
Spells by [Gabriel Cain](#).

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Niac's Fire Grenade

Class/Level: Wizard / 1
Scool: Alteration/Evocation
Range: Touch
Components: V,S,M
Duration: Permenent
Casting Time: 1
Area of Effect: 1d4 flasks of any type of oil
Saving Throw:

Description: This spell makes 1d4 flasks of oil able to burst into flames upon impact. The duration of permanent applies only to the being able to cause the oil to burst into flames, not to burn forever. The damage by the oil is increased by 2 points, because of the magical fire involved. This spell can be of great use in a siege, given that there's a mage in there, and lots of oil. Note, the oil will not ignite where there is no oxygen, i.e. vacuum, underwater, elemental planes except air, etc. The Material Component is the oil, which is not consumed by the spell.

A Warning: Niac's fire grenade is VERY VERY DANGEROUS, it leveled Suzail.

Niac's Adjustable Continual Light

Class/Level: Wizard / 4
Scool: Alteration/Evocation
Range: 40 yards + 10 yards/level.
Components: V, S
Duration: Permanent or until Dispelled by Caster.
Casting Time: 4
Area of Effect: 60 yard sphere of light.
Effect:
Saving Throw: Special

Throw:

Description: This spell behaves much like continual light, except that 1) it can be dispelled at any time by the caster, and 2) the light output can be adjusted from pitch blackness to full daylight. If cast at a creature in a manner to blind, that creature gets a saving throw vs. spell or be effected as per the second level spell Continual Light. If not cast at a creature, no save is required. (duh! :) The light may be shifted mentally, by thinking the command word chosen at casting time, and then the brightness level.

Niac's Hushing Finger

Class/Level: Wizard / 3
Scool: Alteration/Illusion
Range: 10 yards + 5 yards/level.
Components: V, S, M.
Duration: 1 round + 1 rd./level.
Casting Time: 3
Area of 1 creature / 3 levels a 15' radius
Effect: sphere.
Saving Special.
Throw:

Description: By this spell, a mage may create a sphere of silence or merely silence 1 creature / 3 levels. The nature of the save is such that if cast in the multi-target form, each creature makes a seperate save vs. spell, if cast in the sphere form, however, the creature with the WORST save makes the save vs. spell for the group. Note that this spell will effectively halt all spell casting requiring a verbal component. If the sphere form is used, a large hand waiving its index finger back and forth appears. The other form is that of a finger making a shushing gesture. The material component of this spell is a pair of ear-muffs made of silk and a small lock worth at least 10 gp.