
Spells by [Russel Martin](#).

Please do not remove the author's name from this file or print or store the spells anywhere without it.

DANTIDOR'S MYTHICAL UMBILICAL CORD

Class/Level: Wizard / 5
Scool: Evocation
Range: 20 yards/level
Components: V,S,M
Duration: 1 round/level
Casting Time: 5
Area of Effect: 2 creatures
Saving Throw: special

Description: This spell brings into being an invisible cord that connects two creatures together. The affected creatures must both be alive and have an intelligence score of 1 or greater. Both target creatures must be within the caster's range limitation for this spell to have any effect. This spell effects any creature, with these exceptions: summoned creatures; astral beings; Outer planes creatures; any creature not from the Prime Material Plane; or creatures on the Prime Material Plane but not native to it are allowed a saving throw vs. Spell to avoid the effects. Any other creature is not allowed a saving throw to avoid the initial connection. The two connected creatures are then linked for the duration of the spell, unless the spell is canceled by the wizard, dispelled, or one of the affected creatures dies. The two creatures are noted as the primary and the secondary. Whatever affects the primary also affects the secondary, providing the secondary fails a saving throw vs.spell. The secondary creature can only avoid any effects by making his saving throw, which must be made against any and all events that happen to the primary target. As a side effect, the secondary must make his saving throw against the worst of the two save numbers. If the secondary is damaged, then the primary must also save using the worst of the two values. As an example, if a fighter, with a saving throw of 17, and a cleric, with a saving throw of 13, are linked, and the fighter takes 10 points of damage, the cleric must save at 17 or take the 10 points of damage also. This applies to any sort of negative effect, such as damage, charming, etc.. that affects either individual linked, but does not apply to beneficial events such as healing spells or potions, etc. This spell in no way provides any form of mental link or thought transfer from the primary to the secondary. Any creature that can see ethereal can see the cord, and it can be severed by any means that would sever the silver cord of an astral being. The material component of this spell is a cord of pure silver, in which two knots are tied during the casting of the spell. The cord vanishes when the spell expires.

Magical Tattoo

Class/Level: Wizard / 4
School: alteration
Range: 0
Components: V,S,M
Duration: permanent (see below)
Casting Time: 1 round + see below
Area of Effect: one weapon
Saving Throw: none

Description: By casting this spell a wizard can turn one weapon into a magical tattoo on a willing recipient, then by merely touching the tattoo the person wearing the tattoo calls into being the weapon that was turned into a tattoo. The weapon appears in the hand that was touching the tattoo.

A command word must be spoken once the tattoo is touched, the tattoo must be touched by the bare hand, if the hand has a gauntlet or is in any way covered the tattoo will not be activated, the tattoo can only be activated once per day but will remain in normal form indefinitely. The weapon can be turned back into a tattoo by merely holding the weapon against the area it was placed originally and the command word spoken again, only the person who has the tattoo can activate it even if someone else knows the command word. The tattoo will remain forever unless dispelled or the weapon is lost or destroyed, if lost the weapon must be retrieved within 6 months or the magick fades and another magick tattoo spell must be cast to return the weapon to tattoo form.

At 7th level a wizard can only turn normal weapons or those with +1 enchantment into tattoos, weapons with any other magical ability cannot be turned into tattoos and intelligent ones can if they agree to it. For every 2 levels above 7th a wizard can turn weapons of greater than +1 into tattoos, thus at 9th level +2 weapons, at 11th level +3 weapons and so on. The casting time is one round plus 1 round for every plus of the weapon, thus a +5 dagger would take 6 rounds. Any single weapon can be made into a tattoo; a sword without a scabbard, a bow without arrows, a dagger and for purposes of this spell a dozen arrows tightly bundled constitutes "one weapon". Any number of tattoos may be placed upon a single individual, it's just that the tattoo must be touched to activate it, and the command word spoken, the command word is uttered by the caster during casting. The tattoos "DO" radiate magick if detected for.

Many tattoo wearers get them put on their faces or hands to facilitate quick activation, the tattoo is approx. 2" long and resembles the weapon tattooed! The material components are the weapon to be used and a small vial of blood from some enchanted creature such as; a unicorn, a dragon, a sprite, an elf, etc. Which the wizard smears on the area to be tattooed. Thieves and other unsavory individuals often get tattoos placed in, A-Hem, out of the way places for obvious reasons.

So far only weapons can be made into tattoos, but there is no reason why a wizard could not research a spell to turn mundane items into tattoos, of course a fighter with a tattoo of an iron on his face might draw undue attention. In no way can other magical items such as wands and staves and anything that is not specifically a weapon be turned into a tattoo, and spell books are strictly forbidden.

Kalimacs Rebuttal

Class/Level: Wizard / 4
Scool: Invocation/Evocation
Range: as per spell being repeated but at
caster of Rebuttals level
Components: V,S,M
Duration: Instantaneous/ see below
Casting Time: 4
Area of Effect: varies
Saving Throw: special

Description: This spell was invented by the renowned wizard Kalimac, he was so indecisive that he invented this spell, what it does is copy the effects of a spell that was just cast, thus if a fireball was cast by a wizard in one round and another wizard casts Kalimacs Rebuttal, he would duplicate the casting of the fireball.

The spell to be repeated must have been cast in a previous round, the number of rounds previous is equal to the level of the caster of Kalimacs Rebuttal, and the spell being repeated is cast at the level of the wizard casting Kalimacs Rebuttal, thus in the previous example if a 12th level wizard cast fireball, (12d6), and a 9th level wizard casts the Rebuttal, his fireball would be at 9th level (9d6).

Only wizard spells can be duplicated and only spells actually cast by a wizard, spells cast from devices cannot be repeated. The material component is a ring of no less than 200g.p. that is shaped like a horse shoe, with the "ends" of the shoe pointing away from the caster (U). The command words are something like "back atcha" or something similar.

See Through Others Eyes

Class/Level: Priest or wizard / 3
Scool: divination
Range: 10 miles/level
Components: V,S,M.
Duration: 5 rounds/level
Casting Time: 1 round per 10 miles distance
Area of Effect: 1 being
Saving Throw: negates

Description: This spell simply allows the caster to see through the eyes of a target creature, the target creature must be anything "alive" and the caster must possess something personal from the target creature, be it a thieves favorite dagger, or a lock of someone's hair, or a piece of fur from an animal, yes even animals can be the target of this spell, druids like this spell also because in no way does the spell harm the target, and the target is usually completely unaware of the spell being used, the chance of detecting the spell in use is the same as detecting a crystal ball being used. The target gets a save vs. Spell, if the target saves the spell is wasted and the victim is non the wiser! In no way can the caster control the victims actions, unless of course some form of control spell is also cast, also clairaudience may be cast as a "carrier" spell to hear what is going on, but the clairaudience spell must be cast immediately after the See Through Others Eyes spell is cast to have any effect.

Birds of Life

Class/Level: Wizard / 7
Scool: necromancy
Range: 10 yrds/level
Components: V,S,M
Duration: 1 round/level for birds, 1
hour/level for effects
Casting Time: Special
Area of 1 creature
Effect:
Saving Negates
Throw:

Description: The name of this spell is actually a misnomer, as it belies the fact that this spell actually drains the life force (in the form of experience levels or hit dice) from a target creature. When this spell is cast, it brings into existence a number of small white birds equal in number to the casters levels. The caster then selects a target creature, which can be any creature with either hit dice or experience levels. The birds fly to the target in a split second, and begin to hover over the target. During each round, one of the birds, (and only one per round) attempts to drain the target. A saving throw vs. Spell will negate this effect, but if the save is missed, the bird permanently drains one hit die or experience level from the target creature. If the bird fails this draining attempt, it vanishes in a puff of white smoke. If it is successful, the bird turns a golden yellow and returns to the caster, who must have a suitable container readied. The bird then deposits the drained essence into the container, and vanishes in a puff of yellow smoke. If the caster has no container ready, the bird then vanishes 1 round after arriving back to the caster. Only one level of essence may be held in one container, and placing another in the same container causes the first to vanish, levels must be kept in separate containers. Containers must be of the highest quality glass available. The spell may be canceled at any time, but will be lost unless the caster maintains complete concentration on it. The caster can only walk slowly and

say a few words, any other action disrupts the spell. The caster can do one of two things with this "stolen" essence. First, he can drink the essence himself, which conveys the prime abilities of the target to himself, at the same level. If the caster drank the essence of a fighter with 18/00 strength, he would gain that strength score. The caster would also have his level raised by the number of levels he has consumed, and would gain any benefits that the increase would convey, i.e. hit points, spell levels, turning ability, but not proficiencies of any kind. Note that the caster would gain hit points from drained levels as though he, or she, were of the class from which the life force was drained, without constitution bonuses.

For example, if the caster consumed 3 levels from a thief with dexterity of 19, the caster would gain a temporary increase in dexterity to 19, as well as 3 additional hit dice, which are rolled as if he were actually a thief, i.e. 6 sided. No racial talents can be conferred in this manner, such as magical resistance, spell casting ability, resistance to fire, etc. This increase is of course temporary, lasting a number of hours equal to the number of levels consumed. The levels then disappear one at a time. Another example: If the caster consumes 3 levels from an elven fighter with 18/50 strength, then for 3 hours he would gain 18/50 strength, and for the first hour he would gain 3 levels of experience and 3d10 hit points, but not the 90% resistance to sleep and charm, nor the ability to locate secret door, or infravision and the like. The second hour, he would retain the 18/50 strength, but would lose one hit die, and one level of experience, and so on. Secondly the caster could give this essence to another creature, who would benefit as above, but any creature drinking the essence could never gain innate abilities if he/she does not already possess them. This includes the innate abilities of Paladins, Bards, Thieves, Clerics, Rangers, etc. If the creature who was effected by this spell somehow manages to relieve the wizard of the stolen levels, he may regain his lost levels. He could also replace his lost levels by drinking the essence of the same class as him or herself, and by drinking a like number of levels. Only the lost levels that are replaced would be permanent; any others would be lost normally. The only other way to replace these lost levels is to employ a very carefully worded Wish. As a side effect of drinking these levels, the casters age is reduced by the number of levels consumed. This effect is permanent. This could have the unfortunate side effect of reducing a fighter of 19 years of age to a child of 9 if enough levels are consumed.

Also in no way can the birds summoned by this spell be harmed in any way, they can be dispelled just like any other spell, of course.

The material component of this spell is the wing feather from a phoenix, and a drop of the casters blood, both of which are consumed in the casting.