As far as spells and psionics are concerned, the immunity provides the equivalent protection of a mobile, one-way *anti-magic shell* or total mind block. The wizard is also immune to normal fire, lightning, cold and so on. Breath weapons and like attacks also automatically do minimum damage. All saves are made at +4 for the duration of the spell.

The material component of the spell is an iron bracelet with the spells *Kiri's mystical coat of armour, Kiri's mystical screen, stone skin*, and *armour* permanently cast on it.

Kiri's Possession

School: Enchantment/Charm
Range: 10 feet per level
Components: V, S, M
Duration: 2 rounds per 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.

Kiri's Soul Transfer

School: Alteration, Enchantment
Range: Touch
Components: V, S, M
Duration: Instantaneous/Permanent
Casting Time: 1 turn
Area of Effect: Two people
Saving Throw: Negates

This morally questionable spell causes two beings or the wizard and another being to completely switch bodies. All skills, class abilities, hit points, Intelligence, Wisdom and Charisma stay the same as they were in the original body. The physical stats (Strength, Dexterity, Constitution) are now those of the new body (note that the hit points may have to be adjusted according to the new Constitution). The same occurs to the second person involved in the spell.

Unwilling participants are allowed a save vs. spells. If the spell *trap the soul* is cast at the same time, the *transfer* is saved against at −4.

The material components of the spell amount to 7,000gp worth of preparations taking 2 days.

Lazatar's Spellstopper

School: Abjuration
Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 2 hours
Area of Effect: 100 square foot section of wall per 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 wizard has obtained, he may protect up to a 100 square foot 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 wizard 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 wizard; thus a 19th-level wizard 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 wizard already has learned. Once this spell is cast, any of the chosen spells directed at the protected area automatically fail; the *spellstopper* has no affect on other spells.

The Spellstop*spellstopper*per 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 affect. 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 *transmute rock to mud*). Two rounds later, another *transmute rock to mud* is cast; subsequent dispel attempts now have and 10% bonus (5% for each *transmute 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 wizard's Constitution by 1d4 points; an hour of undisturbed rest will restore one Constitution point lost in this manner. If the wizard'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

School: Enchantment
Range: 50 yards
Components: V, S, M
Duration: 1 round per 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 wizard. 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'".

In combat, the sword will hit any armour class on a 19 or 20, it has the same hit points as a fighter of the level of the wizard (18 Constitution), has the same armour class as the wizard, and fights like a fighter of the same level (i.e. 2 attacks per round, THAC0 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 wizard (obviously) and requires no concentration to maintain. However the wizard must remain with 50 yards of the sword or it falls to the ground, inert (with magic drained from it). There are various ways to defeat the sword: render the wizard 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 wizards 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 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

School: Alteration
Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 3 hours
Area of Effect: The wizard
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

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

Lorth's translocation is a the most advanced *teleport*-class spell ever devised. Given a description of any sort, the wizard is able to place himself at the specific location. The description might be a detailed mental image, a verbal description, a painting, "thirty feet due east", "the center of the room in which stands the Sceptre of AshkaMankh", 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 wizard will be placed there, no matter where it is.

This spell can transport the wizard 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 wizard is slain instantly.

Magic Swarm

School: 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 wizard begins the incantations of the *magic swarm* and then 'loads' the spells to be bound into the it (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 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 and stipulations are placed on its use:

- Only one *magic swarm* spell may be memorised 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 wizard 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 wizard, the wizard must make a saving throw vs. spell; if this save fails, the *magic swarm* will discharge will full effect, centered on the wizard (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 wizard makes a successful saving throw vs. spell at -2.

Mass Death

School: 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 segments 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 50 feet plus 10 feet 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 center 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 digression.

This spell does not affect undead or creatures without functioning auditory organs.

Mental Library

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

This spell is similar to the *mental ledger* spell in that it enables the wizard to record information in some unused portion of the wizards brain and then gives the wizard 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 wizard to hold as many spells as he knows and any that the wizard might learn in the future. In fact, any spells that are stored in the wizards brain through the use of the spell will remain there essentially forever available for recall when necessary.

This spell also allows the wizard to record information other than spells in this 'storage area'. The wizard 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 wizard cast the spell again at the time that they wish to add more information.

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 50,000gp. To add more information in subsequent castings, the wizard would require a pure lead crystal of 5,000gp (as in the mental ledger spell).

This spell is highly useful for wizards 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 memorised, and it takes the time it takes the wizard to read a book to store a book (the wizard is allowed to take short breaks and sleep if there is a large amount of information being memorised).

Mezzalldam's Choking Fist

School: Evocation
Range: 3 yards per level
Components: V, S, M
Duration: 1 round per level
Casting Time: 9
Area of Effect: Special
Saving Throw: None

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 wizard (no concentration is required to do so—the wizard simply chooses the target). The hand does not automatically hit, but will attack using the wizard's THAC0, 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, Dexterity bonuses to armour class 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 spell's duration expires; the wizard can also end the spell with a single word.

The fist may be destroyed by direct attack; it has an AC of 2 and as many hit points as the wizard 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

School: Invocation/Evocation
Range: 10 yards per level
Components: V, S, M
Duration: 2 rounds
Casting Time: 9
Area of Effect: 5-foot wide, 5-foot per level long ray
Saving Throw: $1/2$

When this spell is cast, a 5-foot wide, electrically-charged, blue ray shoots from the wizard's finger, and strikes as directed up to distances of 10 yards per level of the wizard. 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 wizard (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 5 feet per level of the wizard.

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 wizard desires, the swarm may be continued for a second round. If full concentration is maintained, the wizard may move the swarm 10 feet per level of the wizard; if the wizard'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 wizards have discovered that the heart of a bronze dragon will also work as a material component for this spell.

Munch Magic Item

School: Alteration
Range: Touch
Components: V, S, M
Duration: 1 hour
Casting Time: 1 hour
Area of Effect: One magic item
Saving Throw: Special

By means of this spell, the wizard may drain the magical essence from powerful items, thus acquiring mana and/or special abilities. Of course, the spell requires the material component of a magic item, and the effects vary with the item, however, as a rule of thumb, the number of mana points acquired equal one hundredth of the experience point value of the item where given. Magic items are allowed to save against magic as wizards of a level equal to their mana point value, success indicating that the wizard was unable to complete the spell and the magic resulted in spell failure (see spell failure rules).

As an interesting side note, the wizard must save vs. spell when snuffing intelligent items or suffer a schizophrenia where the wizard must share his mind with the spirit of the item in question. Powerful artifacts are particularly nasty in this respect, having the ability of conferring special capacities upon the wizard, however, the risk of possession or domination also rises with the increased profit to be had.

Mystyk's Mystical Missile

School: Invocation/Evocation
Range: 10 yards + 10 yards per 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 wizard's hand; the ray will strike any creature as chosen by the wizard. 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 wizard, 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 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 wizard; if none exist (within spell range of the wizard), 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 500gp. All components are consumed when the spell is cast.

Noska Trades' Selective Death Spell

School: Necromancy
Range: 0
Components: V, S, M
Duration: 1 round
Casting Time: 6 hours
Area of Effect: $1/2$ mile per 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 5,000gp worth of powdered diamond.

Nuke

School: Evocation
Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 3 hours
Area of Effect: 100-yard per level radius sphere
Saving Throw: None

Creates a thermonuclear explosion of 2 kilotons power per level of wizard. Range is zero so unless used with one of the *carrier* spells this is a suicide weapon.

Orko's Absorption

School: Alteration/Evocation
Range: 0
Components: V, S, M
Duration: 5 rounds per 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

School: 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.

Orko's Laser

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

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	60 feet	$^1/_2$; made at -6
Medium	120 feet	$^1/_2$; made at -4
Large	240 feet	Negates

This spell has only somatic components.

Orko's Mnemonic Enhancer

School: 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 memorise and retain the memory of nine additional spells, in different combinations. The wizard can elect to memorise the spells immediately or the wizard may elect to retain the ability to memorise the spells until a later time.

The material components for this spell are a piece of golden thread, an ivory plaque of at least 1,000gp, an ink compose 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.

Orko's Permanency

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

This spell is almost identical to the eighth-level wizard spell *permanency*, save for the fact that the wizard can make any spell's duration permanent (at the DM's discretion). There is no monetary cost for the spell but still there is a cost, namely that the wizard loses two points of Constitution for each casting of this spell.

Orko's Time Travel

School: Alteration
Range: 0
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: The wizard or an optional 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.

Phantasmal Force III

School: Illusion/Phantasm
Range: 5 feet per level
Components: V, S, M
Duration: 1 round per 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.

Pilpin's Nightmare

School: 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 awaken 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 save is successful, 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

School: Alteration, Necromancy
Range: Touch
Components: V, S, M
Duration: Permanent until wizard reverses
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 creature's 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.

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 the by 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 1,000gp and a bit of fresh brain tissue from a mind flayer (not necessarily freshly acquired, possibly magically preserved).

Power Word, Vapourisation

School: Alteration, Conjuration/Summoning
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 9
Area of Effect: 10-yard per 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 cab be in any shape the wizard desires up 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 wizard 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 1d20 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 it's 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

School: Necromancy
Range: 20 yards per 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 wyrm or greater dragon slain by the wizard without using this spell.

Rune IV

School: Enchantment
Range: Special
Components: V, S, M
Duration: Until discharged
Casting Time:
Area of Effect: Variable
Saving Throw: Variable

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 *rune*. The material component is 100gp 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

School: Alteration
Range: 0
Components: V, S, M
Duration: 1 day per level
Casting Time: Special
Area of Effect: Special
Saving Throw: None

This powerful spell was researched by Sarius Mendlekine, Lord of Tel-norne. It is actually used to create a magical rod (3 feet long and 1 inch in diameter) that projects a continual zone of increased magical potential in a spherical area of effect equal to a radius of 1 yard 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 ninth-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 wizard of four levels higher than the wizard 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 wizard 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 wizard 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$\div(-5 \times\ -1) =$ 4 days. But, if the wizard had operated the rod (for more than 1 turn) before entering the gateway it would have lost a days duration and be calculated as: $19 \div(-5 \times\ -1) =$ 3.8 days, or 91.2 hours, or 547.2 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 recalculated 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 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 7,000gp). Then, 9 deep blue amethysts (1,000gp each) are inset to the side of the rod among the various runes of power, and a large sapphire (1,000gp) is affixed to the top. Once the rod has been fashioned (2 months creation time minus 1 day per level of wizard 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 wizard loses a single ninth-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 and the wizard 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 utilise the rod, in the hands of the original wizard 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 hp of damage to all that touch it, per segment of contact. In the last round is 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.

Sheets of Acid Fumes

School: Evocation
Range: 10 yards per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 7
Area of Effect: 50-foot radius
Saving Throw: 1/2

This spell is a super *acidball* which inflicts 1d6 hp per level of the wizard to all within a 50-foot radius. The material component is a black dragon scale. The saving throw is made at −4.

Sheets of Electricity

School: Evocation
Range: 10 yards per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 7
Area of Effect: 50-foot radius
Saving Throw: 1/2

This spell is a super *ball lightning* spell which inflicts 1d6 hit points per level of the wizard to all within a 50-foot radius. The material component is a blue dragon scale. The saving throw is made at −4.

Sheets of Fire

School: Evocation
Range: 10 yards per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 7
Area of Effect: 50-foot radius
Saving Throw: 1/2

This spell is a super *fireball* which inflicts 1d6 hp per level of the wizard to all within a 50-foot radius. The material component is a red dragon scale. The saving throw is made at −4.

Sheets of Force

School: Evocation
Range: 10 yards per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 7
Area of Effect: 50-foot radius
Saving Throw: 1/2

This spell is a super *forceball* which inflicts 1d6 hp per level of the wizard to all within a 50-foot radius. The material component is a stellar dragon scale. The saving throw is made at −4.

Sheets of Frost

School: Evocation
Range: 10 yards per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 7
Area of Effect: 50-foot radius
Saving Throw: 1/2

This spell is a super *iceball* which inflicts 1d6 hp per level of the wizard to all within a 50-foot radius. The material component is a white dragon scale. The saving throw is made at −4.

Sillvatar's Dragon Breath

School: Conjuration/Summoning
Range: 10 feet per 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 wizard 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 1d6 (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 $90' \times 5' \times 30'$ 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

School: Conjuration/Summoning
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 wizard.

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 wizard 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 withing 100 feet of the wizard, as desired. The individuals to be summoned must be on the same plane as the wizard 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

School: Evocation
Range: 40 yards
Components: V, S, M
Duration: Permanent
Casting Time: 12 hours
Area of Effect: 2-foot 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 wizard must prepare a special magical device, which costs 15,000gp 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 1 foot 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 wizard 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 wizard 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 wizard takes 1d20 points of damage for an unsuccessful hour of casting and the casting time is extended for anther hour. The spell will only be successful if 12 hours of continual casting is completed. Remember that if the spell is successful the wizard must still attempt to bring the sphere under his control. This spell in no way gives any special bonuses for control attempts.

If the wizard 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 memorised. 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 wizard reaches half of his original Constitution score he is extremely susceptible to diseases and will take 4× 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 wizard 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.

If the wizard 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 10 yards 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 wizard 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

School: 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 a 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.

Symmetry

School: 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, vapourised, melted etc. Note that like *nuke* this has a range of zero, so use of *long-range carrier* is advised.

Telnorne Force Layer

School: Evocation
Range: 10 yards
Components: V, S
Duration: Permanent
Casting Time: 1 hour
Area of Effect: One 10-foot long square
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 wizard 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 10 x 10 feet, and must be attached to a localised 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 wizard 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.

Uldark's Ultimate Summoning

School: Conjuration/Summoning
Range: 10 yards per level
Components: V, S, M
Duration: 1 round per 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 wizard 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 than two-thirds the wizard'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 wizard 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 wizard. If a good wizard summons an evil creature (or if an evil one summons a good creature) both the creature and the wizard must roll a save vs. spell. If the wizard succeeds and the creature fails, the spell proceeds normally; if the wizard fails and the creature succeeds, the creature will attack the wizard immediately; if both fail, the creature ignores the wizard (the wizard 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 800gp. The gem is consumed with the casting of the spell.

Tenth Level Spells

Conduit

School: Evocation
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 3 minutes
Area of Effect: Creature or item touched
Saving Throw: See below

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 segment that the *conduit* is open the wizard cannot cast spells for one full hour. The wizard may only keep a *conduit* open for one segment 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

School: 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.

Rune V

School: Enchantment
Range: Special
Components: V, S, M
Duration: Until Discharged
Casting Time: I Discharged
Area of Effect: Variable
Saving Throw: Variable

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 *rune*. 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.

Vorpal Blade

School: Alteration
Range: Touch
Components: V, S, M
Duration: 1 round per 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 act as a *vorpal weapon* 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, but plusses due to quality or an *enchant an item* spell do apply. The material component is a mithril razor enchanted to +6 with an *enchant an item* spell and a *sharpness* spell costing 1,000gp. 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 50,000gp.

Youth

School: Alteration
Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 10 turns
Area of Effect: One creature
Saving Throw: Success

This spell reduces the physiological age of the recipient by 8–18 (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 8–18 years. Only the recipient's natural saving throw is used in this roll.

The material component is a quart of dragon blood, and 1,000 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.

Spell Lists by School

Abjuration

Protection from Sun (Cantrip)
Shoo (Cantrip)
Umbrella (Cantrip)
Protection from Chaos (1st)
Protection from Rain (1st)
Sangfroid (1st)
Dispel Silence (2nd)
Exterminate II (2nd)
Protection from Enchantment (2nd)
Resist Paralysis (2nd)
Runetrue (2nd)
Shield II (2nd)
Sonic Barrier (2nd)
Astral Wall (3rd)
Dispel (3rd)
Enhanced Armour (3rd)
Force Shield (3rd)
Free Action [1] (3rd)
Kiri's Guardian Sigil (3rd)
Kiri's Mystical Coat of Armour (3rd)
Kiri's Mystical Screen (3rd)
Pander's Improved Identify (3rd)
Protection from Chaos, 10-foot Radius (3rd)
Soul Safe (3rd)
Stoneskin II (3rd)
Alpha's Acid Resistance (4th)
Damian's Insulated Envelope (4th)
Dreamoore's Eldritch Shield (4th)
Dreamoore's Warding Shield (4th)
Eldarr's Flameshroud (4th)
Eldarr's Shockshroud (4th)
Mystyk's Backlash (4th)
Necromantic Runes (4th)
Protection from Domination (4th)
Shadow Wall (4th)
Silhouette (4th)
Suppress Magic Resistance (4th)
Vanquil's Backbiter (4th)
Absorb Level Drain (5th)
Alpha's Incantation of Elemental Domination (5th)
Alpha's Lightningarmour (5th)
Alpha's Starshield (5th)
Chelymber's Improved Non-detection (5th)
Deflect Normal Weapon Attacks (5th)
Dheryth's Stone Integrity (5th)
Elemental Square (5th)
Jamye's Armour Reversal (5th)
Kiri's Protection from Seige Missiles (5th)
Negate Magic Resistance (5th)
Pentagram (5th)
Pilpin's Enhanced Alarm (5th)
Pobithakor's Protection (5th)
Programmable Dispel Magic (5th)
Protection from Cold (5th)
Protection from Electricity (5th)
Protection from Fire (5th)
Protection from Poison (5th)
Spiritual Triangle (5th)
Tonguetwister (5th)
Tryton's Armour (5th)
Tsugua's Uncontrollable Hiccups (5th)
Block Teleport (6th)
Copyright (6th)
Dheryth's Energy Cloak (6th)
Dheryth's Spell Support (6th)
Lestat's Liteblade (6th)
Merge Protection Inscriptions (6th)
Micah's Shield (6th)
Mystyk's Improved Backlash (6th)
Rape Trick (6th)
Rebels's Fly (6th)
Retroactive Dispel Magic (6th)
Super Mirror Image (6th)
Celestarion's Warding (7th)
Deflect Magic Weapon Attacks (7th)
Energy Shield (7th)
Jamye's Improved Armour Reversal (7th)
Magic Quench (7th)
Nearthia's Combat Spell (7th)
Orko's Magic Resistance (7th)
Prismatic Beam (7th)
Read Mind (7th)
Resist Magic (7th)
Dheryth's Sanctum Sanctorum (8th)
Fire Gem (8th)
Freeze [2] (8th)
Major Globe of Invulnerability (8th)
Mystyk's Major Backlash (8th)
Mystyk's Plane Survival (8th)
Phase Conjugation (8th)
Stone Protection (8th)
Teleport Block (8th)
Celestarion's Barrier of Blackwhite (9th)
Demonic Immunity (9th)
Greater Disintegration (9th)
Kiri's Immunity (9th)
Lazatar's Spellstopper (9th)

Alteration

Jamye's Appearing Ink (Cantrip)
Narek's Shears (Cantrip)
Remove (Cantrip)
Sobriety (Cantrip)
Sort (Cantrip)
Tune (Cantrip)
Vision (Cantrip)
Ahrvar's Forgery (1st)
Alpha's Wall of Darkness (1st)
Animate Mist (1st)
Buoyancy (1st)
Cat Spirit (1st)
Clean (1st)
Coloration (1st)
Darkness (1st)
Diminutive Darkness (1st)
Far Sight (1st)
Flu (1st)
Fool's Spell (1st)
Glow (1st)
Hallucinatory Steps (1st)
Influence Other (1st)
Jamye's Melodramatic Music (1st)
Kazago's Lock Pick (1st)
Mental Notepad (1st)
Personal Magnetism (1st)
Sand Spray (1st)
Sharpen (1st)
Static Charge (1st)
Swim (1st)
Tree Swipe (1st)
Waterproof (1st)
Acid Water (2nd)
Ambient Light (2nd)
Anvil Fall (2nd)

Cheffield's Major Feast (2nd)
Claws (2nd)
Cloud Walk (2nd)
Coin Toss (2nd)
Continual Sparks (2nd)
Dancing Fire Light (2nd)
Disposal (2nd)
Dreamoore's Explosive Missile (2nd)
Elemental Burst (2nd)
Gold To Gems (2nd)
Guilda's Sneakabout Light (2nd)
Razor (2nd)
Heat Feet (2nd)
Horizontal Rope Trick (2nd)
Kestrel's Voice of the Bat (2nd)
Kiri's Mystical Photographer (2nd)
Lightservant (2nd)
Magic Eye (2nd)
Malta's Pattern Creation (2nd)
Malta's Pattern Image (2nd)
Pobithakor's Pacifier (2nd)
Pointdexter's Dex Points (2nd)
Refresh (2nd)
Resist Cold (2nd)
Secret Light (2nd)
Sound Bit (2nd)
Spell Tell (2nd)
Spider Climb II (2nd)
Strengthen (2nd)
Talking Mist (2nd)
Transcribe Song (2nd)
Tread of the Corpse (2nd)
Vanquil's Tent (2nd)
Veschiul's Shadowcurse (2nd)
Waterproof (2nd)
Wings (2nd)
Alpha's Darklight (3rd)
Alpha's Flames of the Faltine (3rd)
Alpha's Lucent Lance (3rd)
Bilador's Spellshape (3rd)
Bleed (3rd)
Brains (3rd)
Burning Hands II (3rd)
Chime (3rd)
Control Normal Fires (3rd)
Disrobe (3rd)
Dwindle (3rd)
Eldarr's Spell Conversion (3rd)
Enhance Illusion (3rd)
Forget Spell (3rd)
Free Action [2] (3rd)
Gaseous Form [1] (3rd)
Go-behind (3rd)
Gymlainac's Lightbend * (3rd)
Hang (3rd)
Improved Continual Light (3rd)
Intelligent Mist (3rd)
Jam Radio (3rd)
Jamye's Prismatic Snowball (3rd)
Kiri's Giant Strength (3rd)
Leap (3rd)
Malta's Pattern Transport (3rd)
Merkridan's Misplayal (3rd)
Molten Ground (3rd)
Open Book (3rd)
Orko's Lubricity (3rd)
Resist Electricity (3rd)
Resist Fire (3rd)
Sanh's Slippery Surface (3rd)
Selective Defiling (3rd)
Shut Up (3rd)
Strength of the Damned (3rd)
Timejump (3rd)
Timespeed (3rd)
Warstone (3rd)
Wimbly's Enwrapment (3rd)
Advanced Magic Mouth (4th)
Alpha's Chill of the Void (4th)
Alpha's Elemental Form (4th)
Alpha's Firefall (4th)
Alpha's Flames of Falroth (4th)
Alpha's Ray of Paralysis (4th)
Cheffield's Kingly Feast (4th)
Circle of Protection (4th)
Continual Ambience (4th)
Deave (4th)
Dheryth's Monomorph (4th)
Enemy Blink (4th)
Excite Fire (4th)
Fellstar's Flaming Water (4th)
Force Bolt (4th)
Gaseous Form [2] (4th)
Glamden's Mixer (4th)
Hydro Shield (4th)
Illumine (4th)
Improved Magic Mouth (4th)
Inertia (4th)
Jadwin's Concentration Conspiracy (4th)
Jamye's Greased Pig (4th)
Jamye's Morning After (4th)
Jibril's Anti-magic Shield (4th)
Kiri's Container (4th)
Missile Multiplication I (4th)
Orko's Gaseous Form (4th)
Peace And Quiet (4th)
Rathe's Mage Lock (4th)
Resist Acid (4th)
Reverse (4th)
Sarius' Mage Ward (4th)
Stone Bridge (4th)
The Nimbleton Hold (4th)
Time Warp (4th)
Vanquil's Lightshed (4th)
Wind Blast (4th)
5-mile Carrier (5th)
Alpha's Moons of Munnopoor (5th)
Alpha's Starshield (5th)
Alpha's Wizard Light (5th)
Chaos Magic * (5th)
Continual Secret Light (5th)
Double Fly (5th)
Dust Devil (5th)
Eyeray (5th)
Flashburn (5th)
Kiri's Excellent Skill (5th)
Lycanthropy (5th)
Master of Arms (5th)
Meillikhom's Room of Seclusion (5th)
Mental Ledger (5th)
Missile Multiplication II (5th)
Rathe's Contingency Trigger (5th)
Sarius' Ethereal Transfer (5th)
Sex Change (5th)
Spell Turning (5th)
Sting (5th)
Tonguetwister (5th)
Traelanger's Extermination (5th)
Travel Cancellation (5th)
Warboulder (5th)
Wiley's Door (5th)
Wiley's Teleport (5th)
Alpha's Firefountain (6th)
Dheryth's Energy Globe (6th)
Diamondblade (6th)

Dreamoore's Eldritch Decagon (6th)
Dreamoore's Viper Lance (6th)
Eldarr's Improved Spell Conversion (6th)
Etherealness (6th)
Feeblebody (6th)
Giant Strength (6th)
Improved Wiley's Door (6th)
Jadwin's Free Thoughts (6th)
Jadwin's Illusion Enhancer (6th)
Lorth's Stasis (6th)
Mage Lock (6th)
Masol's Light Blast (6th)
Mass Teleport (6th)
Noska Trades' Immortal Mount (6th)
Pilpin's Etherealness (6th)
Pilpin's Massmorph (6th)
Pilpin's Transformation (6th)
Quicksilver (6th)
Retroactive Dispel Magic (6th)
Sarius' Platinum Platform (6th)
Spell-link (6th)
Staff of Light/darkness (6th)
Teleport Trap (6th)
Teleport Via Fire (6th)
Teleportal (6th)
Wizard Watch (6th)
Channelling (7th)
Chaos Environment * (7th)
Contingent Polymorph Other (7th)
Ditan's Demolition (7th)
Ditan's Everdeep Pocket (7th)
Ditan's Minor Nullify (7th)
Ditan's Portable Quarters (7th)
Feather Fall Field (7th)
Jamye's Flesh To Toast (7th)
Kiri's Spell Container (7th)
Luck (7th)
Magic Quench (7th)
Nearthia's Combat Spell (7th)
Orko's Spell Extension (7th)
Pobithakor's Placer (7th)
Prevention of Transmutation from Rock To Mud (7th)
Sharpness (7th)
Stash (7th)
Tharos's Temporal Study (7th)
Wind Tunnel (7th)
Zandare's Twist (7th)
Caligula's Vitality Drain (8th)
Cantor's Closed Cottage (8th)
Jamye's Spell Reversal (8th)
Long-range Carrier (8th)
Lorth's Sending (8th)
Masol's Spell To Item Transferral (8th)
Mystyk's Plane Survival (8th)
Repair (8th)
Seizure (8th)
Sheath (8th)
Shout—Word of Sound (8th)
Smoke Cage (8th)
Stargate (8th)
Teleport Warp (8th)
Vandergast's Vacuous Void (8th)
Ditan's Nullify (9th)
Ditan's Portable Dwelling (9th)
Ditan's Power Striping (9th)
Dual Casting (9th)
Eldarr's Major Spell Conversion (9th)
Expanded Awareness (9th)
Greater Disintegration (9th)
Greater Extradimensional Space (9th)
Greater Invisibility (9th)
Kiri's Soul Transfer (9th)
Lichdom (9th)
Lorth's Translocation (9th)
Magic Swarm (9th)
Mental Library (9th)
Munch Magic Item (9th)
Orko's Absorption (9th)
Orko's Dimensional Travel (9th)
Orko's Mnemonic Enhancer (9th)
Orko's Permanency (9th)
Orko's Time Travel (9th)
Pilpin's Soul Exchange (9th)
Power Word, Vapourisation (9th)
Sarius' Endosmotic Zone of Magic (9th)
Staff of Smiting (9th)
Learn Language (10th)
Vorpal Blade (10th)
Youth (10th)

Conjuration/Summoning

Buggery (Cantrip)
Invisible Scribe (Cantrip)
Stone (Cantrip)
Alpha's Acid Stream (1st)
Alpha's Hunting Hound (1st)
Azalldam's Fabricated Bridge (1st)
Jamye's Melodramatic Music (1st)
Orko's Initial Marker (1st)
Pilpin's Mapper (1st)
Pilpin's Prompt (1st)
Sand Skin (1st)
Sigil (1st)
Wimbly's Wonderful Web (1st)
Alpha's Starblades (2nd)
Azalldam's Fabricated Boat (2nd)
Bigby's Groping Fingers (2nd)
Death's Dark Grasp (2nd)
Dust Warriors (2nd)
Fog Phantom (2nd)
Garinthrall's Hideous Leech (2nd)
Lightservant (2nd)
Magic Mike's Projection (2nd)
Orko's Eternal Indestructible Everflavourable Nonstick Bubblegum (2nd)
Petition (2nd)
Zhaida's Instant Stoneskin Remover (2nd)
Albino Fruit Flies (3rd)
Alpha's Comet (3rd)
Alpha's Ice Bolt (3rd)
Alpha's Night of the Leonids (3rd)
Astral Wall (3rd)
Gopher (3rd)
Improved Armour (3rd)
Iron Mask (3rd)
Jamye's Prismatic Snowball (3rd)
Kuglan's Key Warden (3rd)
Rathe's Trigger (3rd)
Spirit Call (3rd)
Stren's Improved Floating Disk (3rd)
A Lert (4th)
Alpha's Acid Rainstorm (4th)
Alpha's Hunting Pack (4th)
Attacking Mist (4th)
Branit's Backstabbing Surprise (4th)
Fog Warrior (4th)
Jamye's Greased Pig (4th)
Kiri's Smarter Servant (4th)
Noska Trades' Endoplasmic Quagmire (4th)
Pander's Whirlwind Travel (4th)
Pilpin's Band (4th)
Shadow Wall (4th)

Sillvatar's Dragon Wings (4th)
Sonoric's Spying Minions (4th)
Steal Skill (4th)
Thorgon's Faithful Steed (4th)
Uldark's Conjured Fireball (4th)
Uldark's Conjured Frost Bolt (4th)
Uldark's Conjured Lightning Bolt (4th)
Vander's Librarian (4th)
Vanquil's Iceball (4th)
Vanquil's Milling Crowd (4th)
Alpha's Balefire (5th)
Alpha's Blue Blaze (5th)
Alpha's Shooting Stars (5th)
Alpha's Spectral Hound (5th)
Azura's Death Shadow (5th)
Dwarf Golem (5th)
Kalessin's Long Arm (5th)
Magic Mist (5th)
Minor Wish (5th)
Noska Trades' Bizarre Insemination (5th)
Retrieve (5th)
Sillvatar's Dragon Claw (5th)
Sonoric's Superior Minions (5th)
Summon Warrior (5th)
Traelanger's Extermination (5th)
Alpha's Starlight Citadel (6th)
Alter Occurrence (6th)
Dreamoore's Blade Summoning (6th)
Energy Field (6th)
Minor Poltergeist (6th)
Sarius' Frost Giant Manifestation (6th)
Ditan's Portable Quarters (7th)
Noska Trades' Feign Dust (7th)
Prismatic Beam (7th)
Sarius' Fire Giant Manifestation (7th)
Sarius' Temporal Demi-plane (7th)
Sillvatar's Dragon Bite (7th)
Summon Wizard (7th)
Uldark's Radiant Bolt (7th)
Cantor's Closed Cottage (8th)
Elemental Gate (8th)
Pilpin's Black Death (8th)
Pilpin's Dark Wall (8th)
Sarius' Ethereal Gateway (8th)
Sheath (8th)
Sillvatar's Dragon Armour (8th)
Summon Wraith (8th)
Ding Shu's Marvelous Chopsticks (9th)
Ditan's Portable Dwelling (9th)
Power Word, Vapourisation (9th)
Sillvatar's Dragon Breath (9th)
Sillvatar's Superior Summoning (9th)
Uldark's Ultimate Summoning (9th)

Divination

Compass (Cantrip)
Count (Cantrip)
Association (1st)
Detect Poisoning (1st)
Find Water (1st)
History (1st)
Last Image (1st)
Murder Weapon (1st)
Time Of Death (1st)
Cause Of Death (2nd)
Detect Chaos (2nd)
Detect Illusion (2nd)
Detect Magic II (2nd)
Detect Phase (2nd)
Detect Spirit (2nd)
Expose Magic (2nd)
Improved Detect Magic (2nd)
Improved Identify (2nd)
Kiri's Curse Detection (2nd)
Last Experience (2nd)
Plane Source (2nd)
Reveal Owner (2nd)
Sonoric's Lodestone (2nd)
Conceal Magic (3rd)
Detect Charm (3rd)
Detect Teleport (3rd)
Dheryth's Tomelore (3rd)
Improved Know Alignment (3rd)
Jam Radio (3rd)
Pander's Improved Identify (3rd)
Pobithakor's Tracer (3rd)
Reconstruct (3rd)
Rhuva's Spellscan (3rd)
Sonoric's Magic Tracker (3rd)
Sonoric's Trance (3rd)
Telepathic Familiar (3rd)
Tomelore (3rd)
View Past (3rd)
Deadthought (4th)
Deja Vu (4th)
Detect Spellcasting (4th)
Justin's Mental Map (4th)
Pobithakor's Alarm (4th)
Rhuva's Counter-scry (4th)
Rhuva's Tracker (4th)
Sonoric's Animal Awareness (4th)
Sonoric's Fly On The Wall (4th)
Sonoric's Spying Minions (4th)
Teleport Trace (4th)
Understanding (4th)
View Past (4th)
X-ray Vision (4th)
Detect Spell (5th)
Ouija Board (5th)
Retrieve (5th)
Rhuva's Wizard Stomper (5th)
Scrybane (5th)
Sonoric's Illusionary Observer (5th)
Sonoric's Superior Minions (5th)
Copyright (6th)
Replay (6th)
Wizard Watch (6th)
Zhaida's Improved Identifyer (6th)
Detect Individual (7th)
Mind Find (7th)
Nearthia's Combat Spell (7th)
Pobithakor's Placer (7th)
Read Mind (7th)
Expanded Awareness (9th)
Learn Language (10th)

Elemental Air

Animate Mist (1st)
Mist (1st)
Cloud Water (2nd)
Elemental Burst (2nd)
Fog Phantom (2nd)
Talking Mist (2nd)
Intelligent Mist (3rd)
Alpha's Elemental Form (4th)
Attacking Mist (4th)
Fog Warrior (4th)
Gaseous Form [2] (4th)

Orko's Gaseous Form (4th)
Pander's Whirlwind Travel (4th)
Wind Blast (4th)
Alpha's Incantation Of Elemental Domination (5th)
Continual Fly (5th)
Double Fly (5th)
Dust Devil (5th)
Elemental Square (5th)
Magic Mist (5th)
Matthias's Rainbow Doom (5th)
Fellstar's Flame Fog (7th)
Wind Tunnel (7th)
Elemental Gate (8th)
Mystyk's Plane Survival (8th)
Smoke Cage (8th)

Elemental Earth

Stone (Cantrip)
Sand Skin (1st)
Sand Spray (1st)
Dust Warriors (2nd)
Elemental Burst (2nd)
Stoneskin II (3rd)
Warstone (3rd)
Alpha's Elemental Form (4th)
Stone Bridge (4th)
Alpha's Incantation Of Elemental Domination (5th)
Dheryth's Stone Integrity (5th)
Dwarf Golem (5th)
Elemental Square (5th)
Matthias's Rainbow Doom (5th)
Warboulder (5th)
Noska Trades' Feign Dust (7th)
Prevention Of Transmutation From Rock To Mud (7th)
Elemental Gate (8th)
Mystyk's Plane Survival (8th)
Stone Protection (8th)

Elemental Fire

Firefinger (Cantrip)
Fellstar's Flame Finger (1st)
Human Torch (1st)
Sara's Searing Skean (1st)
Small Fire Ball (1st)
Dancing Fire Light (2nd)
Elemental Burst (2nd)
Fellstar's Flamehand (2nd)
Fiery Eyes (2nd)
Heat Feet (2nd)
Spitfire (2nd)
Alpha's Comet (3rd)
Alpha's Flames of the Faltine (3rd)
Burning Hands II (3rd)
Control Normal Fires (3rd)
Eldrich Fire (3rd)
Fellstar's Flaming Vortex (3rd)
Flaming Sphere (3rd)
Molten Ground (3rd)
Alpha's Elemental Form (4th)
Alpha's Firefall (4th)
Bergi's Fire Bolt (4th)
Eldarr's Fireshroud (4th)
Excite Fire (4th)
Fellstar's Flaming Water (4th)
Pipin's Fire Carpet (4th)
Uldark's Conjured Fireball (4th)
Alpha's Blue Blaze (5th)
Alpha's Incantation of Elemental Domination (5th)
Alpha's Shooting Stars (5th)
Cone of Fire [1] (5th)
Cone of Fire [2] (5th)
Cone of Heat (5th)
Elemental Square (5th)
Fellstar's Flame Cone (5th)
Fire Charm (5th)
Firestorm (5th)
Flashburn (5th)
High-energy Fireball (5th)
Improved Fireball Matthias's Rainbow Doom (5th)
Silllvatar's Flamestaff (5th)
Tuan's Electric Fireball (5th)
Vanquil's Thermal Lance (5th)
Alpha's Firefountain (6th)
Fellstar's Flame Arc (6th)
Fellstar's Flame Dome (6th)
Glamden's Acid Fire (6th)
Glamden's Gas Jet (6th)
Orko's Dragonfire (6th)
Pilpin's Liquid Fire (6th)
Sillvatar's Surgical Strike (6th)
Teleport Via Fire (6th)
Pilpin's Ravaging Spheres of Fire (7th)
Elemental Gate (8th)
Fellstar's Flame Jet (8th)
Mystyk's Plane Survival (8th)
Orko's Elemental Triads (8th)
Coradon's Conflagration (9th)
Ding Shu's Draconian Holocaust (9th)
Fellstar's Flame Sheet (9th)
Sheets of Fire (9th)

Elemental Water

Boil Water (Cantrip)
Bouyancy (1st)
Find Water (1st)
Freeze (1st)
Frost Hands (1st)
Frost Touch (1st)
Protection From Rain (1st)
Swim (1st)
Waterproof (1st)
Acid Water (2nd)
Elemental Burst (2nd)
Jet Of Steam (2nd)
Alpha's Ice Bolt (3rd)
Azalldam's Waterspray (3rd)
Iceball (3rd)
Kallum's Cold Frost (3rd)
Kevin's Holy Rain (3rd)
Snowball (3rd)
Steamball (3rd)
Vanquil's Snowball (3rd)
Alcoreax's Icetrail (4th)
Alpha's Elemental Form (4th)
Fellstar's Flaming Water (4th)
Hydroshield (4th)
Orko's Geyser (4th)
Uldark's Conjured Frost Bolt (4th)
Vanquil's Iceball (4th)
Alpha's Incantation Of Elemental Domination (5th)
Blizzard (5th)
Cone Of Steam (5th)
Elemental Square (5th)
Matthias's Rainbow Doom (5th)
Vanquil's Drifting Blizzard (5th)
Vanquil's Freeze Ray (5th)

Delayed Blast Snowball (7th)
Fellstar's Flame Fog (7th)
Elemental Gate (8th)
Mystyk's Plane Survival (8th)
Orko's Elemental Triads (8th)
Sheets Of Frost (9th)

Enchantment/Charm

Fart (Cantrip)
Notice (Cantrip)
Silvadel's Magic Feather (Cantrip)
Freeze [1] (1st)
Guilda's Treacherous Tripwire (1st)
Jamye's Melodramatic Music (1st)
Quantas's Target Bow (1st)
Spirit Command (1st)
Ahrvar's Instant Offensiveness (2nd)
Charm of Healing (2nd)
Dream Control (2nd)
Duck! (2nd)
Fiery Eyes (2nd)
Memorise Song (2nd)
Momentary Lapse of Reason (2nd)
Paldeggeron's Accurate Arrow (2nd)
Power Word, Awaken (2nd)
Protection from Enchantment (2nd)
Seduction (2nd)
Sexify (2nd)
Sexual Imagination (2nd)
Sillvatar's Silver Lining (2nd)
Weave Knots (2nd)
Channel Item (3rd)
Charm Undead (3rd)
Curse Weapon (3rd)
Detect Charm (3rd)
Distract (3rd)
Exploding Coins (3rd)
Hold Spirit (3rd)
Hypnosis (3rd)
Jamye's Prismatic Snowball (3rd)
Major Annoyance (3rd)
Pilpin's Infatuating Greed (3rd)
Sonoric's Trance (3rd)
Tenser's Deadly Strike (3rd)
Timejump (3rd)
Timespeed (3rd)
Vanquil's Immunity To Pain (3rd)
Vanquil's Snowball (3rd)
Broom (4th)
Deadly Strike (4th)
Delusion (4th)
Enemy Blink (4th)
Hold Person II (4th)
Improved Charm Person (4th)
Jamye's Headless Flying Roasted Pig (4th)
Jamye's Morning After (4th)
Kiri's Container (4th)
Kiri's Toy Soldiers (4th)
Knots And Binds (4th)
Mimic (4th)
Paranoia (4th)
Peace And Quiet (4th)
Rune I (4th)
Sarius' Mage Ward (4th)
Sleep II (4th)
Song of Fear (4th)
Sonoric's Animal Awareness (4th)
Spirit Skill (4th)
The Nimbleton Hold (4th)
Wax Impressions (4th)
Alpha's Incantation of Elemental Domination (5th)
Continual Fly (5th)
Fire Charm (5th)
Nightmare (5th)
Pilpin's Insanity (5th)
Pilpin's Power (5th)
Sarius' Ethereal Transfer (5th)
Scrybane (5th)
Sillvatar's Flamestaff (5th)
Sillvatar's Shockingstaff (5th)
Superior Sleep (5th)
Taint Alignment (5th)
Wonderlight (5th)
Diamondblade (6th)
Hold Person IV (6th)
Orgasm (6th)
Pilpin's Alignment Charm (6th)
Rune II (6th)
Sarius' Platinum Platform (6th)
Wimp (6th)
Kiri's Spell Container (7th)
Tonal Attack (7th)
Zandare's Twist (7th)
Masol's Spell To Item Transferral (8th)
Pilpin's Ephemeral Wand (8th)
Remember (8th)
Rune III (8th)
Seizure (8th)
Damian's Mindswap (9th)
Greater Extradimensional Space (9th)
Kiri's Possession (9th)
Kiri's Soul Transfer (9th)
Lazzaro's Murderous Sword (9th)
Pilpin's Nightmare (9th)
Rune IV (9th)
Staff of Smiting (9th)
Rune V (10th)

Evocation/Invocation

Boil Water (Cantrip)
Firefinger (Cantrip)
Mini Missile (Cantrip)
Pitch (Cantrip)
Sanh's Harmless Ray of Light (Cantrip)
Sparks (Cantrip)
Stepping Stones (Cantrip)
Acid Hands (1st)
Alpha's Electric Arc (1st)
Alpha's Sparkle Beam (1st)
Alpha's Starlight (1st)
Awaken (1st)
Electric Blades (1st)
Fellstar's Flame Finger (1st)
Find the Chair (1st)
Flash (1st)
Frost Hands (1st)
Frost Touch (1st)
Human Torch (1st)
Mist (1st)
Sanh's Ray of Light (1st)
Small Fire Ball (1st)
Snapshot (1st)
Unguided Missile (1st)
Waterproof (1st)
Wimbly's Wonderful Web (1st)
Alpha's Moonlight (2nd)
Alpha's Rainbow Beam (2nd)
Alpha's Spark Shower (2nd)

Alpha's Star Gaze (2nd)
Bigby's Tickling Fingers (2nd)
Carrion's Foul Stench (2nd)
Circle of Power (2nd)
Dancing Fire Light (2nd)
Disposal (2nd)
Dreamoore's Explosive Missile (2nd)
Dreamoore's War Disk (2nd)
Fellstar's Flamehand (2nd)
Greysky's Improved Missile (2nd)
Hair Growth (2nd)
Improved Magic Missile (2nd)
Improved Magic Missiles (2nd)
Jet of Steam (2nd)
Mangar's Bloodfire (2nd)
Noska Trades' Blackfire (2nd)
Photocopy (2nd)
Power Bolt (2nd)
Runetrue (2nd)
Sanh's Improved Ray of Light (2nd)
Sarius' Golden Squares of Protection (2nd)
Shocksphere (2nd)
Spitfire (2nd)
Stealth Missile (2nd)
Transcribe Song (2nd)
Veschiul's Shadowbolt (2nd)
Word of Power (2nd)
Zhaida's Instant Stoneskin Remover (2nd)
Acidball (3rd)
Alpha's Comet (3rd)
Alpha's Flames of the Faltine (3rd)
Alpha's Heat Lightning (3rd)
Alpha's Lightwall (3rd)
Alpha's Rolling Thunder (3rd)
Alpha's Silverlight (3rd)
Alpha's Starfire (3rd)
Azalldam's Waterspray (3rd)
Ball Lightning (3rd)
Channel Item (3rd)
Dragon's Breath (3rd)
Dreamoore's Eldritch Sphere (3rd)
Eldritch Fire (3rd)
Fellstar's Flaming Vortex (3rd)
Flaming Sphere (3rd)
Forceball (3rd)
Heavy Magic Missile (3rd)
Iceball (3rd)
Kallum's Cold Frost (3rd)
Kevin's Holy Rain (3rd)
Kiri's Force Bolts (3rd)
Magic Missile II (3rd)
Marty's Magic Bow (3rd)
Noska Trades' Ghoul Arrow (3rd)
Pobithakor's Tracer (3rd)
Sanh's Laser Bolt (3rd)
Sanh's Slippery Surface (3rd)
Sarius' Golden Circles of Protection (3rd)
Snowball (3rd)
Steamball (3rd)
Stren's Improved Floating Disk (3rd)
Vanquil's Snowball (3rd)
A Lert (4th)
Acid Spray (4th)
Alcoreax's Icetrail (4th)
Alpha's Ball Lightning (4th)
Alpha's Chill of the Void (4th)
Alpha's Flames of Falroth (4th)
Alpha's Rainbow Blast (4th)
Alpha's Shadowfire (4th)
Alpha's Sheet Lightning (4th)
Atom Blast (4th)
Bergil's Fire Bolt (4th)
Eldarr's Flameshroud (4th)
Eldarr's Shockshroud (4th)
Fellstar's Flaming Water (4th)
Fog Warrior (4th)
Force Bolt (4th)
Hydro Shield (4th)
Kiri's Energy Field (4th)
Magic Missile IV (4th)
Missile Multiplication I (4th)
Mystyk's Backlash (4th)
Necromantic Runes (4th)
Negative Bolt (4th)
Orko's Geyser (4th)
Pilpin's Fire Carpet (4th)
Sanh's Sunray (4th)
Sarius' Golden Triangles of Protection (4th)
Silhouette (4th)
Sleepcloud (4th)
Vandergast's Forcetrap (4th)
Vanquil's Backbiter (4th)
Vanquil's Iceball (4th)
Wind Blast (4th)
Alpha's Aurora Borealis (5th)
Alpha's Blue Blaze (5th)
Alpha's Lightning Armour (5th)
Alpha's Moons of Munnopoor (5th)
Alpha's Saint Elmo's Fire (5th)
Alpha's Star-powered Magery (5th)
Alpha's Wizard Light (5th)
Anti-anti-magic Shell (5th)
Auralon's Deflective Plates (5th)
Azura's Soul Whip (5th)
Blizzard (5th)
Bone Splinter (5th)
Cone of Acid [1] (5th)
Cone of Acid [2] (5th)
Cone of Electricity (5th)
Cone of Fire [1] (5th)
Cone of Fire [2] (5th)
Cone of Force (5th)
Cone of Heat (5th)
Cone of Steam (5th)
Doubled Magic Missile (5th)
Dreamoore's Greater Eldritch Sphere (5th)
Dreamoore's Spellblade (5th)
Fellstar's Flame Cone (5th)
Firestorm (5th)
Flashburn (5th)
Forcewhip (5th)
Greenfire (5th)
High-energy Fireball (5th)
High-energy Lightning Bolt (5th)
High-power Lightning Bolt (5th)
Improved Fire Ball (5th)
Jamye's Greased Lightning (5th)
Matthias's Rainbow Doom (5th)
Meral's Minor Bang (5th)
Missile Multiplication II (5th)
Pilpin's Enhanced Alarm (5th)
Rhuva's Wizard Stomper (5th)
Sarius' Golden Stars of Protection (5th)
Sex Change (5th)
Sillvatar's Flamestaff (5th)
Sillvatar's Shockingstaff (5th)
Sting (5th)
Tsugua's Uncontrollable Hiccups (5th)
Tuan's Electric Fireball (5th)
Vanquil's Drifting Blizzard (5th)
Vanquil's Freeze Ray (5th)
Vanquil's Thermal Lance (5th)
Acid Rain (6th)
Alpha's Rainbow Warrior (6th)

Alter Occurrence (6th)
Annihilate Matter (6th)
Azura's Black Scythe (6th)
Bigby's Strangulation (6th)
Coradon's Cataclysmic Corinary (6th)
Dheryth's Energy Cloak (6th)
Dheryth's Energy Globe (6th)
Dheryth's Energy Lance (6th)
Dreamoore's Blade Summoning (6th)
Dreamoore's Eldritch Decagon (6th)
Dreamoore's Missile Tempest (6th)
Energy Field (6th)
Fellstar's Flame Arc (6th)
Fellstar's Flame Dome (6th)
Glamden's Acid Fire (6th)
Glamden's Acidic Gas (6th)
Glamden's Gas Jet (6th)
Globe of Force (6th)
Justin's Skimmer (6th)
Kalessin's Spell Load (6th)
Lestat's Liteblade (6th)
Mage Lock (6th)
Moloranis's Marvelous Map (6th)
Mystyk's Improved Backlash (6th)
Orko's Acid Cone (6th)
Orko's Dragonfire (6th)
Pilpin's Liquid Fire (6th)
Pilpin's Transformation (6th)
Prismatic Ray (6th)
Projectile (6th)
Quintessa's Slaying Spear (6th)
Rape Trick (6th)
Rebels's Fly (6th)
Sillvatar's Surgical Strike (6th)
Staff of Light/darkness (6th)
Super Mirror Image (6th)
Vandergast's Armoured Forcetrap (6th)
Delayed Blast Snowball (7th)
Dheryth's Energy Net (7th)
Electrosphere (7th)
Eye of the Beholder (7th)
Fellstar's Flame Fog (7th)
Kiri's Mega Magic Missile (7th)
Lestat's Legion (7th)
Llewllynn's Wall of Force (7th)
Nearthia's Spell Vortex (7th)
Orko's Petrifying Gaze (7th)
Pilpin's Acidball (7th)
Pilpin's Ravaging Spheres of Fire (7th)
Sarius' Temporal Demi-plane (7th)
Demonstar (8th)
Fellstar's Flame Jet (8th)
Fire Gem (8th)
Mystyk's Major Backlash (8th)
Orko's Elemental Triads (8th)
Shout—Word of Sound (8th)
Smoke Cage (8th)
Sunball (8th)
Twin (8th)
Bone Shatter (9th)
Celestarion's Total Blast (9th)
Coradon's Conflagration (9th)
Ding Shu's Draconian Holocaust (9th)
Energy Ball (9th)
Energy Bolt (9th)
Fellstar's Flame Sheet (9th)
Genocide (9th)
Mezzalldam's Choking Fist (9th)
Mezzalldam's Lightning Swarm (9th)
Mystyk's Mystical Missile (9th)
Nuke (9th)
Orko's Absorption (9th)
Orko's Laser (9th)
Sheets of Acid Fumes (9th)
Sheets of Electricity (9th)
Sheets of Fire (9th)
Sheets of Force (9th)
Sheets of Frost (9th)
Sphere of Annihilation (9th)
Symmetry (9th)
Telnorne Force Layer (9th)
Conduit (10th)

Illusion/Phantasm

Buggery (Cantrip)
Impersonation (Cantrip)
Narin's Mask (Cantrip)
Scratch (Cantrip)
Slap (Cantrip)
Taster's Choice (Cantrip)
Tweak (Cantrip)
Alpha's Starlight (1st)
Animal (1st)
Comeliness (1st)
Darkness (1st)
Drowse (1st)
Hallucinatory Steps (1st)
Inaudibility (1st)
Insolence (1st)
Lesser Invisible Object (1st)
Minor Annoyance (1st)
Minor Mimicry (1st)
Painting (1st)
Shadows (1st)
Skulkskin (1st)
Starshine (1st)
Tricks (1st)
Urlic's Unwholesome Meal (1st)
Werp's Unseen Escape (1st)
Ahshay's Mystic Mutable Aura (2nd)
Annoyance (2nd)
Byen's Arrow (2nd)
Chameleon (2nd)
Charm Of Healing (2nd)
Detect Illusion (2nd)
Disease (2nd)
Dream Control (2nd)
Dumbness (2nd)
Hand Of Ithiqua (2nd)
Imitation (2nd)
Mimicry (2nd)
Noise Filter (2nd)
Secret Torch (2nd)
Sexify (2nd)
Shadow Bolt (2nd)
Trosli's Spontaneous Defenestration (2nd)
Alpha's Images Of Ikonn (3rd)
Apparition (3rd)
Enhance Illusion (3rd)
Go-behind (3rd)
Mirror Escape (3rd)
Shadow Bridge (3rd)
Shadow Stave (3rd)
Damage (3rd)
Suggest Illusion (3rd)
Vanquil's Immunity To Pain (3rd)
Chaos Vision * (4th)
Deave (4th)
Delusion (4th)
Disguise (4th)
Displacement (4th)

Igetigitt—Yucky (4th)
Jadwin's Concentration Conspiracy (4th)
Jadwin's Item Exchange (4th)
Paranoia (4th)
Alpha's Spectral Hound (5th)
Continual Invisibility (5th)
Phantasmal Force I (5th)
Sonoric's Illusionary Observer (5th)
Wolldin's Backstabber (5th)
Wonderlight (5th)
Jadwin's Free Thoughts (6th)
Jadwin's Illusion Enhancer (6th)
Replay (6th)
Jadwin's Deceiving Forgery (7th)
Lestat's Lieutenant (7th)
Phantasmal Force II (7th)
Sever Shadow (7th)
Valcon's Spectral Army (7th)
Wolldin's Fearstalker (7th)
Improved Mirror Image (8th)
Sonic Blast (8th)
Fenzill's Phantasmal Fingers (9th)
Greater Invisibility (9th)
Improved Simulacrum (9th)
Phantasmal Force III (9th)

Necromancy

Detect Poisoning (1st)
Last Image (1st)
Little Death (1st)
Murder Weapon (1st)
Skeleton (1st)
Time of Death (1st)
Wither (1st)
Arcane Bolt (2nd)
Cause of Death (2nd)
Death Armour (2nd)
Death's Dark Grasp (2nd)
Dust Warriors (2nd)
Last Experience (2nd)
Mangar's Bloodfire (2nd)
Noska Trades' Blackfire (2nd)
Restore Circle (2nd)
Summon Undead (2nd)
Wound Closure (2nd)
Zombie (2nd)
Charm Undead (3rd)
Grasping Hands of Horror (3rd)
Life Transfer (3rd)
Necromantic Bolt (3rd)
Noska Trades' Ghoul Arrow (3rd)
Pain (3rd)
Selective Defiling (3rd)
Soul Safe (3rd)
Strength of the Damned (3rd)
Alpha's Shadowfire (4th)
Circle of Protection (4th)
Deadthought (4th)
Hand of Time (4th)
Independent Spectral Hand (4th)
Noska Trades' Endoplasmic Quagmire (4th)
Sonoric's Fly on the Wall (4th)
Vanquil's Cellular Regeneration (4th)
Azura's Death Shadow (5th)
Azura's Soul Whip (5th)
Kestrel's Skill Eraser (5th)
Lycanthropy (5th)
Noska Trades' Bizarre Insemination (5th)
Ouija Board (5th)
Spiritual Triangle (5th)
Tryton's Death Grip (5th)
Azura's Black Scythe (6th)
Coradon's Cataclysmic Corinary (6th)
Create Ghast (6th)
Lich's Palm (6th)
Minor Accursed Rite (6th)
Noska Trades' Immortal Mount (6th)
Sertan's Certain Slaying (6th)
Animate Dead II (7th)
Create Mummy (7th)
Create Undead (7th)
Ditan's Minor Nullify (7th)
Lestat's Lieutenant (7th)
Noska Trades' Feign Dust (7th)
Life Leech (8th)
Mystyk's Halflife (8th)
Noska Trades' Mass Contagion (8th)
Power Link (8th)
Summon Wraith (8th)
Animate Dead III (9th)
Celestarion's Barrier of Blackwhite (9th)
Celestarion's Total Blast (9th)
Ditan's Nullify (9th)
Ditan's Power Striping (9th)
Fenzill's Phantasmal Fingers (9th)
Genocide (9th)
Mass Death (9th)
Noska Trades' Selective Death Spell (9th)
Pilpin's Nightmare (9th)
Pilpin's Soul Exchange (9th)
Ralorn's Bolt of Dragon Slaying (9th)

Wild

Gymlainac's Lightbend * (3rd)
Chaos Vision * (4th)
Chaos Magic * (5th)
Chaos Environment * (7th)