

Teaching an Old Mage New Tricks

by

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The Item spell can be used in quite a vicious way. Have an arrowhead made that is 10-times normal size, and keep that when you adventure. At the beginning of the day, cast Item on it, and reduce it to normal size. After you fire it into an enemy, you simply say the command word (assuming they're within earshot), and it explosively returns to its normal size, doing some very gory damage to the target. By shooting an arrow like this at close range into a locked wooden door, one can also splinter it in two. And you don't even want to think what would happen if someone shrunk a giant caltrop and cast Item, turning it into a cloth item 1/10th the size, and fed it to someone. Ooo... vicious. [Enlarge/Reduce can also be used similarly, but is more difficult because the spell doesn't last long.]

To create a nifty diversion with the city guards, a female wizard could cast spider-climb on a guard, walk up to him sultry-like, grab his hands and place them firmly on her behind! Because the clothing covering her booty is less than 1 pound (and durable and tightly worn), he will be unable to remove his hands! Then she can simply scream and slap the stuffing out of him while the entire neighborhood comes to her rescue, not to mention the other guards!

Rope Trick can be used as a trap if done right. If you set it up to make your opponents think you climbed the rope, they may climb up after you. At which point you set the rope on fire and wait for the spell to end, thus spitting them out again (a drop from as high as 30'). When they hit the ground, you can be sure you'll have the drop on them, needless to say. And of course, this is especially effective if you cast it outside a window, to look like you escaped that way, only to let them drop the entire distance down. This works over holes, at the edge of a cliff, etc.

Web can be used to break your fall, assuming there are available walls on either side for it to attach to. Getting out of it might take a few rounds, but at least you won't go splat. (Just don't light a match.)

Whispering Wind annoy the heck out of someone who doesn't expect it, or know you're casting it. It can even be used to make someone think they're going crazy, if used enough times. Voices in their head that only they can hear? Must be losing their marbles.

Ray of Enfeeblement is usually cast against an opponent in combat, but can be much more effective if you catch them when they really need their strength, like when they're dangling from a rope, wall or cliff.

And who hasn't cast Mount, sold off the horse, and then headed on to the next town? (Alter Self sure doesn't hurt either, so the word of your appearance doesn't spread.)

Having trouble hunting? Leave a patch of Evard's Black Tentacles in the woods (or wherever) for a while, and check back later to find your supper. Who knows what you'll catch!

And hasn't anyone realized how much money can be made by selling off Walls of Iron to smithies, wholesale? They're permanent, so no crime committed (unlike Mount!)

If your enemy is standing on a frozen lake, cast Water To Dust under his feet and send him or her into a frigid bath! Or if the lake is frozen solid, it'll still drop them into a nice pit at the very least 10 feet deep.

In a dungeon and can't get past a pit or some other floor that is deadly? Cast Reverse Gravity, and simply walk on the ceiling! Also makes for a great ambush, if you're prepared to end the spell and pounce at the right moment!