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Spells by [Travis Engles](#).

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## **Blackthorn's Orizon**

This truly exquisite book is fashioned of navy blue boar's hide expertly bound and stitched with gold silk thread into a full-fitted cover encasing two 1/4 inch thick slabs of teak wood. The edges and corners of the book is set with white gold. A sigil of solid mithril is inlaid upon the front cover. The sigil is a large circle with two smaller circles inside the large one. The two smaller circles; one is north one is south neither touch each other but both touch the larger circle.

Within are sheets of the finest white vellum edged with white gold, all sewn with spun and braided gold silk thread to a spine cord of black dragon leather. The ink within glows softly ( like a weak faerie fire) so the script can be read in complete darkness. The work is demonstrably hard to harm, resisting most spells and all blows. The book itself is worth about 10,000g.p. without the spells that are contained within.

Unlike many other books, librams, and tomes Blackthorn's Orizon was penned by an elven mage who still lives. Blackthorn (aka morereg) has traveled extensively on Toril and other worlds. He currently lives in Evereska, And is the head professor of abjuration magic at the Evereska College of Magic and Arms. And as he lives in his own flying castle named Elvenstone. He would be sure to offer a large reward to anyone returning the book.

Almost three decades ago he lost the book on an adventure in Myth Drannor. And in those three decades it has turned up in several places over the years, it turned up in an adventuring group called "Company of the Sword" in Balder's gate who sold it to an unknown mage for tutelage. Seven years later it was found on a orc shaman that was killed while trying to raid a caravan. While the caravan's mage ( who came to known as Asher Flame hands) recorded the contents of the book and then was found dead in The black bear inn and tavern in Berdusk with the book nowhere in sight. The book's whereabouts are presently unknown. But the pages are known to contain the following spells;

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## **Blackthorn's Hell Dart**

Class/Level:	Wizard / 2
Scool:	invocation
Range:	20'+2'/ level
Components:	v,s
Duration:	instant
Casting Time:	2
Area of Effect:	special

Saving Throw: 1/2

**Description:** This spell allows the caster to cast a lance of purple and crimson energy to shoot out from the casters hand impaling one or more creatures. This spell does 1d3+1 hit points of damage per level of the caster( to a maximum of 10d3+10). The caster can control which creature/object is hit and how much damage it takes up to the damage point maximum.

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### **Blackthorn's Rust Proof**

Class/Level: Wizard / 2  
Scool: alteration, abjuration  
Range: touch  
Components: v,s  
Duration: permanent  
Casting Time: 1 round  
Area of Effect: 1 cubic foot/ level  
Saving Throw: none

**Description:** This spell will allow the caster to make any metal object immune to the effects of rust. With this spell any metal object will not show any signs of corrosion, rust or tarnish.

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### **Blackthorn's Backhand**

Class/Level: Wizard / 3  
Scool: invoc/evoc  
Range: 2"/ level  
Components: v,s  
Duration: special  
Casting Time: 1 turn  
Area of Effect: special  
Saving Throw: special

**Description:** This spell generates three foot diameter balls of force that glow and sparkle with kinetic energy. The caster can make the balls of force strike any object or creature that the caster wills. But first the target needs to be hit, armor is not counted for armor class only magic and dex. bonus. The caster gets a +2 to hit, if the target is not hit go in a strait line to find out what is hit. The force of the spell is not great, being only 100lb. per level of the caster. If the victim is under the weight allowance he is thrown back two feet per level of the caster and is stunned for

2d4 rounds. One ball per level of the caster can be made but only one ball per hand may be thrown. If someone is behind the victim have him make a saving throw vs. dex. this goes for each person up to the maximum throw back range, each person who fails this save is hit and falls down from being hit. Each person hit takes 1 hit point of damage and is stunned for the rest of the round. The original target of the spell takes 1 hit point per level of the caster. This spell ends when all the balls are used up, also this spell cannot be cast again until all the balls are used up. The caster can cast and/or memorize other spells.

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### **Blackthorn's Fireproof**

Class/Level:	Wizard / 3
School:	abjuration
Range:	touch
Components:	v,s,m
Duration:	special
Casting Time:	1 round
Area of Effect:	3' sq./ level
Saving Throw:	none

**Description:** This spell confers complete invulnerability to normal fire and to exposure to magical fire such as demon fire, fiery dragon breath, fireball, ect. until an acclamation of 12 hit points of potential damage per level of the caster at which time the spell is negated. Only items can be affected by this spell, NO creature can be affected by this spell under any surmanstances. The material component for this spell is powered ruby equal to 10g.p. per point to be protected.

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### **Blackthorn's Flaming Finger**

Class/Level:	Wizard / 3
School:	invoc/evoc
Range:	1"/ level
Components:	v,s
Duration:	special
Casting Time:	1 turn
Area of Effect:	special
Saving Throw:	1/2

**Description:** This spell creates a jet of flame that assumes the form of a narrow cone 6' feet in diameter at its end. The damage from this spell is 3 hit points per every two levels of the caster.

The spell will have as many "charges" as the caster has levels. The jet of flame can hit up to two people at one time, but only if they are standing very close together. The flames will ignite combustible materials (even solid planks). Also on the following round the victim will take damage from being on fire if the save is not made. This spell ends when all the shots are used up and another spell cannot be cast until then. The caster can cast and/or memorize other spells.

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## **Blackthorn's Heat Object reversible**

Class/Level: Wizard / 3  
Scool: alteration  
Range: 2"  
Components: v,s  
Duration: 2 turns/ level  
Casting Time: 1 round  
Area of Effect: one object (up to 4 feet square)  
Saving Throw: none

**Description:** This spell causes an object to heat up very quickly and stay that way for long periods of time. The caster can heat an object up by 250°F ( or -25°F) per level of the caster. It does not necessarily produce fire, although most things will burn if heated enough. It is very useful for cooking as the caster can control the temp. Note the heat that is produced will be radiated away normally. The temp. can be changed in as little as one segment to the casters maximum. Any mage planing to make extensive use of this spell should probably arm himself with a list of the melting points of various materials. Note also this spell can have its drawbacks, if you were in jail you might be able to melt your way through the bars--- but the radiated heat would broil first.

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## **Blackthorn's Ward I**

Class/Level: Wizard / 3  
Scool: abjuration/divination  
Range: 1"  
Components: v,s  
Duration: 1 hour/ level  
Casting Time: 1 rd.  
Area of Effect: 10 yards/ level  
Saving Throw: none

**Description:** This spell will alert the caster and up to one creature per level of the caster that some thing is headed for the camp. the spell will tell the person how many creatures and from what direction they are coming. The spell will lay out a two dimensional map of the area along with the people affected by the spell in the casters mind (other people only get a signal that there are creatures coming and the direction they are coming from). The caster can trigger the warding to wake him when a creature gets to a certain range (i.e. wake me when a creature is within 10 yards). The spell is illmoble. The spell is of great advantage to people in the wilderness who are traveling alone or are in small groups. Note that spells that prevent scrying will stop this spell.

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### **Blackthorn's Waterseal**

Class/Level: Wizard / 3  
Scool: abjuration  
Range: touch  
Components: v,s  
Duration: permanent  
Casting Time: 1 turn  
Area of Effect: 1 cubic foot/ level  
Saving Throw: none

**Description:** The mage is able to envelope any item (within the size limitations) in a invisible field of force that will protect the item from getting wet. This spell is very handy for protecting scrolls, books, clothing, ect. from water damage. The spell will protect an object from 12 hit points of damage per level of the caster from any water attack. This spell works only upon objects not creatures.

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### **Dune**

Class/Level: Wizard / 3  
Scool: conjuration  
Range: touch  
Components: v,s,m  
Duration: 1 hour/ level  
Casting Time: 3  
Area of Effect: special  
Saving Throw: none

**Description:** When this spell is cast the mage creates a magical sand dune that can carry one man-sized creature per two levels of the caster. The caster can travel through any sandy area with a movement rate of 4" per level of the spell caster. The dune can only move through sandy areas. The material component for this spell is a pinch of white sand.

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### **Blackthorn Resistance Pearing**

Class/Level: Wizard / 3  
Scool: alteration  
Range: 0  
Components: v,s  
Duration: special  
Casting Time: 3  
Area of Effect: one other spell  
Saving Throw: none

**Description:** This spell will add extra power to one other spell for the express purpose of punching through magic resistance. The spell can "negate" 20% +2%/ level in magic resistance (i.e. a 12th level mage cast this spell to enhance a magic missile spell to be cast at a creature with 75% magic resistance the creatures magic resistance for this spell would be 31%). This spell was created because blackthorn had such trouble fighting the drow because of there high magic resistance he rarely ever had his spells work against them.

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### **Blackthorn's Quicksand**

Class/Level: Wizard / 4  
Scool: alteration  
Range: 5 yards/ level  
Components: v  
Duration: 2 turns/ level  
Casting Time: 4  
Area of Effect: 10' x 10'/ level  
Saving Throw: none

**Description:** The mage transforms normal earth or stone into a pool of quicksand. Anyone stepping into it will find himself sinking at a rate of 3 feet per round. Struggling doubles the sinking rate. The area affected looks normal and is 79% undetectable outdoors, 97% undetectable in a swampy area, and 50% undetectable indoors.

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## Blackthorn's Hunting Hawk

Class/Level: Wizard / 4  
Scool: conjuration/summoning  
Range: 1"  
Components: v,s,m  
Duration: permanent until triggered  
Casting Time: 1 rd.  
Area of Effect: 10' x 10'/ level  
Saving Throw: special

**Description:** When this spell is cast, a magical invisible force is brought into being in the air near the caster. This force the "hunting hawk" will wait until scrying is attempted on anyone in the area of effect. The hunting hawk will then strike instantly, racing down the mystical line of the scrying in one segment. This will automatically shut down the scrying completely for one full day, if an item was used. In addition to ending the actual scrying . the hunting hawk will also deliver damage to the scryer when it reaches him. The scryer must save vs. spells at a -4 or take 1d4 hit points of damage per level of the caster. Success indicates that only one point of damage per level of the caster is taken. This damage will accrue weather the scrying was done by device, spell, or psionic ability. The first scrying attempt within the area of effect will be attacked by the hunting hawk. Any further attempts will function normally. If the spell is cast while scrying is already in progress, the hunting hawk will strike immediately. The spell only affects scrying not remote viewing via. a wizards eye or a homunculus. The hunting hawk cannot be attacked physically, but it can be dispelled normally while it is waiting. The material component is a tiny crystal bead, and a feather from a bird of prey which are consumed when the spell is cast.

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## Blackthorn Sorcerers Blade

Class/Level: Wizard / 4  
Scool: necromancy  
Range: touch  
Components: v,s  
Duration: 1 turn/ level  
Casting Time: 4  
Area of Effect: the caster  
Saving Throw: none

**Description:** This spell creates a night-black sword that seems to swallow up every bit of light, seeming to pull all of the life force around it into itself. The sword itself can be any kind that the caster wishes( i.e. a long sword, a two-handed sword, ect.). It can strike any creature that can be hit by a +2 weapon. If the sword ever strikes an undead the amount of damage that is done is drained from the wielder and given to the undead in hit points. The damage the sword does is 1d6 per three levels of the caster and the sword's initiative modifier is 0. The sword leaves only frozen cold marks on the victim as it is partially connected to the negative plane.

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## Blackthorns Ward II

Class/Level:	Wizard / 4
School:	abjuration
Range:	1"
Components:	v,s,m
Duration:	1 hour/ level
Casting Time:	2 rd.
Area of Effect:	1 foot/ level
Saving Throw:	1/2

**Description:** This warding spell was made so that people would have some protection from attack while they were camped. The mage draws a circle in the ground followed by 100gp worth of powered amber. The warding will protect up to a total of 5 hit points per level of the caster. To get past the ward you need to do damage equal to or greater than its hit points at which point the ward will go down. The ward will do damage to any creature who touches the ward for 1 hit point per level of the caster. The spell is immobile. It is possible to bypass the ward with a dimension door, teleport, ect. The warding is hard to see as it gives off a slight shimmering very similar to heat waves, but when touched the area around glows an amber color and blue/white arcs of energy come from the field damaging the creature who touched the ward.

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## Blackthorns Innate Enhancer

Class/Level:	Wizard / 4
School:	alteration
Range:	touch
Components:	v,s
Duration:	
Casting Time:	1 turn
Area of Effect:	one creature



Saving Throw: none

**Description:** The recipient of this spell can cast three spell levels as innate. The innate spells will go off with a +3 initiate modifier and cannot be disrupted. The spells that may be cast must come from the casters memory. This spell allows the caster to have three extra levels of spells cast and ready to fire at will while also being able to memorize and/or cast other spells.

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### **Blackthorns Bodyarmor**

Class/Level: Wizard / 4  
Scool: abjuration  
Range: touch  
Components: v,s,m  
Duration: special  
Casting Time: 1 rd.  
Area of Effect: one creature  
Saving Throw: none

**Description:** By means of this spell the caster creates a magical field of force that will protect a creature from physical harm. If this spell is cast upon a person that has any armor greater than elfin chain mail it has no effect. The bodyarmor does not slow or hinder movement, adds no weight or encumbrance, it also does not prevent spell casting. The spell will benefit normal armor class by two steps. The points of damage that the spell will provide total protection from are 8 hit points +2 points per level of the caster. The spell lasts until dispelled or the spell sustains damage equal to the total protection of the spell. The material component is a piece of platinum armor of at least 10gp per point of protection which has been blessed by a priest.

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### **Blackthorn's Damage Reduction Field**

Class/Level: Wizard / 4  
Scool: abjuration  
Range: touch  
Components: v,s  
Duration: 1 day/ level  
Casting Time: 1 turn  
Area of Effect: one creature  
Saving Throw: none

**Description:** This spell is hooked into the mages life force (aura) and can give him some protection from all physical damage. The spell will take off one point of damage per die of damage for every seven levels or fraction there of (i.e. an 11th level caster would take off 2 hit points per die, while a 20th level caster would take off 3 hit points per die). This spell can be made permanent on the mage by a permanency spell and by giving up one year of the mages life per point of the die taken off. Once the spell is set in this manner it cannot be dispelled.

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### **Blackthorn's Dimensional trap**

Class/Level: Wizard / 5  
Scool: conjuration/summoning  
Range: touch  
Components: v,s  
Duration: permanent until discharged  
Casting Time: 1 turn  
Area of Effect: 10' x 10' maximum  
Saving Throw: special

**Description:** This spell allows the caster to create an invisible "gate". Anyone but the caster approaching within 3 feet of the gate must save vs. strength at a -1 for every two levels of the caster or be drawn through the gate and cast into an extra-dimensional space. Escape from the extra-dimensional space is impossible without the use of a dimensional travel spell. A dimensional trap spell may be cast anywhere ( a door, a chest, a wall, passageway, ect). The caster is not affected by his own trap in any case.

Any person that is trapped inside can cast a dispel magic to get out, but it can only be dispelled from the inside at twice the casters level (i.e. a 10th level mage is caught inside a 9th level's trap and tries to dispel it, he would need to try and dispel it at 18th level). There is a 10% chance each day that the trap after being triggered will collapse destroying all within. There is also an additional 10% for each dispel magic that is cast within the space.

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### **Blackthorn's Spell Shield**

Class/Level: Wizard / 5  
Scool: abjuration  
Range: touch  
Components: v,s,m  
Duration: special  
Casting Time: 1 rd.  
Area of Effect: one creature

Saving Throw: none

**Description:** This spell will resist any spell cast at the recipient. The spell recipient will not have any spell affect him. The spell itself will absorb two spell levels for every three levels of the caster. If a spell is cast at the recipient of this spell and the spell does not have enough spell levels to absorb the spell, the spell will affect the recipient normally. This does not mean that the spell is gone, it will still affect any spell that has equal to or less spell levels than the spell has absorbed to date. This spell can be added to other spells of protection. The caster may cast spells through the spell with no problem. The material component is 100gp of diamond dust and 100gp of powered opal that is sprinkled over the recipient.

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### **Blackthorn's 3D map board**

Class/Level: Wizard / 5  
Scool: divination/illusion  
Range: 0  
Components: v,s,m  
Duration: permanent  
Casting Time: 4 hr.  
Area of Effect: 50' x 50' x 50'/ level  
Saving Throw: none

**Description:** This spell will create a three-dimensional semi-transparent illusionary map of a very specific area which is very accurate and very detailed. The map will be projected from a gem (a star sapphire of at least 5000gp)that must have been in the area while the spell was being cast. The owner of the gem can then at will see any area that the spell is affecting and change the view to any angle, size, detail, color, ect. The spell can be set to mark intruders on the map. With this spell in effect any person viewing the projected image can see exactly where everything and everyone is and what they are doing. The material components for this spell are a star sapphire( of 5000gp) that has been soaked in dragons blood for 1 week pryer to casting the spell and one scale from a dragon that has been given freely (good luck with this component).

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### **Blackthorn's Preserving Ice**

Class/Level: Wizard / 5  
Scool: abjuration  
Range: 3"  
Components: v,s  
Duration: special

Casting Time: 5  
Area of Effect: one creature  
Saving Throw: none

**Description:** This spell will encase a creature in a block of ice halting any further deterioration due to wounds, disease, or harmful effects. While in the ice the target does not need to eat, drink, sleep, or even breath. The target does not age in anyway while encased in the ice. The ice is fragile having only 2 HP per level of the caster and if broken all the beneficial properties of the ice are lost. The spell will also end if the ice melts( at 100°F the ice melts at 1 HP per round, at 60°F the ice melts at 1hp per turn). This spell is generally used for the preserving of hurt companions.

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### **Blackthorn's Calm Water reversible**

Class/Level: Wizard / 5  
Scool: alteration  
Range: 10'+1"/ level  
Components: v,s  
Duration: 3 turns/ level  
Casting Time: 1 rd.  
Area of Effect: 20' radius/ level  
Saving Throw: none

**Description:** This spell reduces wave action in the area of effect to the equivalent of calm water. Chop, whitecaps, and violent storm waves are reduced by 1 foot per level of the caster, although there might be a noticeable swell in the water if the water itself is storm-tossed. The reverse creates waves in the specified area that are up to 1 foot tall per level of the caster.

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### **Blackthorn's Calm Wind reversible**

Class/Level: Wizard / 5  
Scool: alteration  
Range: 10'+1'/ level  
Components: v,s  
Duration: 3 turns/ level  
Casting Time: 1 rd.

Area of Effect: 20' radius/ level  
Saving Throw: none

**Description:** The spell creates an "eye of the storm" effect, reducing even gale-force winds to a breeze within the area of effect. The mage can reduce the wind by 5mph per level of the caster. The caster can also redirect the winds in any direction the mage wills. The mage can also control the speed of the wind. Ocean waves are unaffected by this spell, and storm-tossed waters will continue to batter a ship even though the wind has ceased to be a problem. the spell has no effect on precipitation and fog only the wind that accompanies it.

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### **Blackthorn's Chasm**

Class/Level: Wizard / 5  
School: alteration  
Range: 120 yards  
Components: v,s  
Duration: 1 turn/ level  
Casting Time: 5  
Area of Effect: special  
Saving Throw: none

**Description:** This spell splits the earth creating a yawning chasm that is 40 feet long, 10 feet wide, and 20 feet deep per level of the spell caster. At the spells end the earth will close up as if it had never happened.

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### **Blackthorn's Energy Reserve**

Class/Level: Wizard / 5  
School: abjuration, alteration  
Range: touch  
Components: v,s,m  
Duration: special  
Casting Time: 1 hour  
Area of Effect: one creature  
Saving Throw: none

**Description:** This spell will drain 2 hit points per level of the caster at the rate of 1 hit point per day. Storing them until the creature needs the hit points or is at 10% or less of full hit points. In

either case the hit points are given back. The material component is an object that is in skin contact and has been in the possession of the target for at least 1 month before casting the spell. The drained hit points are keyed to the person who put them there and can be used by no other person. The spell will not become fully active until all of the hit points are first drained into the material component and stored. Then the person can release the reserve at will. The caster can have as many reserves in operation at one time as he has levels (i.e. a 9th level caster can only have 9 reserves). No person can have more than one reserve in operation on his body at any one time. When a person is damaged within 10% of his total hit points then the reserve will automatically give the person as many hit points as that person needs to bring them up to their total hit points. If there are more hit points left in the reserve then those are saved until more hit points are needed.

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### **Blackthorn's Kinetic Energy Balls**

Class/Level:	Wizard / 5
School:	evocation
Range:	6"+1/ level
Components:	v,s
Duration:	1 rd./ level
Casting Time:	5
Area of Effect:	special
Saving Throw:	1/2

**Description:** The use of this spell creates several magical balls which dart forth from the casters hand and unerringly strike their target. Each ball delivers proportionate to the level of the caster which equals 1d6 for every two levels of the caster(round down). If the caster has multiple missile capability he can strike a single target or multiple targets as the caster wills (1 ball/round at small targets, 3 balls/round at medium targets, and 6 balls at large targets). For every two levels the caster gains an additional ball.

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### **Blackthorn's Eater From Within**

Class/Level:	Wizard / 6
School:	conjuration/summoning
Range:	9"
Components:	v,s
Duration:	2rd./ level
Casting Time:	6
Area of Effect:	one creature

Saving Throw: special

**Description:** This spell creates a small blood red ball of light that zips from the casters outstretched hand to the target creature and disappears within. Any person that is not immune to disease will be effected by this spell. The spell can be countered with either a dispel magic or with a cure disease spell, other wise the spell will commence "eating" the insides of its host at the rate of 1d3 hit points per round. While under this form of attack no being can cast spells and all who try to fight have there attack, defense and saving throws reduced by -3 because the pain is so intense.

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### **Blackthorn Linking Spell**

Class/Level: Wizard / 6  
Scool: alteration  
Range: touch  
Components: v,s,m  
Duration: special  
Casting Time: 1 hr.  
Area of Effect: 10' x 10'/ level  
Saving Throw: as per linked spell

**Description:** This spell postpones the activation of one spell cast until a certain thing happens in the linked area of effect (which can be of any size the caster desires, up to the casters maximum). This triggering event may be as simple or as complex as the caster desires. The link may also be triggered by the activation of a spell cast or placed on or in the area. The caster must cast the linking spell immediately after casting the link spell.

Only subjects that are in the spells area of effect can trigger the linked spell's effect. A creature summoned with this spells help are not bound by the area of effect of the link. The time to cast the linked spell is spent when initially set up, there is no delay when the link is triggered it is activated instantly.

An "instantaneous" spell like fireball will happen once, when activated; then the spell will be gone. A continuing spell like light will start and then operate until it expires. But when the linked spell expires both spells expire. For instantaneous spells the link vanishes after activation of the spell. The link may also be set up in reverse to stop one spell when a triggering event occurs (all thou that is very risky, see dispel magic).

Only one linked spell can be placed on the same object, or creature at any one time. If a second is cast upon the first it is cancelled. The spells that can be linked are prescribed by the casters experience level, but not higher than a 6th level spell.

Caster's level Linked spell level

12th-14th 4th

15th-17th 5th

**Blackthorn's Ward III**

Class/Level:	Wizard / 6
School:	abjuration
Range:	0
Components:	v,s,m
Duration:	1hr./ level
Casting Time:	1rd.
Area of Effect:	10' radius +1'/ level
Saving Throw:	none

**Description:** This spell was made to counter spells and attacks that would harm the caster and/or the creatures under the casters protection. The ward is rainbow colored changing colors all the time almost like a soap bubble seemingly hardly substantial. The warding will absorb up to a total of 7 hit points of damage per level of the caster. This warding spell will siphon off the energy of any spell and add double the spells level to its own hit points. If the spell absorbs more than its total hit points it will overload exploding for the amount of damage that the spell absorbed radiating outward from the ward. The damage in the first 10' radius is 100%, in the second 10' radius is 50%, in the third 10' radius is 25% after that no damage is taken. Spells can be cast through the ward but only spells of 4th level or lower. The Ward can be made mobile but at the cost of the duration of the spell which is then only 1 round/ level. The area of the ward can be controlled by the caster at the casting of the spell but not after.

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**Blackthorn's Improved Innate Enhance**

Class/Level:	Wizard / 6
School:	alteration
Range:	touch
Components:	v,s
Duration:	1day/ level
Casting Time:	1 turn
Area of Effect:	one creature
Saving Throw:	none

**Description:** This spell is just like blackthorn's innate enhancer with the exception that are noted. The spell may hold up to 6 spell levels. It can also be used in concoction with the first spell. All that was done was the spell level capacity was increased.



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## Blackthorns Hellhound

Class/Level:	Wizard / 6
School:	conjuration/summoning
Range:	9" +1"/ level
Components:	v,s
Duration:	1 day/ level
Casting Time:	1 hour
Area of Effect:	special
Saving Throw:	none

**Description:** This spell creates a huge (350lb, 3 1/2 feet at the shoulder, and 6' feet long) black wolf with glowing white eyes, vaguely man-shaped in appearance, raised upright in a half-crouch. It's a strong creature, lean and heavily muscled. It's skin is a strange black color, drawn tight against its powerful body, it is hairless. Great hooked claws curl from its paws, and its snout split wide in a hideous grin revealing a mass of razor sharp shark teeth. The creatures hit dice are 1d8+2 per level of the caster (to a maximum of 15+30). The number of attacks are 1 per 5 levels of the caster. The damage for each attack is 2d8 +1 per level of the caster. Its armor class is a base of 5 minus 1 for every two levels of the caster. The creature's movement rate is 9" +1" per level of the caster (i.e. a 12th level caster will have a hound that has 12+24 hit dice, 2 attacks, 2d8+12 damage, -1 armor class, and 21" movement rate). The caster can have the hound guard him in which case the creature will stay within a 10' foot radius, and/or the caster can send the hound to attack a creature that the caster can see.

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## Blackthorn Ward IV

Class/Level:	Wizard / 7
School:	abjuration, evocation
Range:	10 yards/ level
Components:	v,s,m
Duration:	1 day/ 3 levels
Casting Time:	1 rd.
Area of Effect:	5 yards/ level
Saving Throw:	none

**Description:** When this spell is cast the result is a large globe of shimmering force that totally encloses an area. The ward itself cannot move or be moved. Nothing can pass through the sphere, inside or out, though anyone within can breathe normally. Likewise the ward is not

affected by blows, missiles, cold, heat, electricity, ect. Spells and breath weapons cannot pass through it in either direction, although dimension door, teleport, and similar effects can bypass the barrier. The ward is not subject to damage of any sort except from a rod of cancellation, wand of negation, or a disintegrate spell. These cause it to be destroyed. The caster can end the spell on command.

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### **Blackthorn's Bombardment**

Class/Level: Wizard / 8  
Scool: evocation  
Range: 100 yards +10 yards/ level  
Components: v,s,m  
Duration: 1 rd./ 2 levels  
Casting Time: 8  
Area of Effect: 10 yard radius/ level  
Saving Throw: 1/2

**Description:** This spell causes 1 ball of force per level of the caster per round to fall from the sky and explode upon contact with any object. Each ball of energy explodes for 2d6 plus one point per level of the caster. Each ball explodes doing damage in a 10 foot radius from the point of impact damaging all within the area. No ball may be placed closer than 10 feet apart. The material component is a handful of small crystal spheres, one for each sphere the caster has.

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### **Blackthorn's Black Bolt**

Class/Level: Wizard / 9  
Scool: necromancy  
Range: 9"  
Components: v,s  
Duration: 1 rd.  
Casting Time: 1 rd.  
Area of Effect: one creature  
Saving Throw: none

**Description:** This bolt of strange black energy seeks out its target unerringly, doing 2 hit points per level of the caster in permanent damage(i.e. the damage that is done becomes the victims new hit point maximum).

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## **Blackthorn's Phoenix**

Class/Level:	Wizard / 9
School:	invocation/evocation
Range:	touch
Components:	v,s
Duration:	1 rd./ level
Casting Time:	1 rd.
Area of Effect:	special
Saving Throw:	1/2

**Description:** This powerful spell causes the caster to seemingly explode in a blinding flash of fire and plasma, shaped in the form of a phoenix. The caster takes no damage from this spell. The spell does 5 hit points of damage per level of the caster to all creatures/things within a 30-foot radius. The damage then goes down by 5 points for every 5 feet beyond that(i.e. an 18th level caster would do 90HP in the first 30 feet, but at 90 feet away the spell would only do 30 HP of damage). This spell was generally used in connection with a fly spell so that way the caster could fly close to his enemies.