

# Spells by Burlis Burrfinkle

(male gnome mage/thief)

---

## Burlis's Locator

lvl:	1st/wizard
school:	divination
range:	0
components:	VS
duration:	instant
casting time:	2
area of effect:	special
saving throw:	none

This spell gives the following information:

- Height above or below sea level in feet.
  - Which direction is north.
  - The name of the caster's current location, if it has one.
  - The exact distance and direction of the caster from another location of the casters choice. The chosen location must have a name.
- 
- 

# Spells by Khalid Al-Rashan

(male minotaur warrior/mage)

---

## Sand Road

lvl:	2nd/wizard
school:	alteration/elemental earth
range:	0
components:	VSM
duration:	3 turns/level

casting time: 2  
area of effect: 3x1.5 meter strip of sand  
saving throw: none

When this spell is cast it creates a magical plane of force that reaches 1.5 meters to the front and the rear of the caster and 0.75 meters to either side. This force causes the affected terrain to flatten into a one and a half meter wide road which rises 2 inches above the ground (this is pure material, the road does not float). The road's effect moves with the caster and is centered on him. The road is as solid as rock and allows maximum movement, as well as running and charging. It also negates the effects of quicksand or similar dangers located under the road. Although the road is meant for sand travel, it will also function on terrains which contain enough sand to form the road (see below). The road can also be formed on water where the bottom has enough sand to form the road. The amount of sand required to form the road (anywhere) is approx. 3 pounds of sand per meter of the road. The spell can reach sand located as deep as 1 meter per level of the caster, but the sand must be directly beneath the road's area of effect. When on dry land, however, the spell can draw surface sand from up to 1 meter into itself.

The material component for the spell is the sand used to form the road.

---

---

## Spells by Leehan Russ

(male Drow-elf wizard)

---

---

### Magic Memory

lvl: 2nd/wizard  
school: alteration  
range: 0  
components: VM  
duration: 6 hours + 1 hour/level  
casting time: 1 turn  
area of effect: caster  
saving throw: none

This spell allows the mage to recall any spell that he has cast with in the duration of the spell. To do this, the caster must cancel from his mind a spell of equal or higher level to the one he wants to recall.

For example, a mage has the following third level spell memorized: fireball and lightning bolt, along with the fourth level spell wall of ice. He casts the fireball at a group of orcs. Later in the day, he and his party meet a group of trolls. The mage decides to exchange one of his higher level spells, and regain the fireball. This means that he must now choose which spell (the lightning bolt or the wall of ice) to forget. The process of exchanging spells takes 1 round to complete, and only spell that have been cast within the duration of magic memory can be recalled. Under no circumstances can the mage choose to exchange a spell for a spell from his spellbooks.

The material component for this spell is a ring, made of some precious metal (copper, silver, etc.).

---

## **Pain Touch**

lvl:	2nd/wizard
school:	necromancy
range:	0
components:	VS
duration:	3 rounds + 1 round/level
casting time:	2
area of effect:	caster
saving throw:	negates

This is an improvement on the chill touch spell. The caster can choose to arm one (left or right) or both hands. Any creature touched must make a saving throw vs. spell at -2. If the save is failed the target suffers 1d4 points of damage + 1 point per level of the caster. Each touch also drains one point of strength from the creature. If the creature is not rated for strength, it suffers a -1 to attack rolls for every other successful touch. If the save is made the target suffers no strength loss but suffers 1d4 points of damage. The spell affects undead in the same way as chill touch. Should the undead fail a saving throw vs. spell (at -2) they must flee for 1d4 rounds plus 1 round per level of the caster.

---

## **Motion Sense**

lvl:	3rd/wizard
school:	divination
range:	0
components:	VSM
duration:	1 turn/level
casting time:	1 round
area of effect:	special
saving throw:	none

When this spell is cast, the caster can sense creatures and their movements. The area of effect is a 90' by 90' horizontal plane centered on the caster. The spell also extends another 30' both up and down. The spell shows the mage the location of any and all creatures inside the area of effect. The creatures show up as blips of red light. The size of the blip and its intensity are relative to the size and heat emission of the creature. The caster and all those he knows to be friendly are shown in green. Note that the spell itself cannot be used to find people. For an ally to show up as green, the caster must know it's location. If, however, an ally is encountered during the spells duration, his blip's color may be changed to green. Note that this spell shows only creatures, not walls, stairways, etc. and cannot be blocked by anything short of a non-detection spell or item. The mage can also show the area to others but this requires concentration. When this is done, the area appears as a transparent box with edges made of red light and shows the caster and those viewing the spell at it's center. This box can be canceled from view, and recalled at any time during the duration of the spell.

The components of the spell is a loadstone in the shape of a compass needle. This stone is not consumed by the spell.

---

## **Curse of the Saberclaw**

lvl:	3rd/wizard
school:	alteration/necromancy
range:	10 yards + 1 yard/level
components:	VSM
duration:	1 turn + 1 round/level
casting time:	4
area of effect:	1 humaoid w. at least 1 arm
saving throw:	none

This spell causes one of the targets arms (usually the right one unless the left one is specified or the target has no right arm) to undergo a hideous and painful transformation.

The arm's flesh splits and rips open as the bones of the hand and lower arm are transformed into a jagged edged blade of bone. This bone blade is identical in appearance and function to that of the Saberclaw. It replaces the entire lower arm and hand. When used in combat the blade has a speed factor of 3 and does 1d12 points of damage to the target, regardless of size. Once the duration of the spell is over, the arm transforms back into the target's arm and hand, leaving only an immense black bruise as evidence of it having been there. Each of the transformations take 1 round to complete and during this time the target cannot perform any other actions due to pain. Each transformation also causes 1d3 points of damage. It should be noted that the skin and flesh of the targets arm are not lost, nor do they hang from the elbow in tatters. They are, for the most part, absorbed into the claw or into the rest of the arm.

The material component for the spell is a piece of bone from any creature possessing a claw of some sorts.

---

## Speed Magic

lvl:	3rd/wizard
school:	alteration
range:	touch
components:	VSM
duration:	1 round per 2 levels
casting time:	1 round
area of effect:	creature touched
saving throw:	none

This spell gives the caster a chance to cast more than one spell per round. This is accomplished by accelerating the flow of magical energy through the caster's body. An immediate side effect of this is that anyone touching the caster's bare skin receives 1d4 points of energy damage. When the spell is cast, a 1d20 is rolled. If the result is 1, 2, or 3, the mage cannot handle the stress of the increased magical energies. This results in an explosion, which does damage equal to the mage's highest possible spell level in d6 (thus if the mage were 5th level the damage would be 3d6). The caster receives no saving throw, and neither does anyone within 1 yard. Anyone within 10 yards of the caster gets a saving throw vs. spell for half damage. If the result is between (but not including) 3 and 20, then the mage can cast two spells per round, regardless of spell level, but only if the casting time does not exceed one round. If a 20 is rolled, the caster can cast three spells in any one round, providing that the spells he chooses to cast do not have a cumulative casting time of more than two rounds. If the caster chooses to cast a third spell in a round, he must first roll a dexterity check at -3 for each spell with a somatic component and an intelligence check at -3 for each spell, or fail to cast it successfully.

This spell does not give the caster the benefits of a haste spell. It only affects spellcasting.

The material components for this spell is a drop of blood from a cheetah.

---

## Mindwrite

lvl: 6th/wizard  
school: enchantment/charm, alteration  
range: 60 yards  
components: VSM  
duration: special  
casting time: 1 round  
area of effect: 1 creature  
saving throw: special

This spell allows the caster to invade the targets mind, read it and, should he so desire, change it in various ways. The caster can alter the targets memories & knowledge, add to them or erase them altogether. The caster can fiddle with the targets mind for 1 round/level. Each "operation", alter, add, or erase, takes one round to complete. Searching the targets memories for something specific takes 1-2 rounds. Depending on the severity of the intrusion and alteration attempted by the caster, a saving throw may be allowed with possible penalties or bonuses. Such intrusions might be relatively minor, such as causing a man to forget all knowledge of another, or a wife to think her husband's favorite food is dog brains, making a guard think he was supposed to guard another part of the city (no save). A blacksmith could be made to forget how to shoe horses (save at -4), or forget his craft entirely (save at +2). A lord could be made to forget his own children and name someone else his heir (save at +4). The saving throw can be adjusted as the DM sees fit, depending on the severity of the "operation". Normally there would be no way for anyone to detect such an intrusion into their mind, aside from a slight headache which always accompanies the spells "operations" (though not a read/search), and likewise there would be no way to defend against it (aside from the saving throw). This is true for all races and classes except the psionicist. All psionicists, including anyone with a wild talent, will automatically detect any intrusion into their mind by this spell and may attempt to resist it by using defensive abilities such as tower of iron will. If the psionicist does not possess any appropriate defensive ability, they can still actively try to resist the spell. This grants them a +4 bonus to any saving throw roll required and grants a save vs. the caster of the spell searching their mind.

There is no known limit to what the caster can do to the target's brain with this spell, and any changes made are effectively permanent. A wish spell is required to restore the targets memories. The material component for the spell is a piece of an intelligent creature that has some ability to affect minds. This can include mind flayers, intellect devourers, and even mages who can read or affect minds through spell use.

---

---

# Spells by Erik Thul

(male human wizard)

---

## Advanced Magic Missile

lvl: 3rd/wizard  
school: evocation  
range: 60 yards + 10 yards/level  
components: VS  
duration: instant  
casting time: 3  
area of effect: special  
saving throw: none

This spell is effectively identical to the magic missile spell, with the exception of the damage done by each missile and the overall number of missiles. The caster starts out with one missile and gets another one every two levels (7, 9, 11, 13 and 15). The damage done by each missile is 1d6 points +1 point per level. Thus a 7th level caster can fire two missiles which do 1d6+7 points of damage each.

---

## Lightning Armor

lvl: 4  
school: evocation  
range: touch  
components: VSM  
duration: special  
casting time: 1 round  
area of effect: creature touched  
saving throw: none

With this spell the caster creates a field of electrical energy around himself. The field has a total number of "hit points" equal to the caster's level in d6, to a maximum point total of 15d6.

Anyone striking the caster must make a saving throw vs. spell or suffer electric damage equal to the casters level. If the saving throw is successful, the attack does only half damage, the rest is absorbed by the spell. If the save fails, the attacker takes the electrical damage and the attack

fails, it's damage absorbed by the field. If the attacker strikes the protected individual with a metal weapon, he suffers his own damage as well as that of the spell, half that if the save was made.

The spell also protects the recipient from electrical attacks. All attacks involving electricity have their effects automatically reduced by half. In addition the protection field receives additional "hit points" in the amount of 1 point per hit dice of damage of the attack.

---

## Revelation

lvl: 4th/wizard  
school: alteration  
range: 0  
components: VSM  
duratation: 1 hour +1 turn per level  
casting time: 6  
area of effect: 60 foot radius globe  
saving throw: none

To everyone inside the area of effect, the effects of this spell are functionally identical to those of a light spell with a better duration. To the caster the light also reveal the outline of all hidden and secret doors, as well as most medium to large size traps, it will not detect traps such as lock traps unless the caster looks into the lock, etc. The spell also has a 50 % possibility of detecting invisible objects or creatures.

The material component for this spell is elf blood or the blood of any creature with invisibility or invisibility-related abilities (though not mage who can cast invisibility or such spells).

---

---

# Spells by the Archmagicienne Lazra

(female human wizardess)

---

## Lazra's Poison Arrows

lvl: 3

school: evocation, alteration  
 range: 30 yards +10 yards/level  
 components: VSM  
 duration: instant  
 casting time: 3  
 area of effect: one or more targets  
 saving throw: special

When this spell is cast, the caster bring into being a set of magical arrows which can be aimed at any target or targets within range. The arrows strike any target unerringly and cause 1d6+1 points of damage per hit. The caster can create multiple arrows at higher levels. In addition, each arrow affects the target as if it were coated by a contact poison. The effects of the poison can vary with the level of the caster which can also choose which effect to apply to which arrow. The onset time of the posion is immediate and the target is allowed a save vs. the effects of the venom. The effects of the venom can be either straight-forward damage or a special effect such as paralysis. The following table summarizes the poison effects as well as the number of arrows that the caster can create. When determining damage, the number before the slash is the damage done if the save vs. poison is failed, the number after the slash is the save is made.

level of caster	venom effects	number of arrows
5	paralytic or 15/5	1
10	debilitative or 25/10	2
15	death/0 or 35/15	3
20	death/25	4

The material component for this spell is a scale from a poisonous snake, or a piece of hide from any poisonous creature.

### Lazra's Demon Wolf

lvl: 4  
 school: conjuration/summoning  
 range: 0  
 components: VS  
 duration: 1 turn +1 round/level  
 casting time: 3  
 area of effect: special  
 saving throw: none

This spell is used to summon one or more Yeth hounds. The maximum number of hounds that the caster can summon is 1 for every 3 levels of the caster. The caster can choose the number of hounds to summon. The hounds are completely under the caster's control and will do anything he asks short of obvious suicide. After the spell's duration ends, the hounds fade away like mist. Although the hounds are evil, they will obey a caster of any alignment.

---

### **Lazra's Flurry**

lvl: 4  
school: conjuration/summoning/alteration  
range: 20 yards + 10 yards/level  
components: VSM  
duration: instant  
casting time: 6  
area of effect: special  
saving throw: none

This spell calls into being a flurry of arrows that the caster can direct to attack a group of targets in a cone-shaped area, which is one foot wide at the base. The cone's spread can be anywhere from 20 to 60 degrees. The arrows strike random targets within the area of effect, rolling to hit as if they were fired by a fighter of half the caster's level. The total number of arrows is 1d4 per 2 levels and they do damage as sheaf arrows (1d8). Once the arrows have struck, they crumble into worthless dust.

The material component for this spell is a miniature wooden arrow with a metal tip.

---

### **Lazra's Sensory Deprivation**

lvl: 4  
school: illusion/phantasm  
range: 80 yards  
components: VSM  
duration: 1 hour +1 turn/level  
casting time: 5  
area of effect: one target

saving throw:        negates

This spell causes instant and total sensory loss in the target creature. The target goes blind, deaf, and dumb, and loses all sense of touch and smell. The target is incapable of any actions including the use of psionic abilities. In addition the target must make a wisdom check or go mad due to the sensory loss. If the check fails, the target will suffer massive anxiety attacks and even near-total catalepsy if exposed to either sensory loss or sensory overload. No actions are possible as the victim shakes on the ground and moans for anywhere from a few rounds to a few hours (duration determined according to situation). The attacks will not stop until the victim is no longer exposed to the sensory loss/overload. The caster can affect one more target for each three levels above 7th.

The material component for this spell is a piece of any sensory organ (hand, nose, eye, ear, or tongue) of any creature.

---

### **Lazra's Ultimate Polymorph**

lvl:                    8  
school:                alteration  
range:                 10 yards + 5 yards/level  
components:        VSM  
duration:             permanent  
area of effect:      1 creature  
saving throw:        special

This spell functions as a powerful polymorph other spell. It has the same effects as that spell with the following exceptions. It can affect living beings in the same way as a polymorph any object spell, thus allowing the caster to turn a creature to stone, etc... Saving throws against it are made with a -4 penalty to the roll. Lastly, any effect of the spell is utterly permanent. In fact the target's new form becomes it's "true" form. What this means is that the creature can not be detected by magic, or affected by dispel magic. The only way to reverse the spell is to use another ultimate polymorph or a full wish. Lesser polymorph spells will not cause the target to change "true" form, only "current" form.

The material component for this spell is 500 gp worth of ruby dust mixed with the blood of any creature that changes shape sometimes in it's lifetime (including anything from insects to doppelgangers).

---

### **Lazra's Cold Sleep**

lvl:	8
school:	alteration
range:	40 yards
components:	VSM
duration:	special
area of effect:	one creature
saving throw:	special

This spell freezes the target creature to an extremely low temperature, as well as encasing it in a cocoon of ice. This spell will only work in organic creatures, live or dead. The spell causes all bodily function to cease and the creature to be under the effect of suspended animation. This will halt the process of any deteriorating spell or natural effects, such as poisons and diseases. However, it will also stop wounds from healing. It also prevents aging. The target is not aware of the passage of time or that it is trapped in the spell's effect. When used against an unwilling target a saving throw vs. spell is allowed with a -2 penalty to the roll. If the target is dead, the spell will prevent rotting. The only way to release the target from the spell is for the caster to cancel it himself, which he can do at any time, or through the use of a dispel magic spell. Fire and heat will not affect the spell in any way. Any target that is resistant to cold gets a bonus to the saving throw. The bonus is the creatures own bonus or, in the case of a creature that does not have such a listing, a +1 to +4 bonus can be applied at the DM's discretion.

The material component for this spell is a miniature crystal coffin.

---

---

## Spells by Azaiana Dusk Nightmane

(female half-elf Amazon warrior/priestess)

---

### Channel

lvl:	2nd/priest
sphere:	Combat
range:	0
components:	VM
duration:	1 round/lvl
casting time:	4
area of effect:	one weapon

saving throw: none

This allows the cleric to channel "touch" spells through a weapon. The weapon can thus be used to strike the opponent, doing damage as such and delivering a spell at the same time. Spells cast through channel could be cure/cause wounds, cure/cause blindness or deafness, and others. Only the priest can use the channeling effect. If the weapon is used by anyone else, the magic fails to work. Should this spell be used in combination with a weapon that has a spell-like power (such as a sword+2, nine lives stealer) the channel ceases to function.

The material components for this spell are the caster's holy symbol and the weapon to be used. Neither is consumed by the spell.

---

## Silence Self

lvl: 2nd/priest  
sphere: protection  
range: touch  
components: VS  
duration: 2 turns + 2 turns/lvl  
casting time: 5  
area of effect: creature touched  
saving throw: none

This spell Mutes all loud noises made by the recipient. Metal armor and weapons doesn't clank, jewelry doesn't clatter, leather doesn't creak, etc. Sounds aren't actually cancelled but loud (fairly low to very high) noises are muted and for the most, inaudible. Although this spell renders the recipient noiseless, he or she can still be detected by various other noises such as skittering pebbles, sliding sand and the like. When required, this spell gives thieves a +20% on their move silently check, and allows non-thieves to attempt a move silently roll at 25%. In addition, a character's chance of surprising others is at +2. Normal speech and spellcasting are slightly muted but not silenced (as per a silence 15' radius spell). Shouting, however, is muted. Another effect of this spell is that all combat sounds, such as a weapon striking armor, are also muted, whether originating from the recipient or his opponent(s).

---

## Rage of Tempus

lvl: 3rd/priest  
sphere: combat  
range: 0

components: VSM  
duration: 3 rounds/level  
casting time: 1 round  
area of effect: 1 humanoid/level  
saving throw: none

Through this spell the priest can excite the powers of a full-fledged berserker in 1 fighter or priest per level. To be affected, the priest must be a priest or cleric of Tempus; fighters, however, can be affected regardless of religion but they must be willing. The priest can select himself as one of the targets. Any priests affected cannot cast spells while the rage lasts.

The benefits are equal to being a berserker (see fighters handbook):

### **1: Spell effects:**

The targets are immune (no saving throw is necessary) to the wizard's spells charm person, friends, hypnotism, sleep, irritation, ray of enfeeblement, scare, geas, and the clerical spells command, charm person or mammal, enthrall, cloak of bravery and symbol. They also get a +4 to save against the wizard spells blindness, Tasha's uncontrollable hideous laughter, hold person, charm monster, and confusion, and the clerical spells hold person and hold animal. Also the emotion spell has no effect on the targets, unless the caster chose the fear result. If fear was chosen, the targets get normal saving throws; if they make it, they continue on as before, but if they fail, they are prematurely snapped out of the rage, but no other fear effects take place. The fear spell has exactly the same effect. If a target fails a saving throw against charm monster, he simply counts the caster as one of his allies; he does not come out of the berserk or obey the caster's commands. The rage offers no real protection from finger of death, except that the spell effects do not take place until the spell ends. If the target saves, he doesn't suffer the 2d8+1 damage until immediately after the spell ends.

### **2: Combat benefits:**

While berserk, the character gets +2 to attack, +4 to damage, +2 to all saves and +5 hp. The target, while under the effect of the spell, is immune to KO results from the punching and wrestling rules, and takes only half damage from bare-handed attacks from these rules.

Unlike the true berserker, the targets do not suffer any after-effects of coming out of the rage with the exception of losing the 5 bonus hit points. Also, unlike the true berserker, the targets remain semi-rational and can (within reason) choose their targets, and will not attack friends. They do, however, suffer the following hindrances:

1: While under the effect of the spell, a priest or fighter/priest cannot cast spells.

2: The targets are temporarily rendered immune to the following clerical spells: cure wounds, bless, and regenerate. If a taunt spell is used on a target he gets a saving throw at -3 to avoid its effects.

---

---

# Spells by Zhizandra Oberon Tuendantl

(female tiefling mage/thief)

---

## Protection from pregnancy

lvl:	1st/wizard (1st/priest)
school:	abjuration (protection)
range:	touch
components:	VSM
duration:	1 day/level
casting time:	1 round
area of effect:	creature touched
saving throw:	special

This spell prevents any female from becoming pregnant for the duration of the spell. If cast on an unwilling target, the subject gets a saving throw vs. spell to avoid the effect. A detect magic spell will show a vague aura over the recipients ovaries.

The material component for this spell is 1 gp worth of powdered ruby or rhino horn.

---

## Entrance

lvl:	2nd/wizard
school:	enchantment/charm
range:	0
components:	VS
duration:	1 hour/level
casting time:	4
are of effect:	60' radius
saving throw:	special

This spell is used to captivate an audience and work in a manner similar to the friends spell. The caster must be in the act of performing, such as singing, dancing, playing a musical instrument, etc., although acrobatics, juggling and the like are excluded. The spell effectively raises the

caster's charisma by 2d4 points for the duration of the spell. This affects any reaction rolls made by any member of the audience during the casting of the spell. Those in the audience who actively watch the performance are fully affected by the spell. Others in the audience are allowed a saving throw vs. spell, and if the save succeeds the spell does not affect them. Under no circumstances do the targets know that a spell has been cast unless they are expecting it.

---

## **Eyes of Erinys**

lvl: 3rd/wizard  
school: enchantment/charm  
range: special  
components: VSM  
duration: special  
casting time: 3  
area of effect: 1 creature  
saving throw: negates

This spell causes any one humanoid creature to become passionately enamored by the caster. Once the spell takes effect, there is nothing the target creature will not do for the caster, even to the point of protecting the caster with his or her very life. To cast this spell, the caster must manage to make eye contact with the target. Thus the spell can work at any range up to 120 yards, as long as eye contact is possible. A saving throw vs. spells at -2 is allowed to resist the spell (it should also be noted that elves are only 70% resistant to this spell). If the save is made the target will only become infatuated with the caster for a number of days equal to the casters level. If the save is failed, the target creature is fully affected by the spell for the basic duration of the spell (1 day / level of caster) as well as a further period of time as dictated by the charm person spell. All successive saving throws are also made at -2.

When the spell wears off, the target will not know that he or she has been under a spell.

The caster always knows whether the spell succeeded or not. The material component is a piece of the caster's pubic hair.

---

---

## **Other Spells**

---

---

### **Wall of Electricity**

lvl: 4  
school: evocation  
range: 30 yards +5 yards/level  
components: VSM  
duration: 1 turn/level  
casting time: 4  
area of effect: special  
saving throw: none

With this spell the caster can create a wall of electrical energy. It appears as a wall of semi-transparent yellow glass. The wall can be formed in any shape the caster wants, straight wall, circle, tunnel shape, wavy wall, etc. The wall can cover a maximum of 20 square feet per level. Anyone passing through the wall suffers 6d6 points of damage.

The material component for the spell are a small crystal rod and a small iron rod.

---

### **Summon Specific Creature**

lvl: 6th/wizard  
school: conjuration/summoning  
range: special  
components: VSM  
duration: special  
casting time: 1 turn  
area of effect: 1 creature  
saving throw: special

This spell is used to summon any one specific creature as long as that creature is anywhere on the caster's home plane, though it need not be in the same crystal sphere (if on the prime material plane). Once the creature has been summoned, it can be controlled for a maximum amount of 3 turns per level of caster. It does not get a saving throw to avoid this initial period of control but does get another saving throw for each additional period of control after that. If the control is broken, the spell must be recast. While under the spell's effects, the target creature must obey the caster in all ways, even to the point of suicide. The spell does not automatically send the creature back once, but it allows the caster to do so at any time during a period of days equal to the caster's number of levels.

The material component for this spell a part of the target, for example blood, hair or nail clippings. In addition, the caster must have seen the target at least once. The caster must also know the creature's name, if it has one. This need not be the targets true name, only a name which the target uses.