

Subject: Chromancy
From: nburgoin@chat.carleton.ca (Nathan Burgoine)
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Way back when, I wrote a little article detailing the spells in FOR and Spells and Magick I'd use for Chromancy (the School of Effect of Light and Colour). I said I'd pop some spells in to enhance the school, then encountered computer trouble... But here they are (shortened to make my fingers feel better):

1st Level - "Light Bolt" (Evocation)

Range: 30 yards + 5 yards / level

Duration: Instant

Components: V,S

Casting Time: 1

Area of Effect: 1 Creature

Saving Throw: Special

Creates a bolt of blazing white light that streaks towards target, striking as a THACO roll of a rogue of equal level to caster. Base damage 1d4, and momentarily surrounded by a blazing white light aura when hit. Save vs spells: success means blinded until the end of the round (the rest of the round), failure means being blinded for 1d4 rounds. For every 3 levels of the caster, can change the spell to add: +1 to hit, -1 to opponent's save, or +1 to damage. Thus, a 9th level wizard could create a +1 to hit, 1d4+1 damage light-bolt that forces opponent's save at -1. Or impose a -3 penalty to the save. Etc. Any creature who is vulnerable or suffers penalties in bright light saves at -2.

2nd - "Northlight" (Enchantment, Alteration, Divination)

Range: 0

Components: V,S,M

Casting Time: 1 round

Area of Effect: 1 lantern

Duration: Special

Saving Throw: None

Take a lantern never before used or lit. Cast the spell as you fill the lantern with oil (must be a normal, hooded lantern). For the duration of the oil, or until the lantern is put out, or until more oil is added (maxing the duration at 1 pint or 1 hour) the lantern acts like a beacon lantern, but the light *always* aims north. MC: oil, lantern, and cartographer's tool or piece of map. All components vanish at end of the spell, including the lantern.

3rd - "Marc's Blinding Ray" (Alteration, Illusion)

Range: 30 yards + 10 yards per level

Components: V,S,M

Casting Time: 3

Duration: 1 round/level

Area of Effect: Special

Saving Throw: Neg.

Caster's index finger begins to emit a beam of light 30 yards + 10 yards per level, about as bright as a beacon lantern. The beam can be shorter, but that has to be decided upon casting, and can't be changed thereafter.

No concentration required to keep the beam going - in fact, can't put it out for duration of spell, even if unconscious. Each round, can aim the beam at one critter with eyes, save vs spells: success: nothing happens. failure: blinded as 2nd level spell, for 1 turn per caster level. If the spellcaster cast's another spell with a S component while under effects of this spell, there is a 5% chance per spell level being cast of blinding self or another member of the party (normal save). Note that having a finger like a beacon lantern makes it hard to sneak around. MC: Any shard of broken mirror.

4th - "Beri's Prismatic Rings" (Conjuration/Summoning)

Range: 20 yards + 1 yard/level

Duration: 1 turn or special

Area of Effect: Up to 7 creatures

Components: V,S,M

Casting Time: 4

Saving Throw: Neg

This spell creates 7 shimmering rings of force, Red, Orange, Yellow, Green, Blue, Violet and Indigo. Each ring can be tossed at one creature each, or can put multiple rings on each creature desired. Saving throw vs spells: Success: ring has no effect and leaves. Failure: Ring surrounds and constricts and is anchored, holding person still, unable to move from current position, but can talk, cast V spells, etc. Each ring beyond the first tossed at one creature causes others to be saved against with a -1 cumulative penalty. Rings exist for 1 turn. At casting, caster can decide for rings to explode at end of 1 turn and deal damage to person inside ring, each ring different. Furthermore, if target inside ring makes a BB/LG roll, the ring will release him, but will burst as described below:

Red: 2d6 dmg, save spells for half (fire damage)

Orange: 3d6 dmg, save spells for half (heat damage)

Yellow: 4d6 dmg, save spells for half (force damage)

Green: 3d8 dmg, save poison for half (poison damage)

Blue: Save vs paralyzation: Success: slowed for 1d4 rounds
fail: paralyzed for 1d3 rounds.

Indigo: Save vs wands: Success: headache, -2 attacks, AC, saves for 1d4 rounds. Failure: Confusion for 1d6 rounds

Violet: Save Spells: Success: blink out to nowhere until end of round. Failure: Blink as spell for 1d4 rounds

Material Component: Silver chain or ring upon which are little metal rings painted the colours listed above. All consumed in casting.

4th - "Marc's Blinding Flash" (Alteration, Illusion)

Range: 10 yards per level

Duration: Instant

Components: V,S,M

Casting Time: 4

Area of Effect: Special

Saving Throw: Special

Flash of light up to 10 yards away per level. Those within 60 ft of the flash must save vs spells. succeed: blinded for 2d4 rounds. failure: blind permanently, as the spell, with all normal ways of removing the blindness. If caster chooses to have himself be the target of the flash's centre of effect, he won't be subject to it, and will affect all those

within 120ft of the caster instead, and all those who make their save are blinded for 1 turn, not 2d4 rounds. MC: clear quartz and a white candle, both consumed in casting.

5th - "Beri's Prismatic Bolts"

Range: 10 yards / level

Duration: Instant

Area of Effect: Up to 7 creatures or targets

Components: V,S,M

Casting Time: 5

Saving Throw: Special

Creates 7 bolts of light, as per spectrum:

Red-Orange-Yellow-Green-Blue-Indigo-Violet. Must be aimed in an arc in front of caster no larger than 180 degrees. The target most to the right is hit by the Violet bolt, the target most to the left is hit by the red bolt, others are hit in order between. Bolts all deal different damage/effect:

Red: 1d4+1 dmg, save spell for half

Orange: 2d4+2 dmg, save spell for half

Yellow: 4d4+4 dmg, save spell for half

Green: Bolt of poison, onset time 1d4 rounds, save poison: 20 points if fail, 5 points if succeed

Blue: Save paralyze or paralyze for 2d4 rounds. Succeed: slow for 1d4+1 rounds

Indigo: Save wands or confusion for 1d6+1 rounds. Succeed: major headache for 1d6+1 rounds, -2 to ac, attack, saves and lose dex bonus

Violet: Save spells or vanish to dimensional limbo for 2d4 rounds, succeed: vanish to dimensional limbo for remainder of round and all of next round.

MC: seven strips or any cloth or silk or threads of the seven colours of the spell. Each bolt strikes as THCO of caster, with a +1 to hit for each 4 levels of the caster (rounded down). The threads, strips or cloth vanish on casting.

7th - "Beri's Prismatic Armor" (Conjuration/Summoning, Abjuration)

Range: 0

Components: V,S

Duration: 5 rounds + 1 round/level

Casting Time: 7

Area of Effect: Caster

Saving Throw: None

Creates an aura around caster. One aura at any given time.

Red-Orange-Yellow-Green-Blue-Indigo-Violet. If caster doesn't choose, it will start with red. Any round where caster doesn't concentrate (forgoing magical spellcasting, but no penalty to attacking or moving), the aura will progress one colour along the spectrum (and from Violet to Red). If caster concentrates (no spellcasting, though can still move and attack), can choose which colour surrounds the caster for that round, even making the spell only create one colour for it's entire duration.

Each colour aura protects against something different, and has a weakness.

If the weakness is used on the caster while under the protection of a certain colour of aura, and the colour in use has the weakness the caster is exposed to, that aura will vanish from the spell, and it will be

skipped from then on and can't be chosen thereafter. If all 7 auras are diffused, the spell ends.

- Red: complete protectin (no dmg) from non-magical missiles.
weakness: cone of cold
- Orange: complete protection from magickal missiles.
weakness: gust of wind
- Yellow: stops all poisons, gasses, and petrification attacks.
weakness: disintegrate
- Green: stops all forms of breath weapons.
weakness: passwall
- Blue: stops all location/detection spells and mental attacks.
weakness: magic missile
- Indigo: stops all new magickal spells from affecting the caster (even his own). Weakness: continual light
- Violet: stops all kinetic attacks - is a force-field (won't stop things like a cone of cold, or a ray of enfeeblement)
weakness: dispel magic

Anywayz, hope you liked them, and if you did, lemme know. Over the past 6 years, I've added about 100 spells to my spell-lists on my computer, and if these are liked, I could throw a couple onto the 'net from time to time...

'Nathan

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+-----+
| Nathan Burgoine           | "Oh, like there'd be a trap. I open
| Carleton University      | the chest."
| nburgoin@chat.carleton.ca |
| Salter Fan Club Cruise Director |          -- Famous Last AD&D Words
+-----+
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