

## KATRINE'S SPELLS

All of these spells are spells designed or researched by Katrine, a young spell-caster character of mine. I originally created the spells under 5th edition AD&D (a version written by myself and edited by all my loyal gamers) but have edited and set them into normal AD&D format. For the most part, I changed the level as well, to better match the power level of AD&D. Credit and special thanks go to Katherine, a close friend of mine who inspired the character and initially helped create her. Thanks also go to Michael, who put up with my constant wanting to research some of the spells you'll find below (Katrine's Deadly Sphere probably tops them tho).

As far as schools of magic go... I have done my best to guesstimate a proper school for each, as the game I played her in had a different set. The ones used were Combat, Communication, Illusions, etc. The philosophy was that magic was defined by the end effect, not the process. So I've tried to work out the process for here.

Some of the information that AD&D uses I do not, but I hope I got everything necessary. If not, feel free to make it up to fit your game.

All of this may be used by anyone, but no money may be made from it without my express permission, just like any other net.spells :). I would, of course, \*prefer\* that Katrine's name remain attached to these spells, and (hint) she'd make a great NPC or mage from some forgotten period. But of course, I can't really expect it :). Oh yeah, about distributing this - feel free to post it anywhere you find a good site. In fact, I'm asking you to. Any responses to Katrine's collection of spells is welcome as well.

NA means Not Applicable. Self Only means that the spell can only be cast upon the spell-caster. A '\*' following Duration means that only one of the spell can be active at a time on a given object or the caster.

Through out this, I have primarily used the feminine gender pronoun unless the subject is obviously male or female. I do so with the same logic by which TSR uses primarily the male gender pronoun, with one addition. Rather than end the logic with 'Centuries of use have neutered the male pronoun', I have extended that logic, and intend to neuter the female pronoun for common usage by starting a similar centuries of use with it. The other reason is because most of the time it is referring to a female - Katrine herself.

I dunno what else needs to be said, so I'll let Katrine have it from here.

---

### CANTRIPS

#### BLANK (ILLUSION/PHANTASM)

Range: Touch	Components: V,S
Duration: 1 hour per level	Casting Time: 1 segment
Area: 1 book	Save: N/A

This cantrip covers the print on the pages of a book and replaces it with the illusion of blank pages. For the blank pages to be convincing, the pages in the book must be seen by the caster during the casting, otherwise the blank pages might not match up with the real ones. Also, individual pages may not be blanked. This is an all or nothing spell. The caster concentrates on blankness while passing her left





Level: 1 Components: V,M  
Range: Touch Casting Time: 1 segment  
Duration: 1 hour Save: N/A  
Area: 2" diameter

This spell causes any smoothed, ordinary pebble to glow with enough light to see about 20 feet well. The spell requires a pebble held in the caster's hand while arcane words are muttered. Unfortunately, this spell works only on small, rounded stones, and is consumed by the spell (middle of the desert or sea and all you have is a small, uncut diamond. Agony).

#### ILLUSORY WYVERN (ILLUSION/PHANTASM)

Level: 1 Components: V, constant somatic, M  
Range: 5" Casting Time: 1 segment  
Duration: 1 Turn Save: N/A  
Area: One illusion

This spell generates the image of a large, brown scaled dragonlike creature (about 15 - 20 feet long). The Wyvern is realistic, but relies heavily on the mage's Dexterity. It fades away if moved more than 50 feet (yards outdoors) away from the mage, but will fade back into view if moved back into range before the end of the spell duration. Casting requires a reptile scale (from any reptile) while the caster mutters the arcane verbal component. After casting, the mage must use her hands in order to manipulate the motions of the Wyvern, and her Dexterity will affect the believability of the illusion according to the following chart:

Dex.	Bonus/Penalty to Disbelieving
8-12	+3
13	+2
14	+1
15	0
16	-1
17	-2
18	-3
19	-4
20	-5
21	-6

#### FRIENDSPEAK (?)

Level: 1 Components: None  
Range: 1" Casting Time: 1 segment  
Duration: 1 round Save: N/A  
Area: Subvocalize to single person

This spell allow the caster to speak with one person at a time by subvocalizing (whispering under your breath) the message. Who she is talking to can be changed, as long as all of the messages take place within the one minute time limit.

I recommend that Game Masters time the message to one minute. This will eliminate hassles about whether or not there is enough time or not to say something (like, 'the solution is..').

#### KATRINE'S BLINDING BEAUTY (ILLUSION/PHANTASMS)



Duration: 1 hour \*  
Area: Self only

Save: N/A

This spell turns the caster into a psuedo-falcon. This form is as close to being a real falcon as Katrine could manage at the time, but is not entirely real. This spell can be overlapped with Katrine Kitty Kat, which lasts for 24 hours, so that when this spell wears off, rather than being a falcon, the caster will be a house cat. In order to affect herself with this spell, the caster must have a maximum of 10 Strength, and cannot weigh more than 150 pounds.

The falcon form has a movement rate of 3" on ground, 24" in flight. Its Strength is -4 (to a minimum of 2), and its Dexterity is at +1. It has d4 talons, keen sight, and -3 hit points per hit die of the caster, to a minimum of 1/2 hit points per level.

While a falcon, the caster can still speak, but the voice is strained and wild, like a falcon. Any verbal components other than 'shriek' have a 50% chance (-2% per level of the mage) of failing. Most somatic components are impossible while a falcon (adjudicated by DM). Material components, as long as the material is easily accessible, are simple enough.

#### KATRINE KITTYCAT (ALTERATION)

Level: 1	Components: V,S
Range: Caster only	Casting Time: 1 round
Duration: 1 day *	Save: N/A
Area: Caster only	

This spell transforms the caster into a house cat for a day, or until dispelled. The cat's fur will be the color of the caster's hair, and eyes will match eyes. As the cat is considerably weaker than the caster nine times out of ten (the tenth being what is known as dead) it is not suggested that this be used as a combat spell. The caster must have a maximum Strength of 10, and cannot weigh more than 150 pounds for the spell to be able to affect her.

While a cat, the caster has a movement rate of 18", d2 claws, nightvision, keen hearing, and keen smell. Her Strength is lowered by -4 (to a minimum of Strength 1) and Dexterity is increased by +2. Her hit points are decreased by -2 per hit die, to a minimum of 1 hit point per level.

While transformed, the caster is still able to speak, but not very well, and any spells requiring a verbal component will have a 50% chance of failure, -2% per level of the mage. Somatic components will be close to impossible for anything other than cantrips. Material components, as long as they require little manipulation, are simple enough.

#### KATRINE'S PLEASURE TOUCH (?)

Level: 1	Components: V,S
Range: Touch	Casting Time: 1 segment
Duration: 1 hour	Save: Negates automatically if target attempts to resist
Area: Caster	

This spell stimulates the pleasure centers of any one person that the caster is in contact with. It is a combination of an illusion of mild pleasure, and an enhancement of pre-existing pleasure. It lasts for one hour, but is only active while she is in contact with the person. The illusory pleasure is not very intense, simply a thrill along the appropriate sense, but the enhancement depends on the

strength of the initial pleasure. For example, the taste of chocolate, smell of old books in a library, brush of skin on skin, sound of a symphony, or even looking at a sunset. In casting it, the mage forms a simple pattern with her fingers while muttering arcane words.

#### KATRINE'S TOTAL TENT (INVOCATION/EVOCATION)

Level: 1	Components: V,M
Range: 1"	Casting Time: 1 segment
Duration: One night/until dawn	Save: N/A
Area: Single tent	

This spell produces a small, one person tent composed of opaque blue kinetic energy. The tent is capable of sustaining up to 80 pounds of force, or extremely strong winds (81 pounds of person or object falling on the tent will collapse it, or someone weighing at least 150 pounds kicking it will collapse it). The spell fades into a fine mist when the first rays of the sun hit it. The caster must grasp a pinch of the earth the Tent will be on while muttering several arcane phrases.

#### KATRINE'S WINNING SMILE (ILLUSIONS/PHANTASMS)

Level: 1	Components: V,S
Range: Self only	Casting Time: 1 round
Duration: 5 hours *	Save: Disbelieve (only if reason exists, like usual)
Area: 10 yards radius	

This is a spell similar to Charm, except weaker, and more diffuse. It tugs at the heartstrings of all who are close enough to speak with her normally, and makes her look more helpless. Obviously, this is not the spell for a Strength 14 male magic-user with an imposing look and great staff. The casting is simply a few arcane words and a pulling motion from the caster's heart, but the effects won't build up for a full round. The spell effectively adds +25% to the caster's reaction modifier (under Charisma), and makes others more willing to believe a single story she tells. Disbelieving simply means that they have shaken off the idea that she is more helpless than she is, and will not be more or less likely to react favorably.

#### BANDS OF MIST (ABJURATION)

Level: 2	Components: V,S,M
Range: 2"	Casting Time: 2 segments
Duration: 1 Turn	Save: Special
Area: One Medium sized target	

This spell calls into existence misty rings around a single target. These rings exert 640 pounds of force to keep the target still (note - the reason for the odd number is the system this spell comes from), including short range movements such as swinging a sword. Everytime the target attempts to do something not requiring moving from her original position (walking is out) she must make a Dexterity check (roll under Dex on a d20) in order to have a chance of success. In order to move from her original position, the target will have a harder time of it. If her Strength totals higher than 23, she can make it easily. Otherwise she must make a Strength check against opening magical doors in order to break out of the bonds. The caster tosses a looped copper wire at the victim while muttering the appropriate verbal components.

This is a weakened version of Hold Person, which exerts physical force to hold the target rather than paralysing her.



The sphere can, once each round, deliver a kinetic blast at its target which does d4 damage per level of its caster, or it can slam into someone for d6 damage. Note that it can do either or both of these actions in the same round, but cannot use one of them twice. The blast can do either stun damage or killing damage (stun damage - only 1/4 of the hit points done are real, the remainder simply counts towards knocking the target out).

Any attacks that are directed at the caster can be intercepted by the sphere if it is not slamming into an opponent, and as long as it is within three feet of the caster at the time.

-----  
I'm afraid that's all the spells Katrine' worked out, so there are precious few of many of the available levels, and none in others. I will be adding to this in time.

Thomas Weigel <nsbos0340@nsula.edu>  
-----