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SPELLS RESEARCHED BY ALPHA:

- 1st Alpha's Acid Stream
Alpha's Electric Arc
Alpha's Hunting Hound
Alpha's Sparkle Beam
Alpha's Starlight
Alpha's Wall of Darkness

- 2nd Alpha's Moonlight
Alpha's Rainbow Beam
Alpha's Spark Shower
Alpha's Star Gaze
Alpha's Starblades
Dispel Silence

- 3rd Alpha's Comet
Alpha's Darklight
Alpha's Flames of the Faltine
Alpha's Heat Lightning
Alpha's Ice Bolt
Alpha's Images of Ikonn
Alpha's Lightwall
Alpha's Lucent Lance
Alpha's Night of the Leonids
Alpha's Rolling Thunder
Alpha's Silverlight
Alpha's Starfire

- 4th Alpha's Acid Rainstorm
Alpha's Acid Resistance
Alpha's Ball Lightning
Alpha's Chill of the Void
Alpha's Elemental Form
Alpha's Firefall
Alpha's Flames of Falroth
Alpha's Hunting Pack
Alpha's Rainbow Blast
Alpha's Ray of Paralysis
Alpha's Shadowfire
Alpha's Sheet Lightning

- 5th Alpha's Aurora Borealis
Alpha's Balefire
Alpha's Blue Blaze
Alpha's Incantation of Elemental Domination
Alpha's Lightningarmor
Alpha's Moons of Munnopoor
Alpha's Saint Elmo's Fire
Alpha's Shooting Stars
Alpha's Spectral Hound
Alpha's Star-Powered Magery
Alpha's Starshield
Alpha's Wizard Light

When cast, this spell automatically dispels any magical silence within its area of effect. Furthermore, no silence spell will have effect within the area of effect for the duration of the spell.

The casting of this spell requires a small silver bell, chime, or gong, which must be struck twice, at the end of each segment of casting. The device must be worth at least 50 g.p., and is consumed in the casting.

THIRD LEVEL SPELLS:

ALPHA'S COMET (EVOCATION/CONJURATION)

Level: 3	Components: V,S,M
Range: 10' + 5'/level	Casting Time: 3
Duration: Instantaneous	Saving Throw: none
Area of Effect: Special	

This spell creates a flaming missile with a trail of superheated noxious gases. The comet unerringly strikes one target, the impact causing 3d6 damage and the flames an additional 3d6. Furthermore, any creature within 5' of the comet's path will suffer 2d4 fire damage. All those within 5' of the point of impact will suffer 3d4. Anyone who suffers damage from this spell is also considered to have been engulfed in the noxious fumes, and will be at -2 on all rolls (10% spell failure chance) for 1-6 rounds due to coughing, choking, and blurred vision. The material component is a ball of pitch mixed with sulfur and phosphorus.

ALPHA'S DARKLIGHT (ALTERATION)

Level: 3	Components: V,S,M
Range: 10 yards/level	Casting Time: 3
Duration: 1 turn + 1 round/level	Saving Throw: None
Area of Effect: 15' radius globe	

This spell is exactly the same as the second level magic-user spell darkness 15' radius (q.v.), except in that the caster can see normally through the darkness so created as if in normal lighting conditions. Alternatively, the caster can bestow the visual benefits to another character by crushing the material component and sprinkling the dust into the eyes of the recipient. The material component is a piece of coal or charcoal, which must be crushed and applied as above. Note that the spell only allows normal vision through the darkness caused by the particular casting, and lends no benefit towards other darkness, either normal or magical.

ALPHA'S FLAMES OF THE FALTINE (ALTERATION/EVOCATION)

Level: 3	Components: V,S,M
Range: 0	Casting Time: 3
Duration: 2 rounds + 1 round/level	Saving Throw: None
Area of Effect: Special	

This spell sheathes the caster in hot yellow flames and blurs the caster's features somewhat, causing them to assume a smooth and somewhat indistinct shape, also turning a dark red color. The flames will appear to be present even coming out of the

caster's eyes and mouth. These flames give the caster no special protection, but they do shed bright light in a 30' radius. Further- more, any creature striking the caster with a claw, bite, or similar attack or a hand-held weapon less than 5 feet long will suffer damage as though contacting a Wall of Fire spell (q.v.)--2d6 damage + 1 point per level of the caster. Undead suffer double damage, and creatures especially susceptible to flame may also take additional damage. The caster may attempt a melee attack to burn others with this fire, a successful blow causing 1d6 damage + 1 point per two levels of the caster. Creatures passing within a 5' radius of the caster suffer 1d4 heat damage. By standing still and concentrating, the caster may extend this heat radiation, inflicting 2d4 within a 5' radius and 1d4 within a 10' radius, but this falls back to the usual level if the caster stops concentrating or resumes moving. The caster can attempt to destroy inanimate objects by touching them, requiring a save vs. normal fire to avoid destruction. This may be attempted once per round, at a -1 cumulative penalty for each consecutive round of handling. Items on the caster's person at the time of the casting of this spell are unaffected by the flame. The caster may end this spell prematurely if desired. The material component for this spell is a flask of oil, poured over the caster's head during the casting of the spell, and an open flame of any size.

ALPHA'S HEAT LIGHTNING (EVOCATION)

Level: 3	Components: V,S,M
Range: 10 yards/level	Casting Time: 3
Duration: Instantaneous	Saving Throw: 1/2
Area of Effect: One Creature	

This spell calls down a bolt of reddish-purple lightning which strikes a single creature within range. The bolt inflicts 1d6 of damage per level of the caster. Cold or water-based creatures suffer an additional 1 point of damage per die, while creatures resistant to heat OR electricity suffer 1/2 normal damage (1/4 with a successful save). All non-magical metal worn by the target must save vs. lightning (at +2 if the save was made, but at -2 if the save was failed) or be fused to any nearby metal (sword fused to gauntlet, pieces of armor fused together, preventing movement). The material component of this spell is a short glass rod, a bit of fur, and a bit of iron or lodestone.

ALPHA'S ICE BOLT (CONJURATION/SUMMONING)

Level: 3	Components: V,S,M
Range: 60 yards	Casting Time: 3
Duration: Instantaneous	Saving Throw: Special
Area of Effect: Special	

With this spell, the magic-user opens a small hole in the spatial fabric into the preternatural cold of the para-elemental plane of ice. It brings forth a shaft of solid para-elemental ice 6 inches thick and 10 feet long (the hole is opened for only a very brief time). This missile hits with great force, causing 3-30 points of damage from the impact alone. If the target saves vs. petrification, only a glancing blow is dealt, and the victim suffers only 1-10 points of damage.

An additional save (also vs. petrification, and at +4 if only a glancing blow was suffered) must be made, or the victim will be stunned for 1-6 rounds from the force of the blow.

The ice absorbs heat from the nearby air, and this causes 1-6 points of cold damage (no saving throw) to all within 5 feet of the bolt's path, and within a 10' radius of the target creature. The bolt shatters upon striking its target, and the victim will

suffer an additional 4-24 points of cold damage (2-12 if only a glancing blow was suffered).

Fire-using creatures take double damage from the cold caused by the bolt, while those resistant to cold take none. Both types of creatures suffer full damage from the bolt itself.

Water-based creatures in liquid form will suffer only 1-10 points of damage from the blow, and cannot be stunned, but they will automatically be slowed for 2-8 melee rounds.

If the target creature is struck fully (i.e. fails the initial saving throw), then exposed items on that side of the caster must make a save vs. crushing blow, and all items carried by the caster must save vs. magical frost (note also that items on the side struck by the bolt must save at -10, due to the cold and the blow).

The material component of this spell is a clear gem worth not less than 100 g.p.

ALPHA'S IMAGES OF IKONN (ILLUSION/PHANTASM)

Level: 3	Components: V,S,M
Range: 0	Casting Time: 3
Duration: 2 rounds/level	Saving Throw: None
Area of Effect: 15' radius	

This spell is similar to the 2nd level Mirror Image spell (q.v.). The caster gains 1 mirror image for each level of experience, rather than rolling randomly. These images can appear anywhere within 15' of the caster, and a blurring distortion effect occurs in the casting of this spell and at the end of each melee round which prevents isolation of the true wizard in the new melee round, even if the wizard was successfully attacked in the previous round. Area effect attacks (Fireball, etc.) can still affect the caster even if his location is not known. As a final benefit, if one of the images is struck by an opponent, the caster may make an unmodified save vs. breath weapon. If successful, the image will not be dispelled by the blow. The material component of this spell is a small carving or doll of the caster and a broken mirror.

ALPHA'S LIGHTWALL (EVOCATION)

Level:3	Components: V,S,M
Range: 10 yards/level	Casting Time: 3
Duration: 1 round/level	Saving Throw: Special
Area of Effect: 10' x 10' sq./level	

This spell causes a wall of dazzling yellow-white light to come into being at any point within the range of the caster. Vision through the wall by any means is quite impossible, though it is negated by a darkness (q.v.) spell cast at it. When the wall first comes into being, all those within 10 feet of it who are not averting their eyes (thus a mage could warn his companions that he was about to cast this spell) must make a save vs. petrification to avert their gaze from the wall in time to avoid being dazzled by its brightness. This dazzling results in a -2 penalty to hit, a 20% spell failure chance for spell casters, and a -1 penalty on initiative dice rolls. These effects persist for as many rounds as the difference between the victim's die roll and the roll needed for him to save. These effects can persist even after the duration of the spell has elapsed. Naturally, blind or sightless creatures are unaffected by this spell, but subterranean or dark dependent creatures (e.g. drow, duergar, svirfneblin) suffer a -3 on their saving throw. Further, they are not protected by their normal magic resistance, as the spell is not cast directly

at them. They are as vulnerable to its existence as any other creature would be. The light given off is equivalent to a continual light (q.v.) spell within 20', and equivalent to a light spell (i.e. normal torchlight) in an additional 80' radius. The lightwall, if cast out of doors, can be seen up to a mile away per level of the caster (reflecting the additional size of a larger caster's lightwall). The wall can, of course, be created smaller than the maximum size for the caster's level. The wall itself causes no damage to creatures passing through it. However, a character fighting someone with a lightwall directly behind him suffers a -1 on his or her chances to hit (note that this is cumulative with the dazzling effects described above). Similarly to the first level wall of darkness (q.v.) spell, sound is blocked by the lightwall, assuming that it does not allow sound waves to travel around the sides of it (as when cast outdoors, for example). It does not absorb sound or prevent spellcasting, it merely does not allow sound to pass through it (even if such sound is from a Horn of Blasting or a Shout spell). The material component is a clear gemstone or a sunstone worth not less than 100 g.p.

ALPHA'S LUCENT LANCE (ALTERATION)

Level: 3	Components: V,S,M
Range: 10 yards	Casting Time: 1 round
Duration: 1 round	Saving Throw: None
Area of Effect: Special	

There must be some ambient light available in order for this spell to work. The effectiveness of this spell is determined by the amount of ambient light available. The caster must concentrate for a full round to focus the light into the Lucent Lance, after which its energy may be released. The power of the Lance is such that it can carve through wood or soft metal up to 4 inches thick, stone up to 1 inch thick, or hard metal up to .25 inch thick, this thickness multiplied by the appropriate modifier on the table below. Items carried by a living creature are partially protected by that creature's aura, and gain a save vs. magical fire (modified as below) to avoid being damaged by the Lance. Living creatures suffer a base of 1d6 damage, modified as below, with a maximum upper limit of not more than 1d6 per level of the caster. The Lucent Lance coalesces as a ball of light around the caster's hand holding the material component, and shoots forth until maximum range is reached or until a sufficient thickness of material blocks its progress. The Lucent Lance may be traversed over an arc up to 1' per level of the caster at its maximum range. The caster's hand glows brightly while the spell is being cast and while it is active.

Type of light	Damage Modifier	Save Modifier
Candlelight	x.5	+3
Single torch or lantern	x 1	+1
Multiple torches, Light spell, starlight, magical dagger	x 2	+0
Large bonfire, bright moonlight, Continual Light spell, magical sword	x 4	-1
Multiple magical light sources, indirect or filtered sunlight	x 6	-2
Direct sunlight, Sunray spell	x12	-4

If the light source used is a fire of some sort, that fire has a 50% chance of going out. A permanent light effect (e.g. magical sword or dagger) will lose its power to shed light for 1d10 rounds. A spell used as the light source will be automatically dispelled if it's a 1st-3rd level spell, and will have its duration cut by 25% if a higher level spell. The material component is a small, oblong corundum rod worth at least 100 g.p.

Level: 4
Range: 10 yards + 10 yards/level
Duration: 4 rounds
Area of Effect: Special

Components: V,S
Casting Time: 5
Saving Throw: 1/2

The caster of this spell can create one to four spheres of glowing electrical energy. These spheres resemble Dancing Lights (q.v.), and the caster can control them in the same way. The spheres can be moved up to 120'/round. Each ball is about 5' in diameter, and any creature(s) approaching within 5' will dissipate that ball's charge. A save vs. spells results in half damage, indicating that contact was across an air gap. Note that more than one creature approaching within 5' in a single round can be affected by the ball is that occurs.

The charge values are:	1 lightning ball	4d12
	2 lightning balls	5d4 each
	3 lightning balls	2d6 each
	4 lightning balls	2d4 each

ALPHA'S CHILL OF THE VOID (EVOCATION/ALTERATION)

Level: 4
Range: 0
Duration: 1 round
Area of Effect: 20' wide path, 5'/level long

Components: V,S,M
Casting Time: 5
Saving Throw: None

This spell brings forth a wave of preternatural cold, rolling forth from the caster's outstretched arms to the maximum area of effect. Its cold vacuum kills all normal vegetation in the area except for trees, which have a 50%-100% chance to survive (DM's discretion, based on size and native environment). This cold inflicts 3d4 damage and the vacuum an additional 3d4 to all living creatures within the area of effect. Vegetable and fungoid monsters suffer double damage from this spell. The material component is a piece of ice.

ALPHA'S ELEMENTAL FORM (ALTERATION)

Level: 4
Range: Touch
Duration: Special
Area of Effect: One creature

Components: V,S,M
Casting Time: 1 turn
Saving Throw: None

Use of this spell enable the spellcaster to transform the matter of a creature's body into the stuff of a particular elemental plane. The elemental form enables the character to engage in normal combat with an elemental of the same or opposite form (i.e. water would allow combat vs. water or fire elementals), or an elemental creature, without needing a magical weapon to hit. It also provides protection vs. the same element as if a ring of warmth (+2 on saves, -1 per die of damage, regenerate 1 hp of elemental-caused damage per turn). The subject can also exist without danger on the appropriate elemental plane, and can move normally there. It does NOT empower the subject with perceptions not normally possessed (e.g. seeing through the rock of elemental earth), but it does prevent elemental damage. A character possessing a ring of elemental command who assumes Elemental Form of the same type gains the cumulative effects of both, and IS empowered with senses on the appropriate plane as if in normal air.

If this spell is cast on the prime material, the spell will last 1 turn per level of the caster. If cast on the appropriate elemental plane, or in the border Ethereal of that plane, it will last 12 turns/level. If cast while on an elemental or para-elemental plane different from the form assumed, start with the base of 12

turns/level and halve the duration for each plane removed. An Elemental Form in opposition to the plane the caster is on (air vs. earth, fire vs. water) cannot be assumed at all.

The material component is a small amount of the appropriate element on hand (a handful of clay or earth or a torch flame will suffice).

ALPHA'S FIREFALL (ALTERATION)

Level: 4	Components: V,S,M
Range: 10 yds/level	Casting Time: 4
Duration: Special	Saving Throw: Special
Area of Effect: Special	

This spell is an improved version of the 2nd level Pyrotechnics spell (q.v.), specifically the "fireworks" application of that spell. That portion of the spell functions exactly as the Pyrotechnics spell does with respect to duration, area of effect, saving throw, and the blinding effect created. However, the "fireworks" created by this spell are more along the lines of a geyser of brightly burning liquid fire, arcing upwards approximately 60' into the air and raining down within a 30' area surrounding the perimeter of the basic fire source. All in this area of effect suffer 2d6 fire damage with no saving throw allowed. Further, a central prominence of flame is thrown upwards by this spell, and the caster may direct this column of fire at a single target within 60' of the fire source. This plume of fire will inflict 4d10 damage to the victim, although a saving throw vs. breath weapon is possible to halve this damage.

The liquid fire continues to burn during the following round, under the same conditions as during the first round, although the fire is less intense and causes only half the damage caused during the first round. Combustibles in the area of effect must save vs. normal fire (if struck only by the burning spray) or magical fire (if the victim of the central plume fails his or her saving throw or if the central plume is directed at an inanimate object) to avoid being set afire. A creature who is within the area of the spray who is targeted by the central plume will not also suffer fire damage from the spray, as this minor flame is all but lost in the fury of the central prominence. The spray does not fall within the area of the original fire source, but only within 30' of the perimeter of the fire source. An aerial creature flying within 60' above the rising geyser of liquid fire is affected just as a creature on the ground would be, and may also be targeted with the central plume, if the caster so desires. The material component for this spell is a lump of pitch mixed with sulfur, saltpeter, and magnesium, as well as an existing fire source.

ALPHA'S FLAMES OF FALROTH (ALTERATION/EVOCATION)

Level: 4	Components: V,S,M
Range: 10 yards	Casting Time: 1 round
Duration: 1 round/level	Saving Throw: Special
Area of Effect: Special	

This spell conjures an extra-dimensional black flame to surround a single object or creature within range. This fire has exactly the opposite effect of normal fire, in that it restores creatures or objects burned to destruction by fire or acid to their original state. This will not restore life to a person slain by a Fireball spell, but it will restore the body to full health, such that a Raise Dead spell will bring the character back to full physical health (though an amount of time equal to the time dead must be spent recovering from the psychological shock). Similarly, it will not restore enchantment to a once-destroyed magic item, though a Limited Wish spell

is capable of restoring the lost enchantment to the item reconstructed by the Flames of Falroth.

In order to restore an item or creature, the target must fail a saving throw of the same type that resulted in its destruction. Hence, plate mail destroyed by the breath of a black dragon must fail a saving throw vs. acid, and an adventurer felled by a Fireball must fail a save vs. spells. For effects against which there is no save (e.g. Wall of Fire), assume the save to be as against breath weapon for creatures or magical fire for items. It is thus more difficult to restore items that were more difficult to destroy in the first place. One such save may be attempted each round, and as many saves as desired may be attempted during the use of this spell. No object can ever be affected by this spell after the spell has been used on it once, whether or not it was successful. Once the save is failed, the object will take 2 rounds to be fully reconstructed from its remains. The Flames of Falroth may be moved to another object or creature at any time during the spell's duration, with 1 round of concentration on the part of the caster.

The Flames of Falroth are very hostile to ordinary fire. They may be used as a fire extinguisher or sorts, and will extinguish a 10' cube of normal flame every round. Magical fire spells must be checked as per Dispel Magic, but multiplying the caster's level by 2 for the purposes of determining whether the target spell has resisted the effects of the Flames of Falroth. If this Dispelling attempt is unsuccessful, the Flames of Falroth will vanish back from whence they came.

If cast at an elemental fire creature of any sort, the Flames of Falroth will automatically cause 6d6 damage to that creature. After this initial attack, the target creature may make a save vs. spell at -3. If successful, the Flames disappear without causing further harm. If failed, however, the Flames continue to attack the creature's very substance, causing 3d6 damage every round. A new saving throw is allowed each round, the chance to save improving by 1 each round (-2 after the second round, then -1, etc.). This continues until the creature is dead, the caster moves the flames away (after which time that creature will no longer be affected by the Flames of Falroth), or until the spell expires or a save is made--in both of these cases, the Flames disappear.

A fire-using or dwelling creature that uses fire but is not native to the Elemental Plane of Fire (e.g. fire giant, red dragon, chimera) will not be harmed by the Flames of Falroth, but any external fire powers (fire breath, spells, immolation, etc.) will cause only half normal damage, as their effect-iveness is mitigated by the Flames. The material component is a bit of green wood, a handful of ashes, a smoky quartz crystal, and a piece of obsidian.

ALPHA'S HUNTING PACK (CONJURATION/SUMMONING)

Level: 4	Components: V,S,M
Range: 30 yards	Casting Time: 1 round
Duration: 5 rounds/level	Saving Throw: None
Area of Effect: Special	

This spell summons into the caster's vicinity a pack of canines who will fight on behalf of the caster, if such is required. The composition of the pack will be as follows:

01-10	4-16 jackals	61-90	2-8 wolves
11-60	3-12 wild dogs	91-00	1-4 dire wolves

The pack will follow commands to the best of its ability, so long as they are relatively simple (attack, return, heel, etc.). If attacked by the caster or his fellows, all creatures summoned will instantly disappear. The hounds can track as

well as a 5th level ranger, and can be commanded to perform this activity if it is requested of them (such as by allowing them to smell an article of clothing from the creature to be tracked, etc.). The hounds will arrive 1-10 rounds after the spell is cast. The material components are a piece of fresh, uncooked meat and a finely crafted silver or ivory hunting horn, worth not less than 100 g.p., which must be sounded during the casting of the spell.

ALPHA'S RAINBOW BLAST (EVOCATION)

Level: 4	Components: V,S,M
Range: 10' + 5'/level	Casting Time: 4
Duration: Instantaneous	Saving Throw: Neg.
Area of Effect: 1' wide beam	

This spell is very much like the second level Rainbow Beam spell, but is much more powerful. Besides a slightly larger area of effect, and the fact that a solid object will not stop the beam unless larger than 2' wide AND formed of solid stone or some such similar dense material, i.e. the beam is not stopped by mere flesh, even if armored, but would be stopped by a stone wall.

The spell does 2-7 (1d6+1) points of damage per level of the caster. The swirling, coruscating tendrils of multi-hued light also have properties as listed under the Rainbow Beam spell. A target resistant to one or more of these forms of attack takes -1 point of damage per die per attack that it is resistant to. The obverse applies for creatures that are particularly vulnerable to a certain form of attack (e.g. a frost giant is immune to cold, but is not particularly vulnerable to fire, so it would take -1 point of damage per die. A green slime, vulnerable only to fire and cold, would take -5 points of damage per die.) The indigo (holy water) beam does normal damage except to creatures affected by unholy water (paladins, lammasu, etc., who are considered as being resistant), and those affected by holy water (undead, demons, etc., who are considered as specifically vulnerable).

The victim is entitled to a saving throw, which, if successful, indicates that the beam has missed. It may hit another target, though. Also, if a target is struck by the beam, he or she must save vs. petrification or be struck in the face and blinded for 3-6 rounds.

The material component for this spell is a small diamond worth not less than 100 g.p.

ALPHA'S RAY OF PARALYSIS (ALTERATION)

Level: 4	Components: V,S,M
Range: 10' + 5'/level	Casting Time: 1
Duration: 2 rounds/level	Saving Throw: Neg.
Area of Effect: One creature	

The caster extends his arm, points his finger, and speaks a word to cast the spell. A thin, light blue ray leaps from the caster's finger. The intended target must save vs. petrification. If the save is failed, then the creature is struck by the beam and, unless the creature possesses some innate magic resistance, is paralyzed for 2 rounds per level of the caster. If the save is made, the pencil-thin ray has missed its original target and continues on in a straight line to the extent of its range. Any creature in the path of the beam must make the same saving throw or be struck and paralyzed. If the ray actually strikes, there is no save vs. its effects. Size L creatures must save at -1, size H at -2, and size G at -4. Conversely, size S creatures save at +1 and size T at +3. The ray can affect only target in any event. The material component is a clear gem or a piece of amber worth at least 100 g.p.

Any creature actually touching the Aurora will suffer 2-12 points of damage, +1 point per level of the caster. Fungoid monsters, undead, and creatures native to the plane of shadow suffer 2-12 points of damage, +2 points per level, from the effects of this spell.

The material component of this spell is a clear gemstone or crystal prism worth not less than 100 g.p., a glowworm, and a pinch of phosphorus.

ALPHA'S BALEFIRE (CONJURATION/SUMMONING)

Level: 5	Components: V,S,M
Range: 0	Casting Time: 5
Duration: Special	Saving Throw: Special
Area of Effect: 5' x 30' x 15' cone	

This spell draws upon a nearly colorless arcane effluvium from the Plane of Shadow. This mystical stuff burns very hot and is extremely viscous, but rapidly dissolves in the thick substance of the Prime Material Plane. Those in the area of effect may attempt a save vs. breath weapon to avoid being covered in the stuff. If this save is successful, they are merely splashed with it. Even this small amount, however, is sufficient to cause half damage for the initial round, but it burns out in that single round. Those that fail to save and are struck fully by this ghastly stuff suffer d6 fire damage per two levels of the caster (rounded up), up to a maximum of 12d6. The Balefire clings to these poor victims and continues to inflict damage. The damage is reduced by 2d6 each round, and the it burns until all damage potential is exhausted. This shadow-stuff burns with a colorless fire that can only be extinguished by magical means (e.g. Wand of Flame Extinguishing, Fire Quench, Dispel Magic, or a magical cold spell such as Ice Storm, Cone of Cold, Wall of Ice, or Otiluke's Freezing Sphere, although spells involving ice may also cause impact damage to the would-be rescuee); even total immersion in water will have no effect on it. This flame is so hostile to natural (i.e. Prime Material) matter that it will burn through one inch of wood or soft metal, one quarter inch of hard metal, or one eighth inch of stone per die of damage that it would inflict to living targets each round it is active. Any individual who is struck fully (i.e. fails to save) must make item saving throws vs. magical fire for all exposed equipment in each round that the Balefire clings to him, though these saves are at +1 cumulative for each round after the first. Occasional dark green or red flickerings can be observed in an active Balefire. The material component is a standard opal (not a black or fire opal) worth at least 500 g.p. and a bit of pitch.

ALPHA'S BLUE BLAZE (EVOCATION/CONJURATION)

Level: 5	Components: V,S
Range: 0	Casting Time: 5
Duration: Instantaneous	Saving Throw: Special
Area of Effect: Fan-shaped area 50' long, 20' at terminus	

By utterance and extending either arm, the caster causes a fan-like sheet of heated, purplish, acidic vapors and blue flames to leap forth from his or her outstretched hand. Any creature in the area of effect must save twice (once vs. the fire, once vs. the acid) or suffer 1d6/2 levels of the caster (rounding up) from each effect.

All exposed items must save vs. acid, regardless of the result of the save. Item saves vs. magical fire are only necessary if the a victim fails his save vs. that effect.

ALPHA'S INCANTATION OF ELEMENTAL DOMINATION (ABJURATION/ENCHANTMENT)

By the use of this spell, the caster calls upon the magical influences of the other-dimensional Moons of Munnopoor. The caster can call upon the power of one, two, or all three of the Moons. This spell always creates an area of light equal to the Moonlight spell, centered on the caster and moving with him or her. However, the area of effect is only 50% that of the normal Moonlight spell if one moon's power is invoked, 100% normal if two moons are called upon, and 150% normal if all three moons are utilized. This Moonlight has all of the effects of actual moonlight under a full moon, including effects on lycanthropes. The duration of this spell is also determined by the number of Moons called upon: if one Moon, the duration is 2 rounds per level of the caster; if two, it's 1 round per level; and, if all three, it's 1 round per 2 levels of the caster. Besides the light produced by the images of the appropriate Moons appearing above the caster, each Moon provides a specific magic-enhancing effect as follows:

Blue Moon: All water-related (including fog-, ice-, and steam-related) spells used by the caster gain a bonus of +1/die of damage (though not exceeding the normal maximum--e.g. an Ice Storm spell would inflict 3d10+3 damage, up to a maximum of 30) if the spell causes physical damage, including the damage caused by summoned water elemental creatures; applies a penalty of -4 to saving throws and -20% to magic resistance to targets of spells which cause no hit point damage but do affect an unwilling target in some way; or increases the duration of other spells of this genre which do not fall into the above categories (e.g. Water Breathing, Wall of Fog), doubling duration if a 1st-3rd level spell, increasing by 50% if the spell is 4th-6th level.

Bright Moon: All spells relating to stars, moons, and other astronomical phenomena are affected in the same way that water-related spells are affected by the Blue Moon.

Silvery Moon: All mind-controlling and influencing spells used by the caster apply a -4 penalty to saves and a -20% penalty to magic resistance checks by targets of such spells.

The material components for this spell are a white pearl or sapphire to invoke the Blue Moon, a diamond for the Bright Moon, and a silver pearl or moonstone for the Silvery Moon. Whatever the combination of moons invoked, the spell also requires a piece of black velvet along with a crushed pearl and a crushed moonstone, and a pinch of diamond dust.

ALPHA'S SAINT ELMOS' FIRE (EVOCATION)

Level: 5	Components: V,S,M
Range: 5 yards/level	Casting Time: 5
Duration: 1 round/2 levels	Saving Throw: Special
Area of Effect: Special	

This spell ionizes the air around the target of the spell, surrounding him or her with a blue-white, glowing nimbus of electrically charged air in a 5' radius. The target of the spell may save vs. breath weapon at -2 to avoid the spell. This save is at an additional -2 if the target is carrying large, mostly metallic weapons (e.g. swords, battle axes) or wearing partial metal armor (e.g. studded, ring), and at -4 if wearing full metal armor (scale or heavier). If successful, the target will suffer only 3d6 electrical damage as he or she dodges out of the area of effect, and the spell will then dissipate that round without a focus to coalesce about. If the save is failed, the victim will suffer 5d6 damage every round until a save vs. breath weapon (with modifiers as for the initial save, but with a +1 cumulative per round bonus) is successful, at which point the spell will dissipate. Any creature

entering the 5' radius nimbus suffers 1d6 electrical damage with no save. Any creature that touches or is touched by the victim of the spell will suffer 3d6 damage with no save if the contact was skin-to-skin, or 2d6 if it was through a conductor. If the target is in water, the electricity will inflict 3d6 damage with any contact, 2d6 within 5', and 1d6 within 15'. The target of this spell may, if desired, intentionally try to use the nimbus of electricity and the personal electrical charge as a weapon. The caster may end this spell at any point, if desired. The material components are phosphorus, a bit of fur, amber, and a bit of cold iron.

ALPHA'S SHOOTING STARS (CONJURATION/SUMMONING)

Level: 5	Components: V,S,M
Range: 5'/level	Casting Time: 5
Duration: Instantaneous	Save: Special
Area of Effect: Special	

This spell creates glowing missiles with flaming trails, one for each six levels of the caster (dropping all fractions). The victim of the spell receives no saving throw, and suffers 4d6 damage from the impact and 8d6 from the fiery blast that accompanies the impact. All within 5 feet of the impact point are also in the blast radius, but they may save for half damage. The original intended target may attempt to save vs. petrification to avoid being struck, this save at -4 if within 20' and at -2 if within 40'. If this save fails, he suffers as above. If he succeeds, however, the shooting star(s) directed at him continue on in a straight line to the extent of their range, at which point they explode in a fiery burst as above. Anyone else in the path of the shooting star(s) must save as for the original intended target, or become the victim of the spell. If the caster has more than one missile, he may direct them at one or several targets as desired. Anyone within 5' of the path of the missile will suffer 2d6 (save for half) fire damage simply from the heat of the passage of the shooting star. The material component is a bit of meteoric iron and a piece of igneous rock.

ALPHA'S SPECTRAL HOUND (CONJURATION/PHANTASM)

Level: 5	Components: V,S,M
Range: Special	Casting Time: 1 turn
Duration: 6 turns/level	Saving Throw: None
Area of Effect: Special	

This spell brings into being a quasi-real beast appearing as a war dog with black fur, gray ruff and tail, milky gray eyes, and insubstantial paws which make no sound. The creature will have average (8-10) intelligence and can converse with the caster in the common tongue. The creature can fight, attacking as a 2+2 HD monster and inflicting 2-8 points of damage per hit. It can, however, affect creatures struck only by magical weapons. The beast itself is AC 0, and can take up to half the caster's full hit points (rounding up) before being dispelled.

The Hound can track any creature known to the caster, provided the caster concentrates on a mental picture of the figure for 2 full rounds. The Hound can follow the trail of such a creature with 100% certainty, -5% per hour the trail is old. The Hound also has infravision to 90', can spot hidden (such as in shadows) things 80% of the time, invisible objects 65% of the time, and astral, ethereal, or out-of-phase things 50% of the time. The Hound normally moves at 12", though it can run at 24" for 3 rounds each hour. Further, the Hound may cross muddy or swampy ground, or even water, as if were solid, dry ground. The Hound leaves no tracks.

By concentrating for 1 full round, the caster can make use of the Hound's sensory abilities for as long as desired, though this does not allow communication beyond normal vocal range.

The Hound is unaffected by any spells which alter its form (flesh to stone, polymorph, etc.) or restrict or affect its movement (haste, slow, hold, etc.). If a mind control spell is cast upon the creature and it fails its save (saving throws of the Hound are as for the caster), then it wills itself out of existence. It is further immune to poison and death magics. The hound will speak only to the caster, and, if the caster is killed, feebleminded, charmed, or otherwise mentally incapacitated, then the hound will immediately cease to exist.

The material components of this spell are three canine statuettes; one of ivory or alabaster, one of silver or platinum, and one of jet, onyx, obsidian, or ebony. These statuettes must be worth at least 200 g.p. each, and, in the course of the spell, the three merge to become the Spectral Hound. When the spell ends, the Hound simply fades slowly out of existence.

ALPHA'S STAR-POWERED MAGERY (INVOCATION)

Level: 5	Components: V,S,M
Range: 0	Casting Time: Special
Duration: Permanent	Saving Throw: None
Area of Effect: Self only	

This spell can only be cast outdoors under a night sky where stars are visible. The spell requires 2 turns to cast for each level of spells the caster is able to cast (e.g. a 12th level wizard can cast 6 levels of spells, and so would require 12 turns). Upon completion of the spell, the caster's mind and body are refreshed and restored as though the caster had rested a full day. 1-3 hit points, plus the caster's CON bonus, if any, are restored if the caster is at less than full health. The power of the spell also allows the caster to memorize spells in one-half the usual time, save for first level spells, which may be memorized in a single round. During the lengthy casting of this spell, the wizard is suffused with a pale white glow, and is fully aware of things going on nearby. If the spell is interrupted, either by being struck by an attack or voluntarily by the caster, then the effect is wasted and the caster must sleep for spells as usual. The material component is a diamond worth at least 1,000 g.p.

ALPHA'S STARSHIELD (ALTERATION/ABJURATION)

Level: 5	Components: V,S,M
Range: 0	Casting Time: 1 round
Duration: 4 rounds + 1 round/level	Saving Throw: None
Area of Effect: Caster only	

When this spell is cast, the wizard's body is sheathed in a nearly skin-tight magical screen. This screen has the appearance of a black night sky filled with stars. Whenever a light-related spell of any sort is cast at the creature using the Starshield, the spell will be harmlessly absorbed and re-directed back at the caster of the spell. This includes such spells as Light (if cast so as to blind), Color Spray, Sunray, and Prismatic Spray. An area-effect spell where the caster is the sole target will automatically be reflected in this way. Area-effect light spells in which others are also targeted have a chance of being intercepted and redirected by the caster as above equal to the caster's chance to negate the spell with a Dispel Magic spell. The protected wizard will be unaffected by the spell in any event and, if the spell is successfully absorbed, those behind the caster who would have been in the area of effect are spared the effects of the spell. By making a successful

check as if to Dispel Magic, the caster may attempt to pass through a Prismatic Sphere or a Prismatic Wall. Darkness spells (e.g. Darkness 15' radius, Nystul's Black-mote, priest's Continual Darkness) will also be reflected, just as light spells are, and the caster may attempt a saving throw vs. death magic each round to attempt to see through any area of magical darkness within normal vision range. If outdoors under the night sky, the caster can see as if in broad daylight, even through magical areas of darkness, and also absorbs stellar radiation, regenerating 1 hit point per round that the spell is in effect. The material component for this spell is a black sapphire and a star sapphire, both of which must be worth not less than 1000 g.p.

ALPHA'S WIZARD LIGHT (EVOCATION/ALTERATION)

Level: 5	Components: V,S,M
Range: 10 yards/level	Casting Time: 1 round
Duration: 1 turn/level	Saving Throw: None
Area of Effect: 30' radius sphere	

This spell creates a pearly-white globe of light equivalent to Continual Light (q.v.). Within the area of effect, all shadow and darkness (even of magical origin) is dispelled, and all hidden or invisible creatures or objects are outlined in a pale blue radiance which lasts as long as the Wizard Light itself, even if the object or creature so limned moves out of the area of effect. Further, all glyphs of warding, symbols, and other magical writings and wards are revealed, glowing a luminous blue, and the area of effect of such wards is similarly outlined. This spell does not reveal astral, ethereal, or out-of-phase creatures, nor does it reveal purely mechanical traps and secret doors, although traps or secret doors disguised by or utilizing magic will be revealed. A mage using the Duo-Dimension (q.v.) spell would appear as a thin line of blue radiance in mid-air. This spell does not reveal what an illusion is hiding nor the appearance of an invisible creature (except for its outline), but merely reveals its presence and location. Hence, a Cloak of Displacement is useless within the Wizard Light. The light does not "set off" magical guards, but it does reveal the form of glyphs and such things for possible identification and deactivation. The material component for this spell is a diamond worth at least 500 g.p.

SIXTH LEVEL SPELLS: (To be researched upon attaining 12th level)

ALPHA'S FIREFOUNTAIN (ALTERATION)

Level: 6	Components: V,S,M
Range: 10 yards/level	Casting Time: 6
Duration: Special	Saving Throw: Special
Area of Effect: Special	

This spell is similar to the 4th level Alpha's Firefall spell, but is more powerful in two ways. First, the spray of liquid fire burns for a total of three rounds, inflicting 3d6 damage the first round, 2d6 the second, and 1d6 the third. There is no saving throw vs. the damage inflicted by the spray. Second, the caster is able to throw up one prominence of flame (for 4d10 fire damage the first round, and 2d10 the second, with a save vs. breath weapon to halve damage) for every six levels of the caster (rounding off all fractions). The material component is a lump of pitch, sulfur, saltpeter, and magnesium and an available fire source.

ALPHA'S RAINBOW WARRIOR (EVOCATION/SUMMONING)

Level: 6	Components: V,S,M
Range: 5 yards/level	Casting Time: 1 round
Duration: 1 round/level	Saving Throw: None
Area of Effect: Special	

This spell invokes energy and the spirit of a creature from the Quasi-Elemental Plane of Radiance. The Rainbow Warrior has as many hit points as the caster would at full health, and attacks as a fighter of half the caster's level. The Warrior has an Armor Class of 0, and can only be struck by magical weapons. It attacks with a spear of radiance, which causes damage the same way as the 2nd level Rainbow Beam spell if the target is struck. As with that spell, the caster has a 5% per level chance of selecting the color of the spear, otherwise it is random. The Rainbow Warrior may fly at a movement rate of 24, but it has no real substance and cannot touch nor carry any material object. Creatures dwelling on or drawing power from the Negative Material Plane or Plane of Shadow suffer 1d6 damage every round that they are within 20' of the Rainbow Warrior, as it sheds a bright globe of light strongly infused with energy from the Positive Material Plane. The Rainbow Warrior is unaffected by poison, paralysis, petrification, fire, electricity, gas, or acid. Unholy water causes it 2d4 damage, and cold attacks do full normal damage. Negative energy attacks gain a bonus of +1/die of damage, and any spells involving darkness cause the Rainbow Warrior 2d6 damage per level of the spell, though the darkness spell will then be dispelled. Any darkness spell coming into contact with the 20' globe of light surrounding the Rainbow Warrior must be checked as if Dispel Magic was being cast at the level of the summoner of the Warrior. Only one such dispelling attempt is possible for each darkness spell that could be affected, although the Warrior can automatically dispel any darkness spell by touching the area of effect, but it will suffer damage as if the spell had been cast specifically at him. Dark-dwelling creatures (e.g. drow, duergar) are affected by the Rainbow Warrior's globe of light as they would be by Continual Light. The material component of this spell is a clear diamond worth not less than 5000 g.p.

ALPHA'S STARLIGHT CITADEL (CONJURATION/SUMMONING)

Level: 6	Components: V,S,M
Range: 30 yards	Casting Time: 1 turn
Duration: Special	Saving Throw: None
Area of Effect: Special	

This spell can only be cast in an area under star- or moonlight. When cast, it brings into being a deep blue-black tower of magical metal, with many faint silvery gleams. This tower is in all respects similar to a Daern's Instant Fortress (q.v.) except that it grows slowly during the course of the casting, and so no creature able to move could possibly be harmed by its expansion. The door to the Citadel is Wizard Locked at the caster's level. One creature for each level of experience of the caster may be designated in the casting of the spell, and such creatures may freely open the door, though the caster may override this at any time by mental command. The magic of the walls of the citadel prevents the passage of any creature ethereal, astral, or out-of-phase creature. Teleportation into and out of the tower is still possible. This spell lasts until the first rays of direct sunlight strike the tower, but it cannot last longer than 2 hours + 1 hour per level of the caster in any event. The material component is a star sapphire and a small steel carving of a tower.