

BLACK TOME OF PILPIN

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and  
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Well net.ad&d'rs, here's the spell list you've been waiting for! Have you ever noticed that there are few spells designed to be nothing but evil! The Arch-Mage Pilpin the Black has -- after much hesitation decided to release his spellbooks upon the multiverse and let the chips fall where they may.... he, he, he.

Actually, Pilpin is an evil NPC warrior turned Arch-Mage in a campaign I've been running for 10 years now. I've been meaning to post these spells for a while, but they weren't in postable format -- until tonight. All the spells entitled -- Pilpin's -- we're created by me for use in my campaign. All the spells intitled -- Noska Trades' -- we're created by Ted Dreibelbis for use by a character of his. Noska Trades is a Necromancer of great power.

I like to add 2 things:

(1) Keeper of the Net.Spellbook -- feel free. Did I make it in time for the 3rd release of the Net.Spellbook? Also, the standard copywrite applies.

(2) Please don't flame me for the content of these spells -- you won't change my opinion, its only a game, and plus the spells are not really that evil.

Enjoy

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PILPIN'S MAPPER (CONJURATION/SUMMONING)

Level: 1	Casting Time: 1 segment
Range: 0	Area of Effect: Special
Components: V,S,M	Saving Throw: None
Duration: 6 turns + 1 turn/level	

This spell will create a map of the caster's path for the duration of the spell. The map will record basic features (e.g., doors, stairs, windows, cliffs, rivers, etc.) on a piece of vellum provided by the caster. Unusual or special features (e.g., statues, paintings, smells, and noises) can be added at the will of the caster. The material components are a piece of vellum (that the map is created on) and a vial of ink.

PILPIN'S PROMPT (CONJURATION/SUMMONING)



The material components are a handful of ghoulish flesh and a drop of humanoid blood.

#### PILPIN'S INFATUATING GREED (ENCHANTMENT/CHARM)

Level: 3	Casting Time: 1 round
Range: 60 yards	Area of Effect: 1 creature
Components: V,S,M	Saving Throw: negates
Duration: 1 day + 1 day/level	

This spell causes a person (as defined in CHARM PERSON) to be overcome with tremendous greed. If the person fails a saving throw versus spells, they will want the first thing of value that they see, and if refused, will become very angry. They will not act against their alignment or foolishly risk their life to get what they want, but will not give up until they own the item or one just like it. The person will sell or trade anything they possess to get the item. Once in possession of the item or a replica, the affected person will then want the next item of value that they see, and this will continue until the spell runs out.

For example, Mel, a lawful good ranger, affected by the spell becomes infatuated with a beautiful carriage he sees in the street. Mel attempts to buy the carriage from its owner, but the owner refuses to sell the carriage on the grounds that it's from a faraway kingdom. Mel denounces them as greedy and inconsiderate. Mel then starts to journey to the distant kingdom to get one for himself. Eleven days later the spell wears off (if cast by a 10th level mage) and he finds himself 11 days away from home attempting to buy a carriage he has no use for.

Shandar, a chaotic evil fighter, affected by the spell spies a golden crown she just has to have. Unfortunately it belongs to her boss, a High Priest of Hisisi. Realizing that she can't just take it, she spends all the money she has to hire an assassin for the job. The mission is successful and she gets the crown. When the assassin hands her the crown, Shandar's attention is suddenly focused on the exquisite ring the assassin possesses. Quickly deciding that the assassin is no match for her in open combat, she immediately attacks the assassin. Bad move, the assassin kills her.

The spell can be negated by a HEAL, WISH, or a successful DISPEL MAGIC. The material components are a gold piece and a small piece of lodestone.

#### NOSKA TRADES' ENDOPLASMIC QUAGMIRE (CONJURATION, NECROMANCY)

Level: 4	Casting Time: 4
Range: 10 yards/level	Area of Effect: 80 foot diameter
Components: V,S,M	Saving Throw: Special
Duration: One round per level	

When this spell is cast a clear mucous-like substance rains down upon the area of effect for one round until it reaches a depth of four feet. Any creature in the area of effect must save vs spell or be knocked to the

ground by globs of slime and must take 1-3 rounds to regain their feet. Movement through the slime is 10 feet per round and it is 50% probable that a creature trying to move in the area slips and falls. Creatures with their heads beneath the slime must save vs constitution each round or take 1d4 points of drowning damage.

Dispel magic, disintegrate, or transmute to dust will eliminate the endoplasmic quagmire. The material components are a piece of flesh, taken from a human within one round after death, and a vial of organic material rotten to the point of liquidification.

#### PILPIN'S BAND (CONJURATION/SUMMONING)

Level: 4	Casting Time: 1 round
Range: 60 yards	Area of Effect: Special
Components: V,S,M	Saving Throw: None
Duration: 1/2 hour/level	

This spell summons into existence up to 50 instruments that will play any piece of music for which sheet music is present. The specific instruments summoned are decided by the caster, so the nonweapon proficiency of artistic ability, or musical instrument is required by the caster, or a consultant. The sheet music is placed on a music stand before the band, as the music is played the pages are flipped automatically. When the piece of music is over, placing new music or flipping the present one to the beginning will start the band playing again. The sound volume of the band is controlled by the caster.

The material components are a single, golden, miniature replica for every type of instrument summoned, a full sized silver music stand, and the appropriate sheet music.

#### PILPIN'S FIRE CARPET (EVOCATION)

Level: 4	Casting Time: 4
Range: 60 yards square/level	Area of Effect: 20 foot-
Components: V,S,M negates	Saving Throw: 1/2 damage or
Duration: Concentration or 1 round/lvl	

The fire carpet brings forth an immobile, blazing carpet of magical fire of shimmering colour -- violet or reddish-blue. The spell covers an area of the ground equal to one 20 foot square per level of the caster and the flames are 4 feet high.

The carpet sends forth waves of heat, inflicting 1d4 points of damage upon creatures within 10 feet. In addition the carpet inflict 2d6 points of damage, plus 1 point of damage per level of the caster, upon any creature within the area of effect. For creatures moving through the area, the fire inflicts 2d6 points of damage per 20 feet of the area of effect crossed. A successful saving throw vs. spell (modified by dexterity

bonus) will reduce damage to half, or none if the creature was close to the edge of the area of effect. For example; a 10th level mage centres the spell on a fighter. The area of effect is 50x40 feet. The fighter fails her save and takes 2d6+10 points of damage. The warrior then runs out of the area toward the closest edge which is 20 feet away. If the warrior was surprised she must again roll a saving throw. She again fails her save and takes another 2d6+10 points of damage.

Creatures more than 8 feet tall take half damage. Creatures especially subject to fire may take additional damage, and undead always take twice normal damage. The wall of fire lasts as long as the wizard concentrates on maintaining it, or one round per level of experience of the wizard, in the event he does not wish to concentrate upon it.

The material component of the spell is phosphorus.

#### NOSKA TRADES' BIZARRE INSEMINATION (CONJURATION, NECROMANCY)

Level: 5	Casting Time: 6 hours
Range: Special	Area of Effect: 1 creature
Components: V,S,M	Saving Throw: Negates
Duration: 1 month	

This spell enables the caster to impregnate the recipient, be it man, women, or beast, with either;

- i) the prodigy of the spell-caster
- ii) a random type II monster.

The impregnation forms anywhere on the creature, just under the skin. Over a period of one month the impregnation grows causing great pain to the recipient. The damage is 1 hp per day for the first 23 days and 2 hp per day for the next 4 days. On the 28th day the impregnation breaks through the skin of the spell recipient, doing 5d4 hp damage, and appears as an infant of the creature chosen.

Physically removing the impregnation prematurely instantly kills it but also does 4d4 hp damage to the recipient. Dispel evil cast in the first week of impregnation will eliminate the effect.

The caster need know only the name of the recipient and possess some material of the type of creature being created and some material that was possessed by the spell recipient (with includes hair, etc.) within 24 hours of casting.

#### PILPIN'S ENHANCED ALARM (ABJURATION, EVOCATION)

Level: 5	Casting Time: 1 round
Range: 0	Area of Effect: Special
Components: V,S,M	Saving Throw: None
Duration: 2 hours + 1 hour/level	

This spell is a more powerful version of the ALARM spell. The mage causes a one-story building, with a base dimension of 400 feet by 400 feet, to

react to the presence of any creature larger than one-half cubic foot in volume or about three pounds in weight. The mage can ALARM a multi-story building by reducing the base area proportionally. As soon as any creature enters the warded area, touches it, or otherwise contacts it without speaking a password established by the caster, the ENHANCED ALARM lets out a loud ringing that can be clearly heard throughout the area of effect and 100 yards beyond. The sound lasts for one round then ceases. Furthermore, if the mage is within the area of effect he/she will automatically know where the alarm was triggered. Ethereal or astrally projected creatures do not trigger the alarm, but flying or levitating, invisible, incorporeal, or gaseous creatures do.

The material components are a tiny, silver bell, a very fine silver wire, a piece of the building to be warded, and a pinch of powdered pineal gland.

#### PILPIN'S INSANITY (ENCHANTMENT/CHARM)

Level: 5	Casting Time: 5 segments
Range: 5 yards/level	Area of Effect: 1 creature
Components: V,S,M	Saving Throw: Negates
Duration: Permanent	

This spell can be rather harmless, or fatal. A person (as defined in CHARM PERSON) that does not save versus spells is struck with a random type of insanity. Roll a d20 on the following table to determine type (consult DMG pp.83 for explanations):

- |                              |                           |
|------------------------------|---------------------------|
| 1. dipsomania                | 11. mania                 |
| 2. kleptomania               | 12. lunacy                |
| 3. schizoid                  | 13. paranoia              |
| 4. pathological              | 14. manic-lair depressive |
| 5. monomania                 | 15. hallucinatory         |
| 6. dementia insanity praecox | 16. sado-masochism        |
| 7. melancholia               | 17. homicidal             |
| 8. megalomania mania         | 18. hebephrenia insanity  |
| 9. delusional                | 19. suicidal mania        |
| 10. schizophrenia            | 20. catatonia             |

A person affected by this spell will not notice anything different about themselves, and depending on the type of insanity, those around them may not notice any difference. The insanity is permanent unless negated by a HEAL, RESTORATION, (LIMITED) WISH, or a successful DISPEL MAGIC.

The material component of this spell is a nut shell from a tree standing alone in a field or plain, picked on a new moon, using a clean, white glove.

#### PILPIN'S POWER (ENCHANTMENT)

Level: 5	Casting Time: Special
Range: Touch	Area of Effect: Person touched

Components: V,S,M  
Duration: Special

Saving Throw: None

Pilpin, a greedy and jealous individual, saw that priests could imbue spells upon their followers. He decided that this ability could be used to increase his personal power and reach, as it has. This spell allows the mage to transfer a number of spells, and the ability to cast them, to another person. Only non-spell-casters (including rangers under 8th level and paladins under 9th) with a minimum intelligence of 9 and at least one hit dice can receive this enchantment. The number and level of the spells transferred depends on the recipients level as follows:

Level of Recipient	Spells transferred
1st	One 1st-level
3rd	Two 1st-level
5th	Two 1st & one 2nd
7th +	Two 1st & two 2nd

Only spells with casting times up to 1 round can be transferred (ie., FIND FAMILIAR, IDENTIFY, LEOMUND'S TRAP, and STRENGTH cannot be transferred). The transferred spells variable characteristics (range, duration, area of effect, etc.) function according to the level of the mage originally transferring the spell.

A mage who transfers spells to another creature loses the number of spells he has transferred until the recipient casts the transferred spells or is slain. For example, a 9th-level mage with four 1st- and three 2nd- level spells transfers MAGIC MISSILE, CHARM PERSON, and INVISIBILITY to a 6th-level thief. The mage can now have only two 1st- and two 2nd-level spells until the thief casts some of the transferred spells. If the thief casts MAGIC MISSILE and INVISIBILITY, the mage can now have three 1st- and all his 2nd-level spells (three).

The casting time is 1 turn plus 1 round for every spell transferred. The material components are a drop of the caster's and recipient's blood.

#### NOSKA TRADES' IMMORTAL MOUNT (ALTERATION, NECROMANCY)

Level: 6  
Range: Touch  
Components: V,S,M  
Duration: Permanent

Casting Time: 1 turn  
Area of Effect: 1 creature  
Saving Throw: Negates

This spell enables the caster to convert his/her mount into a gruesome undead creature. The mount is allowed a save vs death magic. If this save fails the mount must make a system shock roll, if it fails this roll it dies before the spell is completed, thereby negating the effects of the spell.

The mount turns jet black with glowing red eyes and appears as if its skin was pulled tightly over its bones. The mounts skin becomes leathery decreasing its AC by 2. It acquires an additional hit die and retains its

previous movement rate and form (i.e, flying mounts can still fly). The mounts maximum encumbrance increases by 200 pounds and it also never grows tired.

The caster needs a vial made from the bones of a creature the same as the mount. The vial must be filled with demon ichor.

#### PILPIN'S ALIGNMENT CHARM (ENCHANTMENT/CHARM)

Level: 6	Casting Time: 6 segments
Range: 120 yards	Area of Effect: One creature
Components: V,S,M	Saving Throw: Special
Duration: Permanent	

This spell causes a single person (as defined in CHARM PERSON) to act as if they were a different alignment than heir own. The specific alignment is the caster's choice, but must be chosen when the spell is memorized. An affected creature will wholeheartedly embrace the new alignment, seeing the error or foolishness of their past ways. Alignment detecting spells (such as DETECT EVIL/GOOD, TRUE SIGHT, etc.) will detect the creatures true alignment, but spells such as TRUE SEEING will also reveal that the creature is charmed.

The base saving throw is made at -3 if the change is only by one division (ie., lawful good to lawful neutral or neutral good). The save is at -2 if the attempted alignment change is by two divisions (ie., lawful good to lawful evil, chaotic good, or neutral). If the attempted change is by three positions (ie., lawful good to neutral evil or chaotic neutral ) the save is at -1. For diametrically opposed alignments the save is normal (ie., lawful good to chaotic evil). Furthermore, creatures and classes restricted to a specific alignment (ie., paladins, druids, demons, etc.) get a +3 bonus to their saving throw. Creatures or classes restricted to specific morals or ethics (ie., rangers, assassins, barbarians, etc.) get a +2 bonus to their save if the alignment change conflicts with the restriction.

PILPIN'S ALIGNMENT CHARM is not affected by DISPEL MAGIC, REMOVE CURSE or HEAL, but a RESTORATION or WISH spell will negate it. The material component of the spell is a small piece of wool soaked in the blood of a creature with the desired alignment.

#### PILPIN'S ETHEREALNESS (ALTERATION)

Level: 6	Casting Time: 6 segments
Range: Touch	Area of Effect: Caster + 1
creature per	
Components: V,S,M	2 levels of mage
Duration: Permanent	Saving Throw: Negates

This spell allows the caster plus one other creature for every two levels of the caster to enter the Border Ethereal, slowly disappearing from view, taking a round to fade away. Creatures in the Border Ethereal exist

simultaneously in both the prime material and the Ethereal plane. >From the Border Ethereal the creature can enter the Deep Ethereal and travel to the inner planes (refer to Manual of the Planes). Alternate prime materials cannot be reach through the Ethereal plane because each alternate Prime Material has an alternate Ethereal (travelling to alternate Prime Material planes can only be done through the inner planes or from the Prime Material). To enter the bordered plane the creature simply wills it so, the creature materializes in the adjoining plane in 1 segment.

Creatures in the Border Ethereal are invisible to those on the bordering plane, although they can be detected from that plane by means of DETECT INVISIBILITY, TRUE SIGHT, and TRUE SEEING. Such a creature revealed would appear as a smoky, translucent shade. Creatures in the Border Ethereal cannot verbally communicate with the inhabitants of the plane they border, nor can they use equipment, items, or spells to attack creatures in the plane they border. Likewise, inhabitants of the other plane cannot attack beings that are in the Border Ethereal (with a few exceptions, like the gaze attacks of Basilisks and Catoblepas). PHASE DOOR and DISPEL MAGIC will bring creatures out of the Border Ethereal. Travellers in the Border Ethereal can move through the plane they are bordering without problem, moving vertically or horizontally without need for support. They travel at the speed they would on the bordered plane. Travellers in the Border Ethereal can move through solid matter in the plane bordered, except dense metals (ie., gold, lead, etc.), living beings (above single celled), and certain spells that detect and ban the ethereal. Examples of spells that affect ethereal creatures include GLYPH OF WARDING and MORDENKAINEN'S FAITHFUL HOUND, which both detect and attack ethereal creatures.

Travellers in the Border Ethereal can see into the adjoining plane, but all colours are reduced to shades of grey and sight is limited to 120 yards. Infravision and ultravision work from the Border Ethereal. Divination spells can be cast against targets in the adjoining plane, but no other types of magic can affect creatures in the bordered plane. Spells in the Border Ethereal work under the restrictions of the Ethereal plane (refer to MP.).

The material components are 200 gp worth of powdered silver and crushed phase spider hide, which disappear during casting.

#### PILPIN'S LIQUID FIRE (EVOCATION)

Level: 6	Casting Time: 6 segments
Range: 10 yards + 10 yards/level	Area of Effect: 15-foot radius
Components: V,S,M	Saving Throws: 1/2
Duration: Special	

This spell is similar to the spell FIREBALL, except that it douses all creatures in a 15-foot radius with an incendiary liquid. The area of effect will be engulfed in non-magical fire for 1d6 rounds. Any combustibles within the area of effect instantly ignite. A creature in the area of effect that fails it's saving throw takes 1d4 hit points of fire damage per level of the caster on the first round, and the same

damage each round until it saves. The round the creature saves it takes half damage, and the next round it takes none. All the creature's non-combustible possessions must save versus normal fire or be destroyed (the combustible ones don't get a save). A creature that successfully saves on the first round takes half damage for that round, and all its possessions (including combustibles) are unaffected.

For example, a creature failing its first save against PILPIN'S LIQUID FIRE, cast by a 12th-level mage, takes 32 hps of damage (rolled on 12d4) on the first round. The creature fails its save again on the second round and takes another 32 hps of damage. On the third round it saves and only takes 16 hps of damage and no damage on the fourth round.

The mage must have a clear line of sight to the target area. The material components are a pinch of sulphur and the distillate of softly boiled lamp oil (dangerous to get).

#### PILPIN'S MASSMORPH (ALTERATION)

Level: 6	Casting Time: 6 segments
Range: 10 yards/level cube/level	Area of Effect: one 50-foot
Components: V,S,M	Saving Throw: None
Duration: Permanent	

This spell is exactly the same as the 4th-level spell POLYMORPH OTHER, except that there is no saving throw, it only affects creature with less than 8+3 hit dice, and it affects many creatures simultaneously. Like DEATH SPELL the number of creatures that can be affected is a function of their hit dice.

Creature's Hit Dice	Number of Creatures Affected
Under 2	12d10
2 to 4	6d10
4+1 to 6+3	3d4
6+4 to 8+3	1d6

If creatures of differing hit dice are polymorphed, roll the dice (6d20) to determine how many creatures of under 2 hit dice are affected. If the number rolled is greater than the number of creatures under 2 hit dice, apply the remainder of the roll to the higher hit dice creatures by using the following conversion factors (see DEATH SPELL for example of this idea).

Creature's Hit Dice	Conversion Factor
Under 2	1
2 to 4	2
4+1 to 6+3	10
6+4 to 8+3	20

The material components are a 500 gp. diamond and a caterpillar's cocoon crushed together into a fine powder, which vanishes during casting.

#### PILPIN'S TRANSFORMATION (ALTERATION, EVOCATION)

Level: 6	Casting Time: 6 segments
Range: 0	Area of Effect: The caster
Components: V,S,M	Saving Throw: None
Duration: 1 round/level	

Pilpin, a formidable mage/warrior, had no need for TENSER'S TRANSFORMATION, so he altered it to suit his own malevolent ways. This spell causes the mage to undergo an unnoticeable transformation, becoming an assassin. The caster's hit points do not change, but his dexterity does increase to 16, or if already 16, it increases one higher to a maximum of 18. The mage's armour class is adjusted accordingly.

The mage gains all the abilities of an assassin (ie., pick pockets, open locks, backstabbing, assassination, etc.) of the same level as the mage except; poison making, disguise, and spying. All attacks are made using the combat values normally reserved for rogues, but the mage can only use his normal weapons of proficiency.

The material component is the heart of an assassin, which must be eaten during casting.

#### NOSKA TRADES' FEIGN DUST (NECROMANTIC, CONJURATION)

Level: 7	Casting Time: 1
Range: Touch	Area of Effect: Creature touched
Components: V,S	Saving Throw: None
Duration: 3 hours + 1 turn per level	

Upon casting this spell the recipient and all his/her belongings are reduced to a heap of dust with a skull resting on top. The skull is actually a conjured one and is not attached to the spell recipient in any way. The conjured skull may or may not be human, but will always be humanoid (cf reincarnation). Feigning creatures are able to smell and hear normally, but can only "see" in a 20' radius around themselves.

Creatures feigning dust are unaffected by any attack form other than scattering by magical means (i.e., wind wall, gust of wind, polymorph any object, etc.) which causes 1d6 hp damage per level of the caster of the scattering spell.

#### PILPIN'S RAVAGING SPHERES OF FIRE (EVOCATION)

Level: 7	Casting Time: 1 round
Range: Special sphere per	Area of Effect: One 3' radius

Components: V,S,M  
Duration: 1 round/level

level  
Saving Throw: Negates

This spell is an enhancement of the second level spell FLAMING SPHERE. The spell creates one burning globe of fire per level of the mage, the globe all appear within 30 yards of the caster and roll in whichever direction the mage points, at a rate of 100 yards per round. The spheres can roll over any obstacle, even a city wall. Combustible substances are ignited by contact with a sphere. Creatures contacting a sphere must successfully roll a saving throw versus spells or suffer 2d4 hits points of damage. Those within five feet of a must also save or suffer 1d4 points of damage. A successful saving throw means no damage is suffered.

The spheres moves in the direction the caster directs, otherwise the spheres will wander aimlessly. Spheres can be extinguished by the same means as any normal fire of its size. The surface of the spheres have a spongy, yielding consistency and does not cause damage except by its flame. It can not push unwilling creatures aside or batter down large obstacles.

If the spell is unleashed on a large source of easily combustible material (such as a city of at least 50% wooden buildings or a dry forest) there is a 25% chance that a firestorm will start. A firestorm will burn out of control for many days until at least 90% of the combustibles are burned. It will also be so hot that it will melt soft metals and crack thin stone walls.

The material components are a pinch of sulphur, a bit of tallow, a dusting of powdered iron, and a live fire dwelling/using creature, such as a fire beetle or fire bat, which is slain during casting.

#### PILPIN'S ACIDBALL (EVOCATION)

Level: 7  
Range: 100 yards + 10 yards/level  
globe  
Components: V,S,M  
Duration: Instantaneous

Casting Time: 7 segments  
Area of Effect: 20-foot-radius  
Saving Throw: Half damage

This spell is similar to fireball except that it causes a burst of acid in a 20 foot radius globe. Pilpin created this spell for security measures in his regular dealings with lower plane creatures.

Creatures within the area of effect will take 1d8 points of damage per level of the caster unless they make a successful saving throw, in which case they will take half damage. Any paper, parchment, or soft metals within the area of effect are destroyed, other items are allowed a saving throw. Possessions of a creature that successfully saves are unaffected by the acidball. The caster must have a clear line of sight to the target area.

The material components are a drop of water and a scale from a black dragon.



using an ANTI-MAGIC SHELL, or totally negated with a WISH. The material components are a crushed black pearl and a vial of gaseous death poison.

#### PILPIN'S EPHEMERAL WAND (ENCHANTMENT)

Level: 8	Casting Time: Special
Range: Touch	Area of Effect: Wand
Components: V,S,M	Saving Throw: None
Duration: 24 hours	

This dangerous spell turns a specially prepared wand into a magical wand for one day. The wand can be used by anyone who knows the command word, which is decided by the caster.

The power the wand contains depends on what spell the caster decided to enchant the wand with. The wand can be made to cast any single spell, chosen by the caster, of up to 5th-level that has a casting time of up to 1 round (ie., FIND FAMILIAR, STRENGTH, PHANTOM STEED, HALLUCINARY TERRAIN, CONJURE ELEMENTAL, etc., could not be used). The number of charges the wand contains depends on the number of times the caster casts the chosen spell into the EPHEMERAL WAND (ie., obviously it cannot be more than five charges). The caster must have previously memorized the appropriate spells. For example, a 16th-level mage creates an EPHEMERAL WAND that casts the 5th-level spell WALL OF IRON. If the mage wanted to put five charges in the wand he would have to use all five of his 5th-level spell slots to memorize five WALL OF IRONS. He would then use all five of his WALL OF IRONS to give the wand five charges. The wand cannot have different spells in it, a different mage cannot add charges to it, nor can it be recharged. The spell in the wand takes as long to activate as the casting time of the spell, and the spell performs at the experience level of its creator. There is a 5% chance per usage that the spell cast from the EPHEMERAL WAND backfires, the exact details depending on the spell being cast (DM's love this kind of thing!).

The casting time for this spell is 1 turn plus 1 round per charge added. The material component is an ivory wand, inlaid with a special gold pattern (minimum 1,000 gp. in craftsmanship), and topped with a diamond worth at least 1000 gp. The wand does not disappear at the end of the spell (but it could very well get stolen), it simply become non-magical.

#### PILPIN'S BLACK DEATH (CONJURATION/SUMMONING)

Level: 8	Casting Time: 1 round
Range: 120 yards	Area of Effect: Special
Components: V,S,M	Saving Throw: None
Duration: Special	

This spell conjures 250, flea infested rats that carry the bacteria *Yersinia pestis*, commonly known as the Black Death or bubonic plague. These rats will act as normally and simply scurry away. If this spell is cast in a humanoid community, it will cause a number of humanoids to become infected with the disease and probably die. The number of people

infected depends on the size of the community, the season, and a little bit of chance. In the following table, the column entitled "Number Infected" gives a number of creatures infected in the community or a percentage of creatures infected, use the value that gives the smallest number. For example, if the spell was cast in a village of 200 elves in the middle of summer, the choice from the table is 300 elves or 60 elves (30% of 200), the number infected is then 60 (because its' the smaller number and 300 is impossible). It will take 2d6 days for the creatures to become infected.

Season	Number Infected	Plague
Winter	50 or 5%	0%
Spring/Fall	200 or 20%	1%
Summer	300 or 30%	3%

The final column ("Plague") gives the chance that the disease actually reaches epidemic proportions. If this happens 1 in 3 humanoid creatures (33%) in a 100 mile radius will be infected by the disease. The caster can be infected by his/her own disease.

An diseased creature will lose 2 points of constitution, 1 point of strength and 1 point of dexterity per day of infection until death. The rats and disease are not magical and therefore cannot be dispelled. A creature does not get a saving throw to resist being infected, its' strictly by chance. The disease can be cured by a character with healing proficiency that makes a successful proficiency check, or by magical means. A cured creature will regain 1 point of each ability per day.

The material components are a tiny rat skin bag containing rotting humanoid flesh, which both disappear upon casting.

#### NOSKA TRADES' SELECTIVE DEATH SPELL (NECROMANTIC)

Level: 9	Casting Time: 6 hours
Range: 0	Area of Effect: 1/2 mile per level
Components: V,S,M	Saving Throw: None
Duration: 1 round	

This spell will slay a selected type of creatures in the designated area of effect with the effectiveness of a double strength death spell (with respect to numbers of creatures slain). For example, all the first born of a specific race could be slain in the area of effect.

During the 6 hour casting time, black storm clouds form over the casters location and slowly pillar to the ground. Upon completion of the casting the cloud touches the ground and vanishes and the selected group of creatures slowly dies over the period one round.

The first material component is a blade of grass from the grave of a creature of the type to be selected. The single blade of grass must be picked in the direct light of a full moon. The second material component is 5,000 gp worth of powdered diamond.

PILPIN'S NIGHTMARE (ENCHANTMENT/CHARM, NECROMANCY)

Level: 9	Casting Time: Special
Range: Plane of casting	Area of Effect: One creature
Components: V,S,M	Saving Throw: Special
Duration: Special	

This spell allows the mage to enter a creature's dream and attempt to control it, but the spell can backfire and destroy the mage. Creatures that do not dream are not affected by this spell (ie., undead, non-intelligent monsters, etc.). The creature must have been asleep for at least one hour before the spell will work.

The mage goes into a deep trance for the duration of the spell and is totally oblivious to the surrounding environment. If the mage is disturbed, the spell ends.

The mage projects from the trance into the creature's dream. The mage will appear in the dream as an observer, unable to influence the dream or say anything. There is a 5% chance that the dream projected into is hostile to the mage (see below for the effects of a dream hostile to the mage).

Once in the dream, the mage attempts to take control of the dream. The target creature is allowed a saving throw at -4 to resist the mage's attempt. If this first save is successful, the mage does not take control of the dream and cannot try again, he can remain as an observer or leave. If the mage chooses to remain, there is a 5% chance per round that the dream turns hostile to the mage. If the creature fails the save, the mage takes control of the dream and can make anything happen in that dream. If the mage causes the dream to become hostile to the creature (ie., turning it into a nightmare), the target creature must make a saving throw versus death magic or die in it's sleep. If the creature's save is successful, the mage loses control of the dream, but the target creature takes physical damage equal to 25% of it's maximum hit points. The target creature will not awaken due to the physical damage caused by the nightmare, but may be awakened by another who witnesses the damage suddenly appearing on the creature. After the first attempt at turning the dream to a nightmare there is a 50% chance that the dream turns hostile to the mage. The mage can again attempt to take control of the dream or leave. If the mage regains control of the dream, he can again attempt to kill the target. If the target saves versus death magic again, the mage loses control of the dream and the target takes another 25% of it's maximum hit points in damage. The dream now automatically turns hostile to the mage. The mage can continue to go through this, each time the creature can either fail it's save and die, or successfully save and take 25% of it's hit points in damage. If the target creature saves and takes damage four times, it dies from physical damage.

If at any time the dream turns hostile to the mage, the mage can attempt to control the dream in the usual manner, or attempt to leave the dream. If the mage chooses to leave, a successful saving throw versus spells is

required (leaving a non-hostile dream does not require a save), if the save fails, the mage is trapped. If the mage unsuccessfully attempts to control the dream (ie., the target saves against the attempt), the mage is trapped. A mage trapped in a hostile cannot make the dream hostile to the target again, and must make a successful saving throw versus death magic or die for each round trapped. If the save is successful the mage loses 25% of his/her hit points due to physical damage (a wise mage will have somebody watching in case this starts to happen). If the mage is not woken by another, he/she must regain control of the dream before he/she can attempt escape. If unsuccessful in gaining control of the dream, the mage will die in four rounds from physical damage, if not sooner from a failed save versus death.

The material components are a personal possession from the target creature and a lock of hair from a night hag.

#### PILPIN'S SOUL EXCHANGE (NECROMANCY, ALTERATION)

Level: 9	Casting Time: 1 turn
Range: Touch	Area of Effect: Two creatures
Components: V,S,M	Saving Throw: Special
Duration: Permanent until reversed	

This spell causes the life forces of two creatures to exchange. The caster must touch both creatures simultaneously, at the end of casting without having to make a roll to hit. Any two creatures with a soul or spirit (eg., humans, elves, animals, birds, dragons, fish, etc.) can be affected. Examples of creature's that do not have souls or spirits (as we understand them) are; undead, demons, devils, automatons such as golems, and extra-planar creatures in general.

The saving throw against PILPIN'S SOUL EXCHANGE depends on whether both, one, or neither of the recipients are willing to undergo the exchange. Treat indifferent as unwilling. If both recipients are willing than no saving throw is required. If one recipient is willing but the other is not, then the unwilling target is allowed a saving throw with a -2 penalty. If both are unwilling, then they are both allowed a normal save. A successful saving throw by one or both recipients negates the spell.

This spell is much more powerful when used in combination with the 8th-level spell TRAP THE SOUL. Unwilling creatures that are trapped within a gem prison have an additional -6 penalty on their saving throw. So if one recipient is willing and the other not, and the unwilling recipient is first imprisoned by TRAP THE SOUL, the unwilling creature saves with a -8 penalty. If both recipients are unwilling and trapped in gem prisons, they both save with a -6 penalty. The spell does not release them from the gem prisons, only exchanges their souls.

A creature's soul in a different body has that body's strength, dexterity, constitution, and comeliness, but the soul's intelligence, wisdom, charisma (modified by body's comeliness), memories, and intelligence based skills (ie., languages, non-weapon proficiencies, spell-casting ability providing the body has require attributes, etc.). If the body has

extraordinary strength, it can only be used if a warrior's soul enters the body. The body will not radiate magic. The alignment will be that of the soul. TRUE SIGHT, or TRUE SEEING will reveal to a person that previously knew the recipient of the SOUL EXCHANGE that they are no longer the same person.

The spell can only be reversed by a carefully worded and executed WISH (creatures must be touching each other), another SOUL EXCHANGE, or the will of the original caster. If a creature dies while in another's body, it can only be brought back with it's own body, so if both creatures died this could be a reckless way to reverse the spell. The material components are a diamond worth 1,000 gp. and a bit of fresh brain tissue from a mind flayer (not necessarily freshly acquired, possibly magically preserved).

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