



and modifying them with clever twists and such, even making them somewhat more powerful (as in this case) is perfectly acceptable. Burning Hands, for example, should not become a second level spell if it is made more powerful - the above example is STILL weaker than Magic Missile! Once started, since you will not need to generate many spells in this manner to set the tone, you will find that creating entirely new spells is also much easier than suspected. Since you only have to focus on a few groups of spells at a time, fleshing out the Diviner specialist mage becomes only a minor problem.

The second part of the idea is the "spell book prop". The Minor Burning Hands spell I gave above is currently written in my somewhat unsteady hand on a single sheet of notebook paper. There are three other spells as well, each with their own sheets of paper. Once I finished scribbling out the spell as nicely and clearly as I could, I gave the spell sheets to the player who's mage possesses them. Since there are two mages in the party, I ended up writing eight spells total, each individual. With those eight spells created or modified, I managed to create the impression of singular, individual spells in the AD&D's somewhat generic universe, and also gave my players a spellbook to work with. One of my players, Billy, has been referring to his "spell book" often as he assesses the situation.

A third part is the idea of spell scarcity. Not that spells themselves are scarce, quite the opposite! But written copies of any given spell are extremely rare. There may be a grand total of seven copies of (Alenman's Ritual of) Minor Burning Hands. And without a Write spell, there will be no more copies coming anytime soon. Casters cannot copy spells from one spell book to another without Write, although two \*very\* close friends may allow one another to study the copy they have. Nor will memorizing a spell and then writing it down work - the manifest copy (written), and the memorized energy pattern which allows you to cast a spell are two very different things.

With the usage of this idea, I would suggest that there be a sort of group monopoly on the Write spell. Perhaps only a very few wizards have the spell, and they jealously guard it (and the wealth it generates for them - since they are the only ones who can do so, it demands a high price). Or perhaps it is a spell owned by "the state" in some manner. In Krynn, for example, the idea could be adapted as something possessed by each Order.

The primary effect of this is to make the spells (and the sheets you gave the players) very precious indeed! If two players want to trade spells, allow them to trade the actual sheets of paper with the spells on them. Finding a spell book will be a very rich find, and salvaging pages of a spell book a cause for the mage to follow.

Something else I just thought of is the once humorous effects of the Bookworm become very deadly! A mage under siege by the pale little parasite might be tempted to measures as extreme as Finger of Death to kill the pest ;).

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Anyway, I have little else that I know of to say.. send me comments :)  
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