

Brizbane's Bountiful Book

by

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Kazar Brizbane grew up in the town of Nioldra in the world of Greyhawk. At an early age he showed promise of being an excellent mage but because of his family's high standing in society he grew lazy and arrogant thinking that he shouldn't have to perform the same simple tasks that other apprentices had to do and so he was expelled from the mage academy. Thinking that he didn't need the school any more it simply didn't matter to him. While away to Greyhawk city on business for his family, his family's home was broken into and they were found dead upon his return. Having no other family he sought to reenter the mage academy but was refused. Having no other skills or idea of what to do he started to hire himself out as a mage mercenary.

On one of his jobs he happened upon a ruined keep deep in a part of the forest that was rumored to be haunted and no longer traveled. Hearing the approach of some ogres he fled into the lower bowels of the keep and used some minor illusions to frighten off the filthy things. After some time of exploring the ruins he happened upon a room that was once used as a large library. Seeing no harm in exploring the library he started to page through some of the books at random until a dreary voice called for him to replace the books and leave. Turning to see the source of the voice he saw a man that by all rights should have been dead due to the rotten flesh and clothes that hung on his skeletal frame.

He announced himself as Mandersheid and explained how he had sensed Kazars' coming to the keep and had summoned the ogres to test him and see if he was worthy of becoming his apprentice. Seeing his chance to gain the ability and knowledge to find out who killed his family and why he readily accepted the lich's pact. Mandersheid's only rule was that no one was to know of his whereabouts. Agreeing to the pact Kazar left to return to Nioldra and sell his family home and buy all the supplies he could find.

Under the lich's teachings and his own trial and error he became a well respected and feared Freestave. Below are some of the spells that he has produced.

1st Level Spells

Witch Fire (Divination)

Level:	1	Area of Effect:	10 mile radius
School:	Divination	Saving Throw:	None
Range:	See below	Components:	S, M, V
Duration:	1 hour/level	Casting Time:	1

Lasts for one hour per level of the caster. Burns with a blue light so it doesn't give off much light and it will burn brighter when ever there is a higher level wizard that the caster within 10 miles of the flame.

Hardstaff (Alteration)

Level:	1	Area of Effect:	1 wooden staff
School:	Alteration	Saving Throw:	None
Range:	0	Components:	S, M, V
Duration:	Permanent	Casting Time:	1 day

This spell makes a normal wooden staff permanently impervious to all types of fire and acid. Material components of this spell are a drop of acid and a specially prepared powder which costs no less than 500 gp.

Soulburn (Necromancy, Invocation/Evocation)

Level:	1	Area of Effect:	Target creatures
Schools:	Necromancy, Invocation/Evocation	Saving Throw:	None
Range:	60 yards + 10 yards/level	Components:	S, M, V
Duration:	Instantaneous	Casting Time:	1

This spell works only on Intelligent undead; it functions as a magic missile.

Summon Animal Servant (Conjuration/Summoning)

Level:	1	Area of Effect:	1 creature
School:	Conjuration/Summoning	Saving Throw:	None
Range:	5 mile diameter + 1 mile/level	Components:	S, M, V
Duration:	Permanent	Casting Time:	1 hour

Summons a 1HD or less animal to serve the caster as desired.

Outline (Illusion/Phantasm)

Level:	1	Area of Effect:	1 creature
School:	Illusion/Phantasm	Saving Throw:	Negates
Range:	10 yards/level	Components:	S, M, V
Duration:	5 rounds + 1 round/level	Casting Time:	1

This spell functions the same as the fairy fire spell except the caster is able to outline 1 target of his choice no matter the size.

2nd Level Spells

Charge Staff (Invocation/Evocation)

Level:	2	Area of Effect:	1 creature or object
School:	Invocation/Evocation	Saving Throw:	1/2
Range:	Touch	Components:	S, M, V
Duration:	Until discharged	Casting Time:	2

Allows the caster to send an electric charge through a normal wooden staff delivering 1d8+1 per level of the caster. This can be used in conjunction with Hardstaff.

Summon Animal Guardian (Conjuration/Summoning)

Level:	2	Area of Effect:	See below
School:	Conjuration/Summoning	Saving Throw:	None
Range:	5 mile diameter + 1 mile/level	Components:	S, M, V
Duration:	Permanent	Casting Time:	1 hour

Summons Animals to the casters aid at a rate of 2HD per level of the caster

Animal Sight (Alteration)

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

Allows the creature touched to see as an animal for 1 turn per level. A piece of the animal whose sense is desired is the component for the spell. (ie. feather of a eagle to see as an eagle)

Strobe (Alteration)

Level:	2	Area of Effect:	120' radius
School:	Alteration	Saving Throw:	None
Range:	60 yards + 5 yards/level	Components:	S, M, V
Duration:	1d4 rounds +1 round/level	Casting Time:	2

Acts as a strobe light. The caster is able to control the speed of the flashes.

Empty Chest (Illusion/Phantasm, Alteration)

Level:	2	Area of Effect:	1 chest
Schools:	Illusion/Phantasm, Alteration	Saving Throw:	None
Range:	0	Components:	S, M, V
Duration:	Permanent	Casting Time:	1 hour

This spell makes a normal chest appear that it is totally empty. This spell is permanent.

Skipping (Alteration)

Level:	2	Area of Effect:	Caster
School:	Alteration	Saving Throw:	None
Range:	5 yards/level	Components:	V
Duration:	Instant	Casting Time:	2

Same as the Dimension Door spell except that the caster doesn't need a round to recover and can attack that round. If attacking a creature from the back the creature must make the appropriate checks to see if the back attack bonus is effective.

Troll's Skin (Alteration, Conjunction/Summoning)

Level:	2	Area of Effect:	Creature touched
Schools:	Alteration, Conjunction/Summoning	Saving Throw:	None
Range:	0	Components:	S, M, V
Duration:	See below	Casting Time:	2

By casting this spell the wizard makes the subjects skin as tough and resistant as the skin of a troll (AC 2). The duration of this spell is 8 pts + 2 per level of the caster. Other wise the spell is the same as the normal Armor spell.

220 (Invocation/Evocation)

Level:	2	Area of Effect:	Caster
School:	Invocation/Evocation	Saving Throw:	1/2
Range:	0	Components:	S, M, V
Duration:	Instant	Casting Time:	2

When the wizard cast this spell a large arc of electricity extends from his hands in a 120 degree arc about 5 feet out from the caster. The intended victims must make a saving throw or suffer 1d8 + 2/level if he does make a successful save he only suffers half damage. Material component is a loadstone. Stone isn't consumed with spell.

Nap (Enchantment/Charm, Alteration)

Level:	2	Area of Effect:	1 creature/level
Schools:	Enchantment/Charm, Alteration	Saving Throw:	None
Range:	0	Components:	See below
Duration:	1 hour	Casting Time:	2

Creatures affected by this spell are put to sleep for one hour. When they wake up the creatures are as refreshed as if they had slept for eight hours. The affected persons recovers lost hit points as if they rested for a full night. Wizards can memorize spells as if real time had passed.

Because the rest is so complete and rejuvenating, a character does not feel fatigued after waking. Attempts to use Nap more than once in a 12 hour period are ineffective. Only willing creatures can be affected by this spell. Components for this spell are a pillow feather and a scrap of blanket.

Brizbane's Driftdisk (Conjuration/Summoning)

Level:	2	Area of Effect:	Caster
School:	Conjuration/Summoning	Saving Throw:	None
Range:	0	Components:	S, M, V
Duration:	1d4 hours + 1 hour/level	Casting Time:	2

This is a spell that wizards can find useful while on the road away from their libraries and labs. The spell creates a invisible disk that only the caster is able to ride. The disk floats approximately 3 feet off of the ground giving the caster a smooth and relaxing ride. The disk is to be attached to follow 10 feet behind any creature that the caster chooses. The wizard is completely shielded from all elements and weather. It lasts for 1d4 hours + 1 hour per caster level. Material component is a pillow which isn't consumed in the spell.

Fiery Breath (Alteration, Invocation/Evocation)

Level:	2	Area of Effect:	20 feet x 5' wide at base
Schools:	Alteration, Invocation/Evocation	Saving Throw:	1/2
Range:	0	Components:	See below
Duration:	Instant	Casting Time:	2

This spell is comparable to the breath weapon of fire breathing creatures. When cast the wizard expels a cone of flame 20 feet long from himself. The damage from such an attack is 2d8 plus 1 point per caster level. Any items or creatures that are caught in the flame must make a save vs. Breath Weapon, success means 1/2 damage. The component for this spell is the fire gland of any fire-breathing creature.

3rd Level Spells**Electric Web (Conjuration/Summoning, Invocation/Evocation)**

Level:	3	Area of Effect:	See below
Schools:	Conjuration/Summoning	Saving Throw:	1/2
Range:	See below	Components:	S, M, V
Duration:	See below	Casting Time:	3

This spell is similar version of the 2nd level Web spell as far as the dimensions, duration, and area of effect. The only difference of this spell is that the web gives off a shock delivering 1d4 points of damage per round.

Geyser (Conjuration/Summoning)

Level:	3	School:	Conjuration/Summoning
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Range:	5 yards/level	Saving Throw:	None
Duration:	Instant	Components:	S, M, V
Area of Effect:	1 creature	Casting Time:	3

When this spell is cast the caster creates a geyser that will throw any creature size Medium or smaller into the air 5 feet per level of the caster. They must then make a saving throw vs. stun or be stunned for 1d4 rounds. The creature take falling damage as if he fell from the appropriate height.

Summon Human/Humanoid Servant (Conjuration/Summoning, Enchantment/Charm)

Level:	3	Area of Effect:	See below
Schools:	Conjuration/Summoning, Enchantment/Charm	Saving Throw:	None
Range:	5 mile radius/level	Components:	S, M, V
Duration:	Permanent	Casting Time:	1 hour

This spell allows the caster to summon up to (12) 0th level servants or the appropriate number of humanoid servants. They stay on as long as they are treated well and will not harm the caster in any way.

Empty Room (Illusion/Phantasm, Alteration)

Level:	3	Area of Effect:	See below
Schools:	Illusion/Phantasm, Alteration	Saving Throw:	None
Range:	0	Components:	S, M, V
Duration:	1 day/level	Casting Time:	1 hour

This is a different variation of the empty chest spell accept this spell make the entire room look empty and deserted. All inanimate objects become invisible. The area that can be effected is a 40 cubic foot room plus one 10 cubic foot area per level of the caster. The spell lasts for 1 day per level of the caster.

Ball Lightning (Invocation/Evocation)

Level:	3	Area of Effect:	10 cubic feet/level
School:	Invocation/Evocation	Saving Throw:	1/2
Range:	60' + 10'/level	Components:	S, M, V
Duration:	Instant	Casting Time:	3

This is a different form of the classic Fireball except that instead of fire the ball delivers 3d8 points of damage plus an additional 1d8 for every level over 5th level. Material component is a loadstone.

4th Level Spells

Glyph of Lightning (Invocation/Evocation, Abjuration)

Level:	4	Area of Effect:	1 glyph
Schools:	Invocation/Evocation, Abjuration	Saving Throw:	None
Range:	0	Components:	S, M, V
Duration:	Till discharged	Casting Time:	1 hour/glyph

This spell is helpful in protecting certain areas and can be placed anywhere. If the proper command word isn't spoken before passing it the glyph discharges delivering 2d8 points plus 1 point per level of the caster electrical damage.

Deplete Spell (Abjuration, Alteration)

Level:	4	Area of Effect:	1 spell
Schools:	Abjuration, Alteration	Saving Throw:	None
Range:	100' per level	Components:	S, V
Duration:	Instant	Casting Time:	1

This spell lowers the effects of enemy spells by 1HD for every two levels of the caster. For example a 8HD fireball depleted by a 10th level caster has the effect of a 3HD fireball.

Giant Strength (Alteration)

Level:	4	Area of Effect:	1 creature
Schools:	Alteration	Saving Throw:	None
Range:	Touch	Components:	See below
Duration:	1 Turn	Casting Time:	4

This spell is designed and used to enhance the strength of the recipient to that of a giant. The strength conferred is the strength of what ever giant the heart muscle tissue was taken from. The recipient receives total to hit and damage bonuses of that giant. He also receives the bend bars/lift gates, open doors and all of the other bonuses of a giant. He can also hurl boulders for the appropriate range and damage as a giant. One giant heart is enough to cast the spell 4 times.

Missile Swarm (Illusion/Phantasm, Invocation/Evocation)

Level:	4	Area of Effect:	1 missile
Schools:	Illusion/Phantasm, Invocation/Evocation	Saving Throw:	Neg.
Range:	Normal missile weapon range	Components:	S, M, V
Duration:	Instant	Casting Time:	4

When the caster uses this spell he must touch any missile weapon of arrow size or smaller. After he touches the missile 1 missile/level of the caster will spring into being around whoever holds the missile weapon and swarm around him. The missile must be fired 1 round after it is touched or the spell dissipates. Once fired the ghostly looking arrows follow the enchanted arrow toward what ever the target is. The target must be hit within that 1 round, if not the spell ends. If the target is struck the target must make a save vs. Spells. If made the missiles pass through it without any harm. If missed the ghostly slam into the target as if they were fired for real. If a magical missile is used the Plus of the arrow is diminished by one. EX. A +3 sheaf arrow is used so the arrows that are created are considered +2. Component for this spell is a small platinum replica of the missile costing 100gp.

Soul Shield (Necromancy, Abjuration)

Level:	4	Area of Effect:	Creature touched
Schools:	Necromancy, Abjuration	Saving Throw:	None
Range:	Touch	Components:	S, M, V
Duration:	1 hour/level or until "shields" are gone	Casting Time:	4

This spell is similar to the priest spell Negative Plane Protection except that the spell grants 1 "shield" for every 4 levels of the caster. If the shields aren't used up by the time the duration ends all remaining shields are lost.

Summon Human/Humanoid Guardian (Conjuration/Summoning, Enchantment/Charm)

Level:	4	Area of Effect:	1 creature
Schools:	Conjuration/Summoning, Enchantment/Charm	Saving Throw:	None
Range:	1 mile radius/level	Components:	S, M, V
Duration:	Permanent	Casting Time:	1 hour

This spell summons to the casters aid a creature up to 6HD or levels to serve as his or her guardian. The guardian will remain as long as it is treated well and not abused.

Soulblast (Necromancy, Invocation/Evocation)

Level:	4	Area of Effect:	10 cubic feet/level
Schools:	Necromancy, Invocation/Evocation	Saving Throw:	1/2
Range:	60' + 10'/level	Components:	S, M, V
Duration:	Instant	Casting Time:	4

This spell functions only against intelligent undead and against these undead it acts as a fireball that does 1d6/level of the caster while to any other living thing it only does 1d4/level of the caster.

Wall of Brambles (Conjuration/Summoning)

Level:	4	Area of Effect:	10' square/level
School:	Conjuration/Summoning	Saving Throw:	1/2
Range:	60 feet	Components:	S, M, V
Duration:	1 turn/level	Casting Time:	1 round

When this spell is cast a wall made of brambles springs into being that covers one 10 foot square per caster level. Any creatures that are caught in or try to get through the wall suffer 1d4 plus 2 points per caster level and it lasts for 1 turn per caster level.

5th Level Spells

Summon Outer Planar Servant/Guardian (Conjuration/Summoning)

Level:	5	Area of Effect:	1 creature
School:	Conjuration/Summoning	Saving Throw:	None
Range:	1 random or known plane	Components:	S, M, V
Duration:	Permanent	Casting Time:	1 hour

This spell summons a creature from the outer planes to serve the caster as a servant or guardian and will remain as long as the creature isn't mistreated.

Dragon Senses (Alteration)

Level:	5	Area of Effect:	Caster
School:	Alteration	Saving Throw:	None
Range:	0	Components:	1 dragon scale
Duration:	1 turn/level	Casting Time:	5

This spell grants the caster complete senses of a dragon. See invisible objects 10', ect. This spell lasts for 1 turn per caster level.

Animate Statue (Alteration)

Level:	5	Area of Effect:	1 statue
School:	Alteration	Saving Throw:	None
Range:	Touch	Components:	S, M, V
Duration:	Permanent	Casting Time:	1 day

This spell allows the caster to animate one statue for every 5 levels of the caster. The effects are permanent or until it's destroyed. The statues are treated as GARGOYLES and follow the caster's commands without question.

Warp Sword (Alteration, Conjuraton/Summoning)

Level:	5	Area of Effect:	Caster
Schools:	Alteration, Conjuraton/Summoning	Saving Throw:	None
Range:	0	Components:	S, M, V
Duration:	1 round/level	Casting Time:	5

This spell creates a long sword made out of magical energy that lasts for 1 round/level and inflicts normal long sword damage, but this sword IGNORES ALL METAL ARMOR.

Brizbane's Instant Battalions (Conjuraton/Summoning)

Level:	5	Area of Effect:	See below
School:	Conjuraton/Summoning	Saving Throw:	None
Range:	See below	Components:	Rock, clay, and a drop of the casters blood.
Duration:	5 rounds/level	Casting Time:	1 round

When cast the surrounding materials (rocks, sand, ect.) assemble into the form of humanoid figures roughly 4.5 feet tall. The caster is able to create 5 creatures per level. They attack as a creature with HD equal to half the casters level, all fractions are rounded down. They have an Armor Class of 5 and attack twice per round. They inflict 1d4 points of damage plus 1 point per caster level. Their hit points are double that of the casters max hit points. They will attack what ever the caster desires as long as it is within sight.

Dragon Hide (Alteration)

Level:	5	Area of Effect:	Caster
School:	Alteration	Saving Throw:	None
Range:	0	Components:	Scale of a dragon whose AC is desired
Duration:	See below	Casting Time:	1 round

When this spell is cast the wizard gains the AC of whatever dragon scale that he uses. For example if a wizard uses a scale from a Age category 5 Black dragon he gains that AC. The spell lasts for 1 day for every 2 levels of the caster. A bad side effect of the spell is that the casters skin turns the color of the scale used and he takes on a sort of reptilian look. (His eyes become reptilian slitted and he his skin has random small scales appear.)

Golem (Alteration)

Level:	5	Area of Effect:	Caster
School:	Alteration	Saving Throw:	None
Range:	0	Components:	Piece of desired golem
Duration:	1 round/level	Casting Time:	1 round

This spell allows the caster to temporarily assume the form and some properties of the golem that the caster desires. The caster receives the THAC0, Damage per attack, Armor Class, and weight and size of the golem desired. While in this form the caster can not cast any spells. For example a caster has a piece of an Iron golem that was destroyed. He casts the spell and the piece disappears. He then changes into a 10 foot tall, 5,000 pound iron golem that attacks once per round for 4-40 points of damage and has a THAC0 of 3. A dispel magic cancels the spell but the caster must make a save vs. spells or be knocked unconscious, due to the forced change.

6th Level Spells

Brizbane's Snapper (Conjuration/Summoning)

Level:	6	Area of Effect:	Special
School:	Conjuration/Summoning	Saving Throw:	1/2
Range:	10 yards/level	Components:	See below
Duration:	1 round/level	Casting Time:	6

Brizbane's Snapper is a slight variation between Bigby's Grasping Hand and Bigby's Forceful Hand. When the spell is cast a large disembodied hand ranging from man-sized (five feet) to gargantuan-sized (21 feet) appears and can be moved as the caster desires. The hand appears with its middle finger flexed under its thumb while the other three fingers extended outward. When the command word is spoken the middle finger snaps out striking only once per round and strikes the intended victim and causing the following damage and sending the victim flying as stated below. A made Saving Throw indicates 1/2 damage but the victim is still thrown the distance stated.

The hand may be used against other objects such as doors, ships, ect. in which case the hand causes 3d10 points of damage. The hand never misses but it can only strike as directed by the caster and therefore can be fooled by invisibility and similar methods of concealment.

The hand has an AC of 0 and can be destroyed by sustaining damage equal to the casters hit points at full health.

The material components of this spell are a snakeskin glove and a long, painted fingernail

Summon Outer Planar Familiar (Conjuration/Summoning)

Level:	6	Area of Effect:	1 creature
School:	Conjuration/Summoning	Saving Throw:	None
Range:	Another plane of existence	Components:	S, M, V
Duration:	Permanent	Casting Time:	1 week

This is nothing more than a stronger form of the 1st level Find Familiar spell. Except that the familiar that is summoned is from another plane of existence.

Chaos Armor (Necromancy, Alteration)

Level:	6	Area of Effect:	1 creature
Schools:	Necromancy, Alteration	Saving Throw:	None
Range:	0	Components:	S, M, V
Duration:	Permanent	Casting Time:	1 day

This spell grants the creature touched a permanent AC of 3 and grants a +2 bonus on all magical saving throws. It appears as if the caster has metal plates fused to his or her skin. The "armored" creature however suffers a -2 to his charisma due to his appearance. The material component of this spell is a full suit of +2 or better platemail which vanishes once the spell is cast.

Stone Shatter (Alteration)

Level:	6	Area of Effect:	See below
School:	Alteration	Saving Throw:	As stated in Material Save chart
Range:	See below	Components:	S, V
Duration:	Instant	Casting Time:	6

This spell causes 1 structural point of damage for every 3 levels of the caster. This spell only functions on normal stone. It has no effect on stone golems or the like. The range is 10 yards and then extends out an extra 1 cubic yard for every 3 levels that caster has attained.

7th Level Spells

Tornado (Conjuration/Summoning)

Level:	7	Area of Effect:	1 direction
School:	Conjuration/Summoning	Saving Throw:	None
Range:	None	Components:	S, V
Duration:	4d6 rounds	Casting Time:	1 round

A tornado springs into being whenever this spell is cast, but in order for it to be cast there must be cloud cover. This is an extremely dangerous spell to use because once it is cast the caster has no control over the tornado at all. The caster can send it in only one direction. After that the tornado is on its own, it could follow the landscape back towards that caster. The damage that the twister causes is 10d10 and any creature that is caught up in it is thrown as many yards as it takes in points of damage and then takes additional falling damage. For example a fighter taking 57 points of damage is thrown 57 yards and takes damage according to the rules of falling damage.

Dominate Flesh/Clay Golem (Enchantment/Charm, Conjuration/Summoning)

Level:	7	Area of Effect:	1 creature
Schools:	Enchantment/Charm, Conjuration/Summoning	Saving Throw:	Neg.
Range:	60 yards	Components:	S, M, V
Duration:	Permanent	Casting Time:	7

This spell allows the caster to arrest control of a flesh or clay golem away from the priest that created it. The effects are permanent.

8th Level Spells

Lightning Storm (Invocation/Evocation, Conjuration/Summoning)

Level:	8	Area of Effect:	1 square mile/3 levels
Schools:	Invocation/Evocation, Conjuration/Summoning	Saving Throw:	None
Range:	0	Components:	S, M, V
Duration:	1 hour/level	Casting Time:	1 round

This extremely powerful spell requires no cloud cover to start but once it is started it CAN'T be controlled or stopped. When cast a massive electrical storm is created covering 1 square mile for every 3 levels of the caster. The spell causes 1 strike/square mile/rnd and each strike does 7d8 points of damage. The spell lasts for 1 hour per level. Once it is started anything that is not within a 50 yard diameter around the caster will be utterly destroyed. The material component of this spell is a wand of lightning bolts.