

# THE NET TOME OF MAGICK

by  
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(Editor)

## INTRODUCTION

Some of the spells in this file were not part of the original Tome, but have been picked up or designed by myself and my gaming group. I included them to save time in preparing a new spell book.

When I got this file, it contained no distinctions between wizard and clerical spells. It also gave no instructions on how to allow characters access to these mighty spells. In turn, I did my best to design a system for how characters can get these spells and to divide them into the two classes. I have also included expanded Progression Tables for both clerics and wizards up to 50th level.

Also, there were, for most spells, no material components listed. It is assumed that the DM can come up with some suitable item.

You will note that the wizards spells far outweigh the clerical spells (in terms of the number available.) Perhaps this can be allowed for by considering that high level clerics usually settle down and form a church or mission, while high level wizards settle down and do spell research.

All of these spells were originally written for the first edition game. I have done some editing to make them usable for the second edition, mostly in terms of revising the casting time. Remember: A number by itself is the initiative modifier. If it says rounds, the spell will go into effect at the end of that many rounds (example: a 1 round spell will be cast last in the current fighting round), and turns are blocks of 10 minutes. If you find a reference to "Segments", a segment is six seconds.

I took out references to illusionists and druids (as these classes have been nuked). I did not put any spell schools or spell spheres; these are at DMs discretion.

Special Saves: Special Saves are for characters who have certain powerful magic items (such as a Luck Sword) which give them the ability to save in situation where there is not usually a save. A special save is what happens upon a success.

Wishes: As far as I understand the current design, the 9th level wish spell has the ability to duplicate or negate the effects of any spell 9th level or lower. This means that the wish spell will be unable to duplicate (or negate) the high level spells. I have attempted to solve this by including the 15th and 20th level wish spells. The addition of these spells make the 9th level spell a little less powerful while still allowing a single spell to cover many possibilities.

I would like to give a special thanks to the following people:

Arianna (the cleric) - The tank (with an AC of -4) who was also a mobile hospital.  
[ananda%bsu.decnet@msus1.bitnet] or  
[ananda%bsu.decnet@msus1.msus.edu]

Rhianne (the MUT or magic user-thief) - Who had no qualms about nuking an attacking army.  
[bltchem%bsu.decnet@msus1.bitnet] or  
[bltchem%bsu.decnet@msus1.msus.edu]

Sarte (the geomancer) - Who climbed towers and offered philosophical advice

Syrig (the quad or magic user-thief-fighter-cleric) - Who had a unique way of looking at the world.

Skylar (the fighter-druid) - Who never quite could get playing a neutral down.  
[kaor%bsu.decnnet@msus1.bitnet] or  
[kaor%bsu.decnnet@msus1.msus.edu]

Killian (the fighter-thief) - Who charged blindly into anything, and paid the price (cursed to be Lawful Good).

The summer of '90 was great. Never forget the stupid rabbits or Skylar doing the dance of death at the hands of 21 magic missiles (thank goodness for RAISE DEAD).

"May your armour never rust and your swing never falter."

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#### RULES FOR OBTAINING HIGH LEVEL SPELLS

Wizard:

##### 1) Intelligence Requirements

Intelligence	Maximum Level
16	8
17	8
18	9
19	10
20	11
21	13
22	15
23	17
24	19
25	20

\*\*\* - Any creature of at least demigod status has no restrictions based on intelligence, although they may not use the spell simply based on their nature.

##### 2) Acquisition

There are generally two accepted ways for obtaining a spell: spell research and copying the spell from somewhere. With the higher level (levels 10 plus) spells, it becomes important that characters not be given the power casually. There are a number of ways that this can be accomplished.

A) Force the characters to research the spells at a rate of 1d4 weeks per spell level and a cost of 1,000 to 2,000 gp. per spell level. If the characters are designing a new spell that is powerful enough to be placed into these upper levels, the times and costs are doubled or tripled.

B) A series of hard adventures, perhaps one adventure to get each spell component (one adventure would yield the list of material components, another the hand gestures, a third the verbal commands.) Remember, the enemy that the characters must overcome to get the spell will already know the spell and will probably use it.

C) Allow the spells to be obtained in the normal manner, but make the casting of one temporarily lower the caster's intelligence by one for about an hour. This will decrease the availability of high level spells until the effect wears off. For non-combat spells, this makes little difference, but when a hoard of hungry ogres are breathing down your neck, this can really suck. Note: High level spells that enhance the effects of the next spell cast would be exempt from this rule.

D) Feel free to design you own rules. One should make it difficult to obtain these spells; but not impossible. Remember: Any spell the characters have, someone else will also have; and that someone else might be in a bad mood.

### 3) Scrolls

Scrolls containing the high level spells should not exist. Consider the fact that a 15th level spell scroll would be extremely long and that the wizard would not have a very good chance of producing the scroll. If the characters desire to make scrolls and all the checks succeed, use the following effect.

The user's mind is temporarily shorted out. All spell casting for the next 2 turns will fail. The user will still be able to fight and use reasoning, but spells do not work. Also, regardless of the spell on the scroll, the user will age one year.

Cleric:

#### 1) Wisdom Requirements

Wisdom	Maximum Level
16	5
17	6
18	7
19	8
20	9
21	10
22	10
23	11
24	11
25	12

\*\*\* - Any creature of at least demigod status has no restrictions based on wisdom, although they may not use the spell simply based on their nature.

#### 2) Acquisition

For clerics, spells are gained from their deity through prayer. Clerics should be able to gain spells up to level 12 using normal procedures.

Feel free to require the cleric to go on a series of adventures, to appease his/her god. Once the spell is gained for the first time, all subsequent prayers for that spell have the normal chances of success.

Levels 13-15 are special cases:

These spells are given on a one for one basis. The cleric must be able to tell his/her god exactly what the spell will be used for. If the god feels that the spell is being requested for a good reason, the cleric will have it granted. There is a wisdom requirement of 25 for these one time spells.

Level 13:

- A) The cleric must have a following of 100,000 beings.
- B) The cleric must make a sacrifice of some personal magic item (not money)

to the god.

C) Must spend 2 weeks in prayer and meditation.

D) Must have a very good reason for the requesting of the spell.

Level 14:

A) The cleric must have a following of 250,000 beings.

B) Must sacrifice 3 personal magic items.

C) Must spend one month in prayer and meditation.

D) Must have an even better reason for requesting the spell.

Level 15:

Level 15 spells are not available to anyone of less than demigod status. No mortal can ever cast CREATE PLANE or DIVINE ASCENTION.

3) Scrolls

Scroll use for clerical spells follow the same rules as with wizard scrolls. No spell above 12th level can be put on a scroll.

Wizard Spell Progression Table

Level	Spell Level																			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
4	3	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
5	4	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
6	4	2	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
7	4	3	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
8	4	3	3	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
9	4	3	3	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
10	4	4	3	2	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
11	4	4	4	3	3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
12	4	4	4	4	4	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-
13	5	5	5	4	4	2	-	-	-	-	-	-	-	-	-	-	-	-	-	-
14	5	5	5	4	4	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-
15	5	5	5	5	5	2	1	-	-	-	-	-	-	-	-	-	-	-	-	-
16	5	5	5	5	5	3	2	1	-	-	-	-	-	-	-	-	-	-	-	-
17	5	5	5	5	5	3	3	2	-	-	-	-	-	-	-	-	-	-	-	-
18	5	5	5	5	5	3	3	2	1	-	-	-	-	-	-	-	-	-	-	-
19	5	5	5	5	5	3	3	3	1	-	-	-	-	-	-	-	-	-	-	-
20	5	5	5	5	5	4	3	3	2	-	-	-	-	-	-	-	-	-	-	-
21	5	5	5	5	5	4	4	4	2	1	-	-	-	-	-	-	-	-	-	-
22	5	5	5	5	5	5	4	4	3	2	-	-	-	-	-	-	-	-	-	-
23	5	5	5	5	5	5	5	5	3	2	1	-	-	-	-	-	-	-	-	-
24	5	5	5	5	5	5	5	5	4	3	2	-	-	-	-	-	-	-	-	-
25	5	5	5	5	5	5	5	5	5	4	2	1	-	-	-	-	-	-	-	-
26	6	6	6	6	5	5	5	5	5	4	2	2	-	-	-	-	-	-	-	-
27	6	6	6	6	6	6	6	5	5	4	3	2	1	-	-	-	-	-	-	-
28	6	6	6	6	6	6	6	6	6	4	3	3	2	-	-	-	-	-	-	-
29	7	7	7	7	6	6	6	6	6	4	3	3	2	1	-	-	-	-	-	-
30	7	7	7	7	7	7	7	6	6	4	4	3	2	2	-	-	-	-	-	-
31	7	7	7	7	7	7	7	7	7	4	4	4	3	3	-	-	-	-	-	-
32	8	8	8	8	7	7	7	7	7	4	4	4	4	4	1	-	-	-	-	-
33	8	8	8	8	8	8	8	7	7	5	5	5	4	4	2	-	-	-	-	-
34	8	8	8	8	8	8	8	8	8	5	5	5	4	4	2	1	-	-	-	-
35	9	9	9	9	8	8	8	8	8	5	5	5	5	5	2	1	-	-	-	-
36	9	9	9	9	9	9	9	8	8	5	5	5	5	5	3	2	1	-	-	-

37	9	9	9	9	9	9	9	9	9	5	5	5	5	5	3	3	2	--	--	--
38	9	9	9	9	9	9	9	9	9	5	5	5	5	5	3	3	2	1	--	--
39	9	9	9	9	9	9	9	9	9	5	5	5	5	5	3	3	3	1	--	--
40	9	9	9	9	9	9	9	9	9	5	5	5	5	5	4	3	3	2	--	--
41	9	9	9	9	9	9	9	9	9	5	5	5	5	5	4	4	4	2	1	--
42	9	9	9	9	9	9	9	9	9	5	5	5	5	5	5	4	4	3	1	--
43	9	9	9	9	9	9	9	9	9	5	5	5	5	5	5	5	5	3	2	--
44	9	9	9	9	9	9	9	9	9	5	5	5	5	5	5	5	5	4	2	1
45	9	9	9	9	9	9	9	9	9	5	5	5	5	5	5	5	5	5	3	2
46	9	9	9	9	9	9	9	9	9	6	6	6	6	5	5	5	5	5	4	2
47	9	9	9	9	9	9	9	9	9	6	6	6	6	6	6	6	5	5	4	3
48	9	9	9	9	9	9	9	9	9	6	6	6	6	6	6	6	6	6	4	3
49	9	9	9	9	9	9	9	9	9	7	7	7	7	6	6	6	6	6	4	4
50	9	9	9	9	9	9	9	9	9	7	7	7	7	7	7	7	6	6	5	4

### Cleric Spell Progression Table

Level	Spell Level											
	1	2	3	4	5	6	7	8	9	10	11	12
1	1	-	-	-	-	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-	-	-	-	-
4	3	2	-	-	-	-	-	-	-	-	-	-
5	3	3	1	-	-	-	-	-	-	-	-	-
6	3	3	2	-	-	-	-	-	-	-	-	-
7	3	3	3	1	-	-	-	-	-	-	-	-
8	3	3	3	2	-	-	-	-	-	-	-	-
9	4	4	3	2	1	-	-	-	-	-	-	-
10	4	4	3	3	2	-	-	-	-	-	-	-
11	5	4	4	3	2	1	-	-	-	-	-	-
12	6	5	5	3	2	2	-	-	-	-	-	-
13	6	6	6	4	2	2	-	-	-	-	-	-
14	6	6	6	5	3	2	-	-	-	-	-	-
15	7	7	7	5	4	2	-	-	-	-	-	-
16	7	7	7	6	5	3	1	-	-	-	-	-
17	8	8	8	6	5	3	1	-	-	-	-	-
18	8	8	8	7	6	4	1	-	-	-	-	-
19	9	9	9	7	6	4	2	-	-	-	-	-
20	9	9	9	8	7	5	2	-	-	-	-	-
21	9	9	9	9	8	6	2	1	-	-	-	-
22	9	9	9	9	9	6	3	1	-	-	-	-
23	9	9	9	9	9	7	3	2	-	-	-	-
24	9	9	9	9	9	8	3	2	-	-	-	-
25	9	9	9	9	9	8	4	2	1	-	-	-
26	9	9	9	9	9	9	4	2	1	-	-	-
27	9	9	9	9	9	9	5	3	2	-	-	-
28	9	9	9	9	9	9	6	3	2	-	-	-
29	9	9	9	9	9	9	7	3	2	1	-	-
30	9	9	9	9	9	9	8	4	3	1	-	-
31	9	9	9	9	9	9	9	4	3	2	-	-
32	9	9	9	9	9	9	9	5	3	2	-	-
33	9	9	9	9	9	9	9	6	4	2	1	-
34	9	9	9	9	9	9	9	7	4	3	1	-
35	9	9	9	9	9	9	9	8	5	3	2	-
36	9	9	9	9	9	9	9	9	6	3	2	-
37	9	9	9	9	9	9	9	9	7	4	2	1
38	9	9	9	9	9	9	9	9	8	4	3	1
39	9	9	9	9	9	9	9	9	9	5	3	2
40	9	9	9	9	9	9	9	9	9	6	3	2

41	9	9	9	9	9	9	9	9	9	7	4	2
42	9	9	9	9	9	9	9	9	9	8	4	3
43	9	9	9	9	9	9	9	9	9	9	5	3
44	9	9	9	9	9	9	9	9	9	9	6	3
45	9	9	9	9	9	9	9	9	9	9	7	4
46	9	9	9	9	9	9	9	9	9	9	8	4
47	9	9	9	9	9	9	9	9	9	9	9	5
48	9	9	9	9	9	9	9	9	9	9	9	6
49	9	9	9	9	9	9	9	9	9	9	9	7
50	9	9	9	9	9	9	9	9	9	9	9	8

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WIZARD SPELLS

LEVEL 1

ACID HANDS

Level: 1	Duration: 1 round
Casting Time: 1 segment	Saving Throw: None
Area of Effect: Special	Special Save: None
Components: V,S	Range: 0

This spell is very similar to the 1st level mage spell BURNING HANDS, except that the caster's hands eject a corrosive acid. Damage is one hit point per level of the caster.

ALTERATION

Level: 1	Duration: Until Dispelled
Casting Time: 1	Saving Throw: N/A
Area of Effect: Special	Special Save: N/A
Components: S,V	Range: Touch

This spell will adjust the size of one piece of non- magical clothing to fit the wearer. It will not, however, increase or decrease the size of a piece of clothing by more than 50%.

AVOID SOLICITATION

Level: 1	Duration: 1 turn
Casting Time: 1	Saving Throw: Negates
Area of Effect: 1 creature	Special Save: N/A
Components: M,S,V	Range: 1"/level

If annoyed and bothered by solicitors, the spell caster may use this enchantment to cause them to leave their present target. The caster may then direct the solicitor towards another being within his line of sight.

CRATE

Level: 1	Duration: Permanent
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Casting Time: 1 segment	Saving Throw: N/A
Area of Effect: 2'x2'x2'	Special Save: N/A
Components: M,S,V	Range: 10'

With the casting of this spell, a normal 2'x2'x2' crate appears within 10' of the caster.

#### EASY CATCH

Level: 1	Duration: 1 turn
Casting Time: 1 segment	Saving Throw: None
Area of Effect: 1000 cubic feet	Special Save: None
Components: M,S,V	Range: Touch

EASY CATCH places a charm on the spell caster's fishhook. When the hook is lowered into the water it will attract the biggest and best fish within the area of effect, not to exceed 25 pounds. A catch will be made every other round.

#### FIRE DARTS

Level: 1	Duration: Special
Casting Time: 1 segment	Saving Throw: N/A
Area of Effect: Special	Special Save: N/A
Components: M,S,V	Range: 6"

This spell will cause 1 fire dart to be projected from the spell caster's fingertips for every level that the caster has obtained. The dart resembles a small flame and does 1 point of damage. It will hit and ignite any flammable object that it is aimed at. No more than 10 darts can be fired and each can be aimed at a different target.

#### FROST HANDS (EVOCATION)

Level: 1	Duration: 1 round
Casting Time: 1 segment	Saving Throw: None
Area of Effect: Special	Special Save: None
Components: V,S	Range: 0

This spell is very similar to the 1st level mage spell BURNING HANDS, except that ice is ejected. Damage is one hit point per level of the caster.

#### MAP IT

Level: 1	Duration: 1 day
Casting Time: 1 round	Saving Throw: N/A
Area of Effect: Personal	Special Save: N/A
Components: M,S,V	Range: 0

MAP IT allows the spell caster to travel at normal speed through a dungeon without being forced to slow down to map. A map of the area the caster is walking through appears upon a specially prepared scroll in the caster's possession. This covers all that the caster sees, including illusions.

Material Components: Fine vellum scroll

#### PROTECTION FROM CHAOS (ABJURATION) REVERSIBLE

Level: 1	Duration: 2 rounds/level
Casting Time: 1 segment	Saving Throw: None
Area of Effect: Creature touched	Special Save: None
Components: V, S, M	Range: Touch

This spell is very similar to PROTECTION FROM EVIL except in its purpose and intent; it keeps out chaotic, as well as summoned or enchanted creatures. It acts as magical armour on the recipient; the protection encircles the recipient at a one foot distance, thus preventing bodily contact by creatures of an enchanted or summoned or chaotic nature. Summoned animals or monsters are similarly hedged from the protected being.

Furthermore, any and all attacks launched by chaotic creatures incur a penalty of -2 from dice rolls "to hit" the protected creature, and any saving throws caused by such attacks are made at +2 on the protected being's dice.

This spell can be reversed to become PROTECTION FROM LAW, although it still keeps out enchanted or summoned chaotic creatures as well.

To complete this spell, the mage must trace a 3 foot diameter circle upon the floor/ground with powdered obsidian for PROTECTION FROM LAW and powdered glass for PROTECTION FROM CHAOS; or in the air using burning incense or burning dung with respect to law/chaos.

#### SEASONING

Level: 1	Duration: Permanent
Casting Time: 1 round	Saving Throw: N/A
Area of Effect: Special	Special Save: N/A
Components: M,S,V	Range: Touch

Seasoning allows the spell caster to alter the flavor of food. Thus, an old, crispy fried troll's foot can be made to taste like a gourmet dinner.

#### STONE OF DETECTION

Level: 1	Duration: Until dispelled
Casting Time: 1 round	Saving Throw: N/A
Area of Effect: 1 stone	Special Save: N/A
Components: M,S,V	Range: 5 miles/level

When cast upon a stone, (maximum 2 pound weight) the enchanted stone will glow whenever any living being comes within the 10'x10' area it was taken from. The more powerful the creature, the brighter the stone glows.

#### WHITE TORNADO, THE

Level: 1	Duration: Instantaneous
Casting Time: 1 round	Saving Throw: Negates
Area of Effect: 1 creature	Special Save: N/A
Components: S,V	Range: Touch

This spell removes all foreign matter from the recipient's clothing and possessions. It does not repair damaged items.

## LEVEL 2

### BLADETHIRST

Level: 2	Duration: 1 round
Casting Time: 1 round	Saving Throw: None
Area of Effect: None	Special Save: None
Components: V,S,M	Range: Touch

By means of a pinch of powdered silver, adamantite, or mirhtil, and at least a drop of (human) blood, the caster endows the blade (or blades) of an edged weapon with a +3 bonus to hit on the following round only. This temporary magic is visible as a blue-white glow about the weapon, and fades when the blade strikes a creature or the spell expires, whichever first occurs. The weapon must be touched by the caster, and can be wielded by the caster or any other creature. The +3 bonus applies on the round following the casting.

### CLOUD WALK

Level: 2	Duration: 1 Turn/Level
Casting Time: 3	Saving Throw: None
Area of Effect: 1 Creature	Special Save: None
Components: V,M,S	Range: Touch

By means of this spell the caster may walk on any form of fog, cloud, or smoke as if it were solid. When this spell is cast, the caster is enabled to move at normal movement rate on any smokey substance. He may also climb any column of smoke at half his movement rate by grasping and being carried by the rising smoke.

Material Component: Griffin Feather

### COLD SNAP

Level: 2	Duration: Instantaneous
Casting Time: 2 segments	Saving Throw: 1/2 damage
Area of Effect: Special	Special Save: N/A
Components: S	Range: 0

Upon casting this spell, the caster releases a cone of frost from his hand. This cone is 30' long and 20' wide at it's end. The frost does 2 points of damage per level of the caster to all within the area of effect. If those in the area make their personal saving throw they take one half damage.

### DETECT CHAOS (REVERSIBLE)

Level: 2	Duration: 5 rounds/level
Casting Time: 2 segments	Saving Throw: None
Area of Effect: 1" wide path	Special Save: None
Components: V,S	Range: 6"

This spell is similar in all respects to the 2nd level mage spell, DETECT EVIL (GOOD), except that the mage is detecting for chaos (law).

### ENERGIZE

Level: 2	Duration: 5 rounds/level
Casting Time: 1 round	Saving Throw: None
Area of Effect: 1 target	Special Save: None
Components: V,S,M	Range: 10 yards/level

A magic user can use this spell on a creature to delay the symptoms of exhaustion. The target will feel awake and refreshed for 5 rounds/level, as if he/she had just woke from a long nap. However, at the spells end, the target will feel the strain on his/her body, and must rest for double the time energized. Until this rest is accomplished, the target will be considered to have Strength and Dexterity ratings of 3, and no spellcasting can be accomplished.

The material component is a coffee bean or equivalent.

#### ILLUSIONARY SPELL

Level: 2	Duration: See Below
Casting Time: See Below	Saving Throw: None
Area of Effect: See Below	Special Save: None
Components: See Below	Range: See Below

This spell allows a wizard to make it appear that he/she is casting a different spell. The illusionary spell has none of the actual effects of the spell it is emulating, but will appear real to all senses. Ex: An illusionary fireball would be painfully hot, but inflict no damage.

Any spell that is basically offensive in nature, even one from another class may be duplicated with this. The casting time, components, duration, etc. are all determined as if the original spell was being cast. Illusionary spells last until they are dispelled or would normally expire.

Note: No illusion type spells can be duplicated with this spell.

#### LOCATE WATER

Level: 2	Duration: Instantaneous
Casting Time: 1 round	Saving Throw: N/A
Area of Effect: Personal	Special Save: N/A
Components: M,S,V	Range: 0

This spell will let the location of all natural water within a one mile radius become known to the caster, i.e., wells, springs, streams, etc.

#### MOVING CRATE

Level: 2	Duration: Permanent
Casting Time: 2 rounds	Saving Throw: N/A
Area of Effect: 3'x3'x3'	Special Save: N/A
Components: M,S,V	Range: 10'

With the casting of this spell, a three wheeled, 3'x3'x3' wooden crate appears within 10' of the spell caster.

#### NIMANRIL'S INVISIBILITY





## CLEAR SIGHT

Level: 3	Duration: 1 round/level
Casting Time: 3 segments	Saving Throw: N/A
Area of Effect: 5" radius	Special Save: N/A
Components: M,S,V	Range: 1"/level

CLEAR SIGHT greatly improves visibility in the area of effect. Fog, smoke, gasses, etc., which would normally obscure vision can be seen through easily by use of this spell.

## CLOUD FORMATION

Level: 3	Duration: 1 turn/level
Casting Time: 1 round	Saving Throw: N/A
Area of Effect: 1 creature	Special Save: N/A
Components: S,V	Range: 12"

This spell creates a cloud at an altitude of 100 feet. It is roughly in the shape of a disk of the following dimensions: 10' plus 1'/level thick and 20' plus 2' per level in radius. The cloud takes one turn to form.

## DETECT REEFS, SHOALS, AND SHALLOWS

Level: 3	Duration: 1 turn/level
Casting Time: 1 round	Saving Throw: N/A
Area of Effect: 1 mile radius	Special Save: N/A
Components: M,S,V	Range: 0

This spell is a must for seagoing characters. When cast, it will make known to the spell caster all reefs, shallows, and other navigational hazards in the area of effect. It reveals no information on tides, currents, or living creatures.

## FEADIN'S GAS BREATHING

Level: 3	Duration: 6tr/lv or 2tr/lv
Casting time: 3	Saving Throw: None
Area of effect: 1 creature	Special Save: None
Components: V,S,M	Range: Touch

This spell allows someone to breathe easily in an atmosphere full of unbreathable gases. If these are mainly water or carbon dioxide, the duration is 6 turns per level. Otherwise, it's 2 turns per level. The spell doesn't grant any protection against harmful effects of the gases breathed, like choking because of dust, poison...

Material component: some very thin cotton, applied on the mouth of creature receiving the spell.

## HEALING SLEEP

Level: 3	Duration: Special
Casting Time: 1 round	Saving Throw: N/A
Area of Effect: 1 creature	Special Save: N/A
Components: V	Range: Touch

This spell may only be cast upon a willing recipient. The recipient will fall into a deep sleep from which he will not awaken for 8 hours. During this time the recipient will be healed for 20 points of damage, plus one per level of the caster.

HEY, BARTENDER!

Level: 3	Duration: Special
Casting Time: 3 segments	Saving Throw: None
Area of Effect: Special	Special Save: None
Components: M,S,V	Range: 1"

This magic summons a humanoid figure and his cabinet filled with all sorts of spirits. He will politely inquire as to the spell caster's preference, and fill his order within one or two rounds. He will then disappear with his cabinet.

The bartender can also attempt to mix a standard potion. There is a 15% chance plus 1% for each level of the caster's experience that the bartender will be able to produce the potion. If the potion is unable to be made, the bartender expresses his apologies and leaves.

If the potion is produced, it must be used within 2 turns or it will become useless.

#### INCINERATION

Level: 3	Duration: 2-8 segments
Casting Time: 3 segments	Saving Throw: None
Area of Effect: 10' radius	Special Save: Negates
Components: S,V	Range: 1"/level

This spell causes all nonmagical, inanimate, organic objects in the area to be consumed by fire in 2-8 segments. The resulting blast of heat will cause 1-8 points of damage to all living beings within the area of effect.

#### MY, WHAT A LARGE HELMET YOU ARE WEARING

Level: 3	Duration: Special
Casting Time: 3 rounds	Saving Throw: Negates
Area of Effect: 1 creature	Special Save: N/A
Components: M,S,V	Range: 1"/level

When cast at a being with anything atop its head that resembles a hat, helmet, etc., the head covering will grow to a large enough size so that it covers the being's eyes. One of the following will happen, roll 1d8 and use accordingly. Saving throw at -2 negates.

1,2 = Person so affected trips. All attacks on this person are at +4 to hit and he will not counter attack. He will get back up in one round with the helmet off (reduce armor class if applicable).

3,4 = Affected person must roll his dexterity score or less, or lose all initiative rolls and will always attack last. Duration is four rounds, after which the helmet slips off.

5,6 = The affected person has a 50% chance of attacking a fellow party member, a 25% chance of attacking the person who cast the spell or a 25% chance of attacking the opposite party but not the spell caster responsible for his helmet problem. All attacks during the next turn by the affected person are at -3.

7,8 = If the target is carrying a weapon in his hand(s), this spell will cause him to trip and fall upon it doing NORMAL damage to himself. If no weapon is currently being carried then the target is not affected by this spell.

#### PEEPHOLE

Level: 3	Duration: Until dispelled
Casting Time: 3 rounds	Saving Throw: Special
Area of Effect: Special	Special Save: N/A
Components: M,S,V	Range: 1"

When cast, a 1/2 inch diameter peephole will appear through any door, thus allowing someone to see inside with a viewing angle of 120 degrees. If the door is made out of wood, the peephole will take only one round to form. A door which is made of any material other than wood will delay the formation for 1-4 rounds. Enchanted doors save to no effect, and the maximum thickness of any door affected is 2'.

#### PROTECTION FROM CHAOS, 10' RADIUS (REVERSIBLE)

Level: 3	Duration: 2 rounds/level
Casting Time: 3 segments	Saving Throw: None
Area of Effect: 10' radius sphere	Special Save: None
Components: V, S, M	Range: Touch

This spell is the same as the 1st level spell PROTECTION FROM CHAOS except with respect to its area of effect.

#### PROTECTION FROM FRIENDLY MISSILES

Level: 3	Duration: 1 turn/level
Casting Time: 3 rounds	Saving Throw: N/A
Area of Effect: 1 creature	Special Save: N/A
Components: S,V	Range: Touch

This spell prevents the recipient from being accidentally struck by any missile not intended for him. PROTECTION FROM FRIENDLY MISSILES is exceptionally useful in battle.

#### PSYCHIC SIGNAL

Level: 3	Duration: Special
Casting Time: 1 round	Saving Throw: None
Area of Effect: Special	Special Save: N/A
Components: V	Range: 1"/level

This spell causes the spell caster to know when a specific event has taken place. Thus, he can wake at a desired time, or awaken when a particular creature has come into his vicinity. He can use it to know when conditions are right for an attack on a neighboring stronghold ("Notify me when the Wizard Ronan leaves his castle"), or when a roasting beef is ready for eating. This spell is extremely versatile. Information will not transverse the planes.

#### RESIST ELECTRICITY



## WEAPONS MAGIC

Level: 3	Duration: 4 rounds + 1/level
Casting Time: 1 round	Saving Throw: N/A
Area of Effect: 1 weapon	Special Save: N/A
Components: M,S,V	Range: Touch

This spell imparts a magic upon any weapon it is cast upon. The weapon has no bonuses to hit or damage, but is, in effect, a +0 weapon. It can be used to attack creatures that can only be hurt by magic weapons, but does not affect creatures needing +1 or better weapons to be hit.

## LEVEL 4

### ACID CLOUD

Level: 4	Duration: 3 rounds
Casting Time: 3	Saving Throw: special
Area of Effect: 2" radius sphere	Special Save: None
Components: V,S,M	Range: 10" + 1"/level

This spell, when cast, will shoot a golf-ball-sized globe of light from the caster's pointed finger. Once the globe has travelled a predetermined distance, it explodes into a cloud of corrosive acid. If the globe impacts with something prior to reaching the distance, it will explode.

The amount of damage and the applicable saving throws are as follows:

Round 1: 1d6 points of damage to a maximum of 10d6. Save for 1/2.

Round 2: 1/2 original damage. Save for none.

Round 3: 1/4 original damage. Save for none.

### ANALYZE: PLANT

Level: 4	Duration: Instantaneous
Casting Time: 1 turn	Saving Throw: N/A
Area of Effect: 1 target	Special Save: N/A
Component: S	Range: 1"/level

This spell analyzes and confers to the spell caster all pertinent information concerning any natural plant it is cast upon. This information will include strong and weak points in the plant. This may be used on living or dead plant matter to include not only photosynthetic plants, but also algae, fungi, etc.

### ANTI-GATE

Level: 4	Duration: Instantaneous
Casting Time: 4 rounds	Saving Throw: See Below
Area of Effect: 1 Gate	Special Save: None
Components: V,S,M	Range: 5 yards/level

This spell is used to attempt to close a magically created gate. The caster subtracts the level of the gate creator from his/her own MU level. He/She must then roll a D20 for that amount or less. If the spell succeeds, it has the following effects:

A - The gate attempts to recall all who have traveled through it. Creatures who do not wish to return must make a saving throw versus spells or be sucked back to their home world, regardless of distance.

B - The gate is then sealed shut, as if it had never existed. Any creatures still remaining are trapped until another gate is opened.

#### ARNVID'S UNSEEN LIMB

Level: 4	Duration: 6 turns/level
Casting Time :1 round	Saving Throw: None
Area of Effect: Touch	Special Save: None
Components: V,S,M	Range: Touch

When ARNVID'S UNSEEN LIMB is cast, the magic user causes an invisible limb (arm, hand, leg, or foot) to come into being. This limb may replace a missing limb or it may be used to create an extra one. The invisible limb functions exactly as a normal limb, except that, at the option of the recipient of the spell, parts of it may become immaterial so as to pass through solid objects. For example, the limb could be used to uncork a potion inside a closed chest and dump the bottle out, but it could not remove the potion from the chest. The limb has normal touch sensations. It may be used to wield a weapon only if the limb is replacing a missing arm or hand. The limb bestows no extra senses other than touch, so it cannot be used, for example, to add a second shield arm in the middle of the recipient's back. The invisible limb has no hit points or armor class as such, and it cannot be harmed unless it is Dispelled.

The material component of the spell is the tail of a lizard (any type that regenerates lost body parts). This is touched to the place on the body where the limb is to be restored.

#### BLAST OF SOUND

Level: 4	Duration: Instantaneous
Casting Time: 4 rounds	Saving Throw: Negates
Area of Effect: Special	Special Save: N/A
Components: M,S,V	Range: 3"

This spell creates a shrieking noise of 100 decibels causing all creatures under 3rd level or 3 hit dice to flee. 4th level and above must make a saving throw or retreat also. The area of effect is a sphere 2" radius per level of the caster.

#### BURROW

Level: 4	Duration: Special
Casting Time: 4 segments	Saving Throw: N/A
Area of Effect: Personal	Special Save: N/A
Components: M,S,V	Range: 0

This spell has a duration of 1 turn plus 1 turn per level. This spell allows the spell caster to move through the ground at 1" to 6" per round, depending upon the density of the ground: 1" through solid stone, 6" through loosely packed dirt. The ground caves in behind him, thus none can follow. The caster's need for oxygen is temporarily reduced so that breathing is no trouble.

#### CONTROLLED INCENDIARY

Level: 4	Duration: Instantaneous
Casting Time: 4 segments	Saving Throw: 1/2 damage
Area of Effect: Special	Special Save: N/A
Components: S,V	Range: 2"/level

This spell causes a fiery explosion of \*any size\* the spellcaster desires, up to 40 foot diameter sphere. Damage done to those caught in the explosion is determined by rolling 1d6 per level to a maximum of 10d6. Any and all combustibles in the area of effect will be ignited.

#### EMPATH

Level: 4	Duration: Permanent
Casting Time: 5 rounds	Saving Throw: None
Area of Effect: Target	Special Save: None
Components: V,S,M	Range: Touch

The EMPATH spell enables the caster to transfer a certain loss in hit points from another creature to himself, thus curing the recipient. Up to 2 hp per level of the spell-caster may be transferred, so a 10th level magic-user could cure his friend of 20 hp wound (but the magic-user will then take 20 hp in damage himself). The hit-point loss could have originally resulted from physical attacks, certain poisons, spell effects, diseases, or curses (except those that cannot be removed by REMOVE CURSE). This spell cannot restore amputated limbs, drained life levels, or death. It also cannot undo any continuously acting poison or disease, so the spell only temporarily reverses such harm, which will then continue to affect the victim. If the caster is brought below zero hit points by use of EMPATH, he begins to die. No effect results from casting EMPATH on the deceased character. The material components of this spell are hair and blood from both the recipient and the caster, two newt eyes, and two wolf teeth (each from a different animal). The components disappear in the casting of the spell.

#### FIGHTER SKILLS

Level: 4	Duration: 1 round/level
Casting time: See Below	Saving Throw: None
Area of Effect: Caster	Special Save: None
Components: See Below	Range: Touch

This spell allows a mage to imbue him/herself with the abilities of a fighter. This spell has several liabilities, and requires some preparation. The first step is to have prepared by a smith a set of full plate, enchanted so as to be able to receive magical energy. The Magic User then casts the first part of the spell onto the armor, reducing it to the size and weight of a dagger.

The mage must then find a fighter willing to be the subject for the second portion of the spell which transfers the fighter's knowledge of battle into the armor. The fighter must be of at least 8th level. This process takes only 3 rounds, but for the next 12 hours, the fighter will combat as if he/she was level 1. The suit is then stored and carried with the caster. At the uttering of the final command word, the suit envelops the caster in the full size full plate mail. The mage will then be able to fight as a fighter of 1/2 his/her level, rounded up.

The spellcaster may not cast spells while under the effect of this spell. The spell may be cancelled at any time by the caster, at which time the armor will disintegrate. Please note that the armor involved with this spell is very expensive, although already prepared suits have been known to appear in dungeons, waiting only

for a magic user to utter the final word. Any magic user may use any magical suit. Also note that the fighter may charge a significant amount to lend his/her powers. The Mage's statistics are not changed by this spell. Dispel Magic has the normal chances of success.

#### FOUR EYES

Level: 4	Duration: Special
Casting Time: 4 segments	Saving Throw: N/A
Area of Effect: 1 creature	Special Save: N/A
Components: M,S,V	Range: Touch

This spell has a duration of 1 turn plus 1 round per level.

With the casting of this spell, four enchanted eyes appear around the head of the recipient. These eyes are quite agile, and it takes a hit at armor class 2 to touch any one of them. Each eye has 3 hit points. If an eye is destroyed, it passes the excess damage on to the spellcaster.

The eyes have the following abilities, once each:

- 1 - Throw 2 Magic Missiles as per the spell
- 2 - Hold one person
- 3 - Sleep as many hit die of creatures as the caster has levels.
- 4 - Cure Light Wounds

The eyes also give the caster a 360 degree field of vision, which may affect surprise.

The caster must concentrate to activate the special abilities of the eyes, but does not need to do so to see in all directions.

Material Components: Four cut gems of not less than 2500 GP value each. If an eye is destroyed, the gem is also destroyed.

#### GUZZLER, THE

Level: 4	Duration: 1 turn
Casting Time: 4 segments	Saving Throw: N/A
Area of Effect: Line of Sight	Special Save: N/A
Components: M,S,V	Range: 1"

When cast, a small fly-like insect will fly to the spellcaster's hand. When told where to attack it will commence to indulge itself. This enchanted bug craves unusual liquids and has the ability to drink up to one gallon before being sated. It is immune to the harmful effects of any drink it consumes. It prefers enchanted elixirs and has the innate ability to detect the proximity of such liquids. Its movement is 15".

#### HYDRO SHIELD

Level: 4	Duration: Special
Casting Time: 4 seg	Saving Throw: None
Area of Effect: Personal	Special Save: None
Components: V,S,M	Range: 0

By casting this spell, the mage appears to be covered in a mist of water. Variation A is coloured blue or green; Variation B is coloured violet or blue. Any creature

striking the spell caster with body or hand-held weapons will inflict normal damage upon the mage, but the attacker will take double the damage so inflicted!

The other powers of this spell depend on the variation being used:

Version A: Any electrical attacks will be saved at +2 on the die, and will do either half damage (if save is failed) or no damage at all (if save is made). Acid based attacks are normal, but if the mage fails the required saving throw, he sustains double damage!

The material component for this version is a bit of tree gum.

Version B: Any acid attacks will be saved at +2 on the die and will do either half damage (on an unsuccessful save) or no damage (if save is successful). Electrical attacks are normal, but if the mage fails to make the required save he sustains double damage from that attack.

The material component for this version is an alkaline substance.

#### LIFE FORCE TRANSFER

Level: 4	Duration: Instant
Casting Time: 4 segments	Saving Throw: None
Area of Effect: One creature	Special Save: None
Components: V,S,M	Range: 12"

This spell allows the caster to transfer some of his life-force to another creature. When cast, the spell transfers 1 hp/level of the caster to the target creature, plus an additional 1-4 hp. The hit points are added to the target's current hit point total and deducted from the spellcaster's. Thus a 7th level magic user can transfer 8-11 hp from himself to another creature. The caster can transfer only as many hit-points as he has; if he purposefully or accidentally transfers more, his current hit-point total plus 1-4 hp are transferred to the target, while that amount is subtracted from the caster's total (and the caster begins to die). The target creature cannot gain more hit points than its full normal total; such extra hit points are merely lost. The magic user's hit point losses can be regained by normal healing or magic. After the transfer is complete, the magic user loses four points of constitution temporarily; each point may be recovered by six turns of rest. If the casters constitution drops below 3, unconsciousness results and full constitution is not regained for 24 hours. The material component of this spell is a glass tube filled with the caster's blood, which disappears as when the spell is cast.

#### MANA MAGIC

Level: 4	Duration: 1 round/level
Casting Time: 4 rounds	Saving Throw: N/A
Area of Effect: Personal	Special Save: N/A
Components: M,S,V	Range: 0

This spell turns the spell caster's mana into an effective weapon. All damage inflicted by the caster using hand-held weapons is +1 point per level. All damage received from such attacks is at -1 point per level. There are no bonuses or penalties to hit. The bonus applies to each and every attack made for the duration of the spell.

#### RADIATE HEAT/COLD

Level: 4	Duration: 1 round/level
Casting Time: 4 rounds	Saving Throw: 1/2 damage
Area of Effect: 1" radius	Special Save: N/A
Components: M,S,V	Range: 0

This spell causes the spell caster to radiate his choice of heat or cold energy. The energy causes 1d10 per 3 levels of experience of the spell caster, to all within the area of effect, except the caster.

#### RESIST ACID

Level: 4	Duration: 1 turn/level
Casting Time: 1 round	Saving Throw: None
Area of Effect: Creature touched	Special Save: None
Components: V,S,M	Range: Touch

This spell is similar to the 3rd level mage spell RESIST ELECTRICITY, except this spell provides some protection from acid and acid based attacks. The material component for this spell is an alkaline substance.

#### ROTARY POLARIZATION

Level: 4	Duration: 1 round/level
Casting Time: 4 rounds	Saving Throw: None
Area of Effect: Special	Special Save: Negates
Components: M,S,V	Range: 0

ROTARY POLARIZATION enables light rays to enter the area of effect, but they cannot leave the area within a 30' sphere. The spell caster can see where he is going, even outside the sphere, but opponents cannot see his light.

#### SAND BLASTER

Level: 4	Duration: 1 turn/level
Casting Time: 4 rounds	Saving Throw: N/A
Area of Effect: 1' diameter sphere	Special Save: N/A
Components: M,S,V	Range: 6"

This spell is used to clean metal and rock. It moves with the spellcaster and may move independently of him at a rate of 1" per round (maximum 6" from caster). The caster may also attack with this spell. It does 2d8 in damage and requires a roll to hit.

Note: Only one person can be affected by this spell per round.

#### SLEEP DARTS

Level: 4	Duration: Instantaneous
Casting Time: 4 rounds	Saving Throw: Special
Area of Effect: Special	Special Save: N/A
Components: M,S,V	Range: 6"

When this spell is cast, 1 sleep dart per 2 levels of the spellcaster's ability, rounded up (maximum of 10 darts), flies from the caster's hand. Each dart hits automatically and unless the victim saves versus poison he will be sound asleep for 4 turns. In addition, the victim takes 1 point of damage per dart.

## SLEEPING GAS

Level: 4	Duration: 1 round/level
Casting Time: 4 rounds	Saving Throw: Special
Area of Effect: 3"x3"x2"	Special Save: N/A
Components: S,V	Range: 1"

This spell creates an odorless, colorless gas which causes any creature with 4 hit dice or less to fall asleep immediately. Creatures with 5 or fewer hit dice save at -4, and creatures with 6 or more save normally versus the cloud. The spell can be moved at will by the spell caster, with a maximum speed of 3" per round. Creatures sleep for 5 rounds per level of the caster unless awakened by attack or a violent shaking. Noise will not do it.

## SLIPPERY SMALLFELLOW

Level: 4	Duration: 1 round/level
Casting Time: 1 round	Saving Throw: N/A
Area of Effect: Personal	Special Save: N/A
Components: S,V	Range: 0

This spell transforms the caster so that while he appears the same, but is actually a maximum of 4' tall, he moves at double speed and has the consistency of quick silver to any who try to grasp him. He is unable to attack, but is immune to most elements such as fire and lightning. Cold, however, negates this spell. Items are not affected.

## TROLL POWER

Level: 4	Duration: 1 turn/level
Casting Time: 5	Saving Throw: None
Area of Effect: 1 Target	Special Save: None
Components - V,S,M	Range: Touch

This spell allows a magic user to bestow the regeneration powers of a troll onto a creature. All limitations with regard to troll regeneration still apply.

The material component for this spell is a pinch of ash from the burned body of a troll.

## ULTRAVISION

Level: 4	Duration: 12 turns + 6/level
Casting Time: 1 round	Saving Throw: N/A
Area of Effect: 1 creature	Special Save: N/A
Components: M,S,V	Range: Touch

This spell allows the recipient to see radiation above violet in the normal visible spectrum. Most of the normal atmospheric radiation is screened out underground, making ULTRAVISION useless in dungeons without some source of ultraviolet light. The recipients of this spell can see clearly up to 30" on a clear night, 10" on an overcast night.

## WIMP



CHARMER'S KNOCK allows the spell caster to knock on a door with the following results. If there is anyone home that being/creature will be compelled to answer the door due to the charm on the door and politely ask, "Who knocketh at my dooreth?", to which the person who knocked must answer "I (character's name) did." Then the creature at the door must make a reaction roll at +20% plus the charismatic plus (if any) of the door knocker. If a good reaction roll is made, the being will talk to the party for three rounds and during that time will answer only three questions (90% of the time truthfully). After three rounds the being will ask the party to please leave. If the creature rolled a poor reaction roll the person who knocked on the door will automatically be attacked by whatever is the best attack mode of the being. If a so-so reaction roll was made the creature within will slam the door in the party's face. If anyone's nose was in the way of the slam he takes 1-3 points of damage.

#### CLOUD HARDENING

Level: 5	Duration: 12 turns/level
Casting Time: 1 round	Saving Throw: N/A
Area of Effect: Special	Special Save: N/A
Components: S,V	Range: 10"

This spell will cause a small cloud to become hard enough to walk upon. The maximum amount of cloud vapor that can be hardened is of the following dimensions: An approximate disk 10' plus 1' per level thick and 20' plus 2' per level in radius.

#### CONE OF ACID (EVOCATION)

Level: 5	Duration: Instantaneous
Casting Time: 5 segments	Saving Throw: 1/2
Area of Effect: Special	Special Save: None
Components: V, S, M	Range: 0

This spell is much like CONE OF COLD or CONE OF FIRE, except that it causes acid damage. Damage is 1d4 + 1, per level of the mage. The material component is one citrus fruit per level of the mage.

#### CONE OF FIRE (EVOCATION)

Level: 5	Duration: Instantaneous
Casting Time: 5 segments	Saving Throw: 1/2
Area of Effect: Special	Special Save: None
Components: V, S, M	Range: 0

When this spell is cast, it causes a cone shaped area of fire originating at the mage's hand and extending outwards in a cone 1/2 inch long per level of the caster. It causes flammable objects to catch on fire, and great heating nonflammable objects. Damage is 1d4 + 1, per level of the mage. For example, a 10th level mage would cast CONE OF FIRE causing 10d4 + 10 points of damage.

Its material component is a red garnet(s) worth at least 100 gp.

#### DAGGER PLUS

Level: 5	Duration: 1-4 turns
Casting Time: 5 segments	Saving Throw: N/A

Area of Effect: Special  
Components: M,S,V

Special Save: N/A  
Range: 0

This magical dagger is capable of giving the spell caster hit points exceeding his maximum number of hit points for the duration of the spell. Whenever the dagger does damage, 1-10 hit points, the amount of damage done is added to the caster's hit points.

DUPLICATE: PLANT

Level: 5  
Casting Time: 6 turns  
Area of Effect: 1 target  
Components: S,V

Duration: Until Dispelled  
Saving Throw: N/A  
Special Save: N/A  
Range: Touch

This spell will make an exact duplicate of any natural plant. The original plant may be living or dead. No duplicate can be made while there is a duplicate in existence. Duplicates cannot be duplicated.

Note: Prior to duplication the caster must cast an ANALYZE: PLANT spell.

FORCED MARCH

Level: 5  
Casting Time: 1 round  
Area of Effect: 4 creatures/level  
Components: M,S,V

Duration: 1 day  
Saving Throw: N/A  
Special Save: N/A  
Range: 10"

This spell allows the recipients the energy to march twice as far as normal, but will not affect speed, i.e., instead of being able to march 50 miles, one can march 100 miles. After the third day recipients suffer the loss of one hit point every other day spent under the influence of this spell.

HANDLE

Level: 5  
Casting Time: 5 segments  
Area of Effect: Special  
Components: M,S,V

Duration: 1 turn  
Saving Throw: None  
Special Save: N/A  
Range: 1"/level

HANDLE allows the spell caster to instantly create a handle (the size of a briefcase handle) and have it attach to something that does not weigh more than 15 pounds per level of the caster. When attached and within the weight limitation, the caster can carry that item or move it with ease. For example, a spell caster casts this spell on a door that the party has found impossible to move. The caster grips the handle and pulls. If the door is within the weight limitations it immediately comes loose. Traps on the door will go off. Enchanted doors (magically held) save at the level of the enchanter.

IDA'S MYSTICAL MOUNT

Level: 5  
Casting Time: 1 round  
Area of Effect: N/a  
Components: M,S,V

Duration: 6 turns/level  
Saving Throw: N/A  
Special Save: N/A  
Range: 0

This spell summons a giant dragonfly which will follow the summoner's telepathic orders. The stats on the dragonfly are:

AC: 2  
Movement: 6:/36"  
HD: 16, 126 hit points  
Attacks: 0  
Size: Wingspan 30 ft.

#### ILLUSIONARY PARTY

Level: 5	Duration: 1 round/level
Casting Time - 1 segment	Saving Throw: None
Area of Effect: Party	Special Save: None
Components - V,S,M	Range: Party

Upon casting this spell and tossing a small glass bead into the air, a wizard causes a spell of invisibility to descend on the party, while a group of illusionary duplicates proceeds ahead as decoys. All of the limitations of normal invisibility still apply, and it is recommended the party stop moving. Note: a silence spell is not included, but the illusionary party will make appropriate noises.

The spell lasts until the illusionary party moves 30' from the caster, or is dispelled. The illusion may not leave the sight of the caster (cannot go around corners unless the party follows). The invisibility is dispelled when the illusion fades.

#### JUST PASSING THROUGH

Level: 5	Duration: 1 round/level
Casting Time: 5 segments	Saving Throw: N/A
Area of Effect: Personal	Special Save: N/A
Components: M,S,V	Range: 0

Just passing through allows the spell caster to walk through solid rock at a rate of 3" per round. This spell does not allow casting of spells from inside solid rock.

#### MOLDYR'S SPELL THEFT (ENCHANTMENT/CHARM)

Level: 5	Duration: Permanent
Casting Time: 3	Saving Throw: None
Area of Effect: 1 Creature	Special Save: None
Components: V,S,M	Range: 5 yds/Lvl

By means of this spell the caster may receive one spell from the nearest spell caster. The spell is chosen randomly from the recipients known spells. If the recipient does not have a spell in memory that the caster knows, then the caster rolls to see if he may learn the spell. If the roll is unsuccessful, or the spell is too powerful for the caster, then the spell is ruined. In all cases, the recipient of the spell loses the spell from memory. In no case should the caster be able to copy the spell from his head into his spell book, or onto a scroll.

The material component of this spell is an ounce of doppelganger blood, which is to be drunk at the time of casting.

#### NIMANRIL'S REVELATIONARY BLAST



## STEELY TERMITES

Level: 5	Duration: Until Dispelled
Casting Time: 5 rounds	Saving Throw: N/A
Area of Effect: 100"x100"x100"	Special Save: N/A
Components: M,S,V	Range: 3"

These wood eaters not only eat wood, but also bore through steel and stone. They eat one pound of material per day, per level of the spell caster. The termites have 2 hit points each. This spell creates 100 termites for each level of the wizard.

## TEAR JERKER

Level: 5	Duration: Special
Casting Time: 1 round	Saving Throw: Negates
Area of Effect: 1" radius	Special Save: N/A
Components: S,V	Range: 0

This spell is used to escape punishment. The casting of this spell involves the telling of a tragic story of one's life. It stirs pity in those who listen. Evil beings are unaffected, of course. Neutrals save normally. Creatures of good alignment save at -5. Those missing their save will want to have mercy on the caster and set him free. Good beings who miss their save must make an additional normal saving throw or give the caster 10 gold pieces per level of attainment, or its equivalent to help him make a new start in life.

## THUNDEROUS CLAP

Level: 5	Duration: Special
Casting Time: 1 round	Saving Throw: Special
Area of Effect; Special	Special Save: N/A
Components: S	Range: 0 A

THUNDEROUS CLAP stuns all creatures in a cone for 2-5 rounds and deafens them for 1-4 turns. While deaf, they attack and defend at -1. A successful saving throw results in the creature being affected for one half the stated time. Upon clapping his hands, (the somatic component), the caster must save for each hand or break it, sustaining a 5% loss of hit points for each hand broken. The area of effect is a cone: 3" long, 2" wide at base.

## LEVEL 6

### ACCELERATED METABOLISM

Level: 6	Duration: 1d6+1 tn/lvl
Casting Time: 6	Saving Throw: Negates
Area of Effect: One creature	Special Save: None
Components: V,S,M	Range: Touch

This spell speeds up the life processes of the recipient at a rate of 1 day/turn for the duration of the spell. All life processes (sleeping, eating, healing, etc.) progress at this accelerated pace. If insufficient nourishment is provided, the recipient suffers from thirst and starvation. Three rounds of rest per turn must be allowed, otherwise exhaustion results and no healing is possible. The other seven rounds must be spent eating and drinking a day's rations. The recipient regains 1

hp/turn for the first seven turns (minus any penalty due to poor constitution). In subsequent multiples of seven turns, characters with constitution bonuses additionally receive their constitution bonus. In any case 28 turns of accelerated metabolism heal a character completely. However, each turn ages the recipient a week (as opposed to a day), due to the stress of the artificially high metabolic rate. Note that the character does not move or fight any faster than normal. Also, if the recipient of the spell is unwilling, a saving throw is applicable.

The material component for this spell is a candle, which must be lit at both ends. The candle must burn for the duration of the spell; if it is extinguished, the spell ends prematurely. The candle is completely burned if the spell runs its normal course.

#### ANALYZE: POTION

Level: 6	Duration: Instantaneous
Casting Time: 1 turn	Saving Throw: N/A
Area of Effect: 1 target	Special Save: N/A
Components: S	Range: Touch

This spell analyzes and confers to the spell caster all pertinent information concerning any potion it is cast upon. This information should include the name of potion, side effects caused by the potion, color, odor, and consistency of potion. This works on anything which can be classified as a potion, whether magical or not, and including elixirs, ointments, oils, salves, and other brews, such as wine, ale, etc.

#### ANTI-LIFE ENERGY

Level: 6	Duration: Special
Casting Time: 6	Saving Throw: None
Area of Effect: 3' radius	Special Save: Negates
Components: M,S,V	Range: 0

This energy affects all beings the same. The basic effect of this spell is to reduce the life energy of a being. The life energy is the level of the being but this spell does not steal levels but temporarily negates life energy. When the spell is cast, an area of grey haze surrounds the magic-user. All within this area are subjected to the ANTI-LIFE ENERGY. The life energy of a being is reduced at a rate of 1 level per round and if it is reduced to zero that being loses all will to live and simply "rolls over and dies". All are subjected to severe melancholy for the 1-4 turns. When the spell is ended all that are still alive will regain their will to live at a rate of 1 level per turn. The spell caster is also affected though at a rate of 1 level per 2 rounds and may stop the spell at any time he wishes. Undead are unaffected by this spell and the spell OF THE PUREST LIGHT will negate it.

#### BIND

Level: 6	Duration: Until Dispelled
Casting Time: 1 round	Saving Throw: Negates
Area of Effect: 1 object	Special Save: N/A
Components: M,S,V	Range: 1"/level

When this spell is cast on an object, it will bind two parts of the object together. The two surfaces must be brought into contact for the spell to function.

## CLOUD ALTITUDE ADJUSTMENT

Level: 6	Duration: 12 turns/level
Casting Time: 1 round	Saving Throw: N/A
Area of Effect: Special	Special Save: N/A
Components: S,V	Range: 10"/level

This spell will cause a cloud up to 10' plus 1' per level thick and 20' plus 2' per level in radius to either increase or decrease in altitude by 10' per level of the caster. If this spell is used in conjunction with the CLOUD HARDENING spell, up to 200 lbs. per level may be raised. Two spells may raise double that amount and so on, or 2 spells may raise the base amount twice as high.

## COMPONENT SUBSTITUTE SPELL

Level: 6	Duration: Special
Casting Time: 6 segments	Saving Throw: N/A
Area of Effect: Special	Special Save: N/A
Components: V	Range: 0

This spell allows the spell caster to substitute components. The casting time of the spell to be affected will be doubled. Note that only the next spell is affected.

## DOUBLE ONE EFFECT

Level: 6	Duration: 1 turn
Casting Time: 1 round	Saving Throw: N/A
Area of Effect: Special	Special Save: N/A
Components: V	Range: 0

DOUBLE ONE EFFECT enables the spell caster to double any one of the following of the next spell he casts: Range, duration or area of effect.

Note: Casting DOUBLE ONE EFFECT twice in a row will allow the doubling of two effects or the quadrupling of one effect.

## ETHEREALNESS

Level: 6	Duration: Permanent
Casting Time: 5 per Person	Saving Throw: See below
Area of Effect: Special	Special Save: None
Components: V,S,M	Range: Touch

This spell allows the caster and 1 additional person for every 3 levels (round down, i.e. 0 at 1-3, 1 at 4-7...) to be transported to the border ethereal. As such the creatures are invisible (except with detect invisibility or some other means) and cannot be hit by weapons of less than +1 enchantment. The people affected can now move about as they see fit (see manual of the plane for details on ethereal movement) but cannot get back to the prime unless the reverse of this spell is cast.

Material components are a drop of phase spider blood or a pinch of ghost blood.

The reverse of this spell causes the caster and any creatures he can touch (up to 1/3 levels) to be transported to the plane whose border ethereal they are in. This in no way confers survival or movement in that plane.

The material components of the reverse are the blood or life substance from a creature of the plane that is being entered.

#### FREEZE STORM I

Level: 6	Duration: 1 round/level
Casting Time: 6 segments	Saving Throw: Negates
Area of Effect: 3"x3"	Special Save: N/A
Components: M,S,V	Range: 6"

This spell causes rain, sleet and freezing temperatures in the area of effect. All within the storm must make a saving throw or be frozen immobile for 1 round per level of the spell caster. This will cause a loss of current hit points by 10% per round, rounded down.

#### IDA'S MIGHTY MOJO

Level: 6	Duration: 1 turn/level
Casting Time: 1 round	Saving Throw: Negates
Area of Effect: 1 creature	Special Save: N/A
Components: M,S,V	Range: 12"

The victim of this spell will suffer a -4 to hit, save, and a penalty of 4 on armor class. All opponents of the victim will gain a bonus of 4 in these areas. The victims charisma will effectively be a 0, and all wandering monsters will attack.

#### IDA'S TRAP

Level: 6	Duration: Special
Casting Time: 1 round	Saving Throw: N/A
Area of Effect: 1 object	Special Save: N/A
Components: M,S,V	Range: 1"

This spell acts as a holding device and a trigger when cast upon an object. Any spell, up to ninth level, may be placed into the trap. The spell caster may open the object safely. However, when another creature attempts to open the object, the spell goes off instantly. The spell affects the nearest living being.

#### ILLIAN'S MYSTICAL FANTASY

Level: 6	Duration: 1 round/level
Casting Time: 8	Saving Throw: Negates
Area of Effect: 1 Target	Special Save: None
Components: V,S,M	Range: 10 yards/level

When cast, this spell causes the target's mind to be filled with visions of his/her/Its wildest fantasies. The target gets a saving throw versus spells. If unsuccessful, the creature will be ensnared in the dream world and be unable to take ANY actions.

He/She/It will not notice any outside stimuli, even pain. If the creature makes the saving throw, the spell has no effect. The spell lasts until expired or dispelled with one exception. Creatures with high intelligence ratings may attempt another saving throw every 4 rounds.

## IN THE BOTTLE

Level: 6	Duration: Special
Casting Time: 6	Saving Throw: Negates
Area of Effect: 1 creature	Special Save: N/A
Components: M,S,V	Range: 6"

This spell will cause a creature to turn into a mist and flow into a bottle so designated by the spell caster. If the bottle is then stoppered, the creature will remain in the bottle until it is unstoppered. The victim is in a state of suspended animation and cannot be harmed.

## MASS FUMBLE

Level: 6	Duration: Special
Casting Time: 6 rounds	Saving Throw: Negates
Area of Effect: Special	Special Save: N/A
Components: M,S,V	Range: 1"/level

Mass fumble causes all within a 20"x20"x20" area of effect to trip unless a saving throw at -5 is made. Those who fall will take 1-3 rounds to get back up if there are others who fall. If one creature falls, he will require 1 round to get back up.

## PRODIGY

Level: 6	Duration: 6 turns/level
Casting Time: 1 round	Saving Throw: N/A
Area of Effect: Personal	Special Save: N/A
Components: V	Range: 0

This spell allows the caster to master any nonmagical skill in one hour if someone who knows it is willing to teach him. Thus, if a thief were available and willing, the caster could learn to pick locks at the level of ability possessed by the thief. However, the knowledge is only temporary.

## SANDSTORM

Level: 6	Duration: 3 rounds/level
Casting Time: 6 rounds	Saving Throw: 1/2 damage
Area of Effect: 1" diameter	Special Save: N/A
Components: M,S,V	Range: 0

When cast, a swirling barrier of sand appears around the spell caster. All within 1" take 1d6 per level of the caster. The SANDSTORM is mobile and will follow the caster. Visibility is reduced to 3" for the caster. Visibility within the sand barrier itself is zero.

## WALL OF FREEZING

Level: 6	Duration: 1 turn/level
Casting Time: 6 rounds	Saving Throw: Special
Area of Effect: Special	Special Save: N/A
Components: M,S,V	Range: 1"/level

WALL OF FREEZING creates a wall with 3 layers of equal thickness whose dimensions are 5' thick, 20' tall, and 10' per level long. The two outer layers are made of ice,

while the inner layer consists of liquid nitrogen. If a creature breaks through this wall it is frozen solid unless it makes a saving throw. If it makes this saving throw, the affected creature takes 1/2 its total hit points in cold damage. When the wall is broken, it will require 1-3 rounds for the liquid nitrogen to flow out completely. During the release of the nitrogen, any creature with 10' of the breakage will take 2-20 points of damage. Once this has occurred, treat the wall as normal ice.

#### VAMPIRE DAGGER (NECROMANTIC)

Level: 6	Duration: 1 turn/level
Casting Time: 6 segments	Saving Throw: Negates
Area of Effect: Personal	Special Save: None
Components: V,S,M	Range: 0

By casting this spell on a specially prepared nonmagical dagger, the magic-user is able to drain hit points from other creatures that he strikes with it and bestows those hit points on himself. The magic-user must attack the creature normally with the dagger. If the hit is successful, the creature takes normal damage from the dagger (1-4 for small and man sized creatures, 1-3 for large sized creatures, plus any strength bonus), plus damage of 1 hp for every two levels the spellcaster has. The magic-user in turn gains this bonus damage as curative hit points. If the victim makes its saving throw vs. death magic, it takes damage from the dagger but no hit points are transferred to the spellcaster. If the save is a natural 20 the magic user takes the bonus damage instead of the victim. If the spell drains more hit points from a victim than remain in that victim, the victim dies; only those hit points left to the victim after the dagger's damage (with strength bonuses) is subtracted are transferred to the magic-user.

The magic user cannot gain hit points above his normal hit point total; all extra hit points are lost. For example, a 16th level magic user hits a Minotaur with 26 hp and rolls a 2 for damage, doing a total of 10 hp damage. The Minotaur fails its saving throw, and the magic user gains 8 hp (he lost 10 hp in a previous fight). The next round the magic user hits again and does 1+8=9 hp damage. The Minotaur makes its save so no hit points are transferred. On the next round the magic user hits again and does 2+8=10 hp damage. The Minotaur fails its save and dies, having only 7 hp left. Thus, only 7-2=5 hp can transfer to the caster. The caster gains only 2 hp, however, since this increase puts him at his maximum hit-point total. This spell is ineffective against creatures that can be harmed only by magical weapons (undead excluded) and creatures that have no blood (e.g. golems). If the dagger is used in an attempt to drain an undead being, the magic user must save vs. death magic with each strike or die himself; the undead being only takes damage from the dagger and associated strength bonuses.

One of the material components of the spell is a dagger that has a channel inside it running from the tip through to the handle. The dagger must be forged from an alloy of silver and steel that has been mixed with crushed bone of a vampire. The minimum cost of such a dagger is 2,000 g.p. Blood from the dagger's wound must travel through the channel and touch the bare flesh of the magic-user's hand for the hit points to be transferred. The dagger remains after the spell is cast. The other material component of this spell is the claw of a vampire, which disappears after the spell is cast. The effects of this spell do not protect the caster from any unusual effects of the victim's blood.

LEVEL 7

## ALUAP'S ZUFFEROOMA

Level: 7	Duration: Instantaneous
Casting Time: 7	Saving Throw: None
Area of Effect: Special	Special Save: None
Components: M,S,V	Range: Infinite

This horrid looking camel cannot be attacked by fire, cold, lightning or weapons of less than plus 2. It arrives instantly when summoned and will take the spell caster to his castle, with a movement rate of 36" per round, flying. The camel is surrounded by a continuous 1" diameter sandstorm, doing 12d12 to all within a 1" diameter sphere, excluding itself and the spell caster.

## ANALYZE: SCROLL

Level: 7	Duration: Instantaneous
Casting Time: Special	Saving Throw: N/A
Area of Effect: 1 target	Special Save: N/A
Components: S,V	Range: Touch

This spell analyzes and confers to the spell caster all pertinent information about any scroll, without opening the scroll. This tells the number of spells, the level of each and the names of the spells. It also tells if the scroll is cursed or dangerous in any other manner, and if so the nature of the danger. Casting time: 1 turn per spell level on scroll.

## CLING FIRE

Level: 7	Duration: 1 round/level
Casting Time: 7 segments	Saving Throw: Special
Area of Effect: 1 weapon	Special Save: N/A
Components: S,V	Range: Touch

This spell imparts a magical fire upon any hand-held weapon. When a creature is struck by this weapon it inflicts physical damage and also transfers the magical fire onto the being hit by the weapon. If a successful hit is not made during the duration of the spell, the weapon will be totally consumed by the fire. The fire does 1d4 the first round, 2d4 the second round, 3d4 the third round, etc. Successful saving throw results in the victim taking one point of damage per round for the duration.

## DELAYED BLAST ACID CLOUD

Level: 7	Duration: Special
Casting Time: 7	Saving Throw: Special
Area of Effect: 2" radius sphere	Special Save: None
Components: V,S,M	Range: 10" + 1"/level

This spell creates an ACID CLOUD with +1 on each of its dice of damage. The spell will not release its burst for 1 to 5 rounds, according to the command upon casting. In other respects, this spell is the same as the 3rd level spell ACID CLOUD.

Damage and Saving Throws are as follows:

Round 1: 1d6+1 Damage to a maximum of 10d6+10. Save for 1/2.

Round 2: 1/2 original Damage. Save for none.

Round 3: 1/4 original Damage. Save for none.

#### DELAYED BLAST SNOWBALL (EVOCATION)

Level: 7	Duration: Special
Casting Time: 7 segments	Saving Throw: 1/2
Area of Effect: 2" radius sphere	Special Save: None
Components: V,S,M	Range: 10" + 1"/level

This spell creates a SNOWBALL with +1 on each of its dice of damage. The spell will not release its burst for 1 to 5 rounds, according to the command upon casting. In other respects, this spell is the same as the 3rd level spell SNOWBALL.

#### EVAPORATE (REVERSIBLE)

Level: 7	Duration: Special
Casting Time: 7	Saving Throw: Negates
Area of Effect: Special	Special Save: N/A
Components: M,S,V	Range: 1"/level

When directed at a creature or item, this spell completely dehydrates that being or item. An item is defined as a non-living object no larger in volume than 10 cubic feet. If a saving throw is missed, then the creature or the item is transformed into a dodecahedron no larger than a man's head. Only the reverse, HYDRATION, will restore the object or creature to its original form.

#### ICE SPEARS

Level: 7	Duration: 3 turn/lvl
Casting Time: 1 round	Saving Throw: N/A
Area of Effect: 2 spears/level	Special Save: N/A
Components: M,S,V	Range: 1"

This spell creates two icicles per level of the spell caster which are +3 spears and shatter on impact, doing 1-8 plus 3 points of damage. The icicles will always hit. No more than 20 icicles can be shot.

#### LLEWLLYNN'S WALL OF FORCE (EVOCATION)

Level: 7	Duration: 1 round/level
Casting Time: 7	Saving Throw: None
Area of Effect: 10 square ft/lvl	Special Save: None
Components: V,S,M	Range: 1" to 3"

This spell is equivalent to the 5th level mage spell WALL OF FORCE in all respects save one: the caster is able to manipulate the force wall. The following variations are possible:

Version 1: The mage can cast the wall in a hemispherical or spherical shape around himself with himself as the center point. The mage can then move about and the wall will move with him. This version is tinted red.

Version 2: The mage can cast the spell as a wall (2-dimensional barrier) and then move in a direction with the wall moving 1" to 3" in front of him. The wall will always be in front of the caster, and will turn as he turns. This version is tinted blue. Note that this version cannot be cast horizontally.

The material component for Version One is a pinch of diamond dust and a pinch of ruby dust. The material component for Version Two is a pinch of diamond dust and a pinch of sapphire dust.

#### MISTAKEN IDENTITY

Level: 7	Duration: Special
Casting Time: 1 round	Saving Throw: None
Area of Effect: 1 creature	Special Save: None
Components: M,S,V	Range: Touch

This spell has a duration of 4 turns plus 1 turn per level.

This spell will make nondivine beings believe the spell recipient is another creature. The creature imitated will recognize the recipient as an imposter. A good example would be an evil wizard taking on the appearance of a good cleric to perform evil acts and discredit him.

NOTE: Any attacks by the recipient will break the spell.

#### PSEUDODAMAGE

Level: 7	Duration: 1 round/level
Casting Time: 1 round	Saving Throw: -3 negates
Area of Effect: Special	Special Save: N/A
Components: M,S,V	Range: 1"/level

This is a powerful illusionary spell. When cast on an opposing party (maximum 20 creatures) the party will believe that all damage taken has been doubled. A successful saving throw at -3 negates.

#### PSIONIC SANCTION

Level: 7	Duration: 1 round/3 levels
Casting Time: 1 round	Saving Throw: N/A
Area of Effect: Personal	Special Save: N/A
Components: S	Range: 0

This spell causes a shield to surround the spell caster through which no psionic energy can pass. The caster cannot attack or be attacked psionically.

#### LEVEL 8

#### ALUAP'S LONELY HEARTS CLUB

Level: 8	Duration: Special
Casting Time: 1 turn	Saving Throw: N/A
Area of Effect: Special	Special Save: N/A
Components: M,S,V	Range: Infinite

This spell is used to procure a mate(s). By use of this spell, the caster may issue an invitation to one prospective mate of similar capabilities, per level. Included in this invitation is a likeness of the caster, background information on him and a device enabling the recipient to teleport to the caster's abode. If the caster and

recipient do not find each other compatible, they may mutually agree to part ways. Invitations will never be issued to the same being twice.

#### ANALYZE: ARMOR

Level: 8	Duration: Instantaneous
Casting Time: Special	Saving Throw: Special
Area of Affect: 1 target	Special Save: N/A
Components: S,V	Range: Touch

This spell analyzes and confers to the spell caster all pertinent information about any item of armor it is cast at. This includes strong and weak points, spells contained in or immune to, the number of modifiers, the name of the type of armor and the effective armor class it confers upon the wearer. Articles of armor included are helms, shields, bracers, gauntlets, breast plates, mail coats, and anything which is standardly classified as armor. Casting time is 1 turn per modifier of the armor. Note: Highly unusual items may have a saving throw versus this spell, at Game Master's discretion.

#### ERIDOR'S EMERALD WALL

Level: 8	Duration: Special
Casting Time: 1 round	Saving Throw: None
Area of Effect: 2'/lvl x 4'/lvl	Special Save: Special
Components: S	Range: 6"

This spell creates a translucent green wall, apparently made of pure emerald. It blocks all energy both ways. Anyone touching or prodding this wall, directly or indirectly, is absorbed by the wall. The wall initially lasts 1 turn per level of the caster, and is extended by one turn per level of each victim. Creatures within the wall are in a state of stasis and when the wall expires, all those trapped within are released unharmed. The wall will reveal itself to be solid and indestructible to those making special saving throws not to be absorbed. When someone goes into the wall, it is impossible for his companions to discern whether or not he has made it to the other side. Creatures with in the area of effect at the time of casting are allowed a normal saving throw to dodge it.

#### EXCHANGE (NECROMANTIC/ALTERATION)

Level: 8	Duration: Permanent
Casting Time: 5 rounds	Saving Throw: Negate
Area of Effect: Two creatures	Special Save: None
Components: V,S,M	Range: Touch

This spell is similar to the Empath spell, except that it allows the caster to transfer a hit point disability (of up to 2 hp/level of the caster) between any two creatures, excluding the caster. The magic user must be able to grasp both the creature with the disability and the creature about to receive the disability without having to make to hit rolls, so the two beings involved must either be willing to undergo the spell or else be sleeping or unconscious. The recipient of the disability is entitled to a saving throw vs. spells if unwilling. If the recipient's saving throw succeeds, the exchange is incomplete and nothing further happens. If the recipient fails the saving throw, the disability passes through the magic-user, inflicting him for an instant. If such a wound would normally place the magic user below zero hit points, it immediately does so, and the spell ceases; the creature that first bore the hit point loss is healed, and the recipient is unharmed.

The material components for the spell are two newt eyes and two wolves teeth, both from different creatures, hair and blood of both the caster and the recipient of the healing, and a ruby (worth at least 5000 gold pieces), which is shattered as the disability passes through the caster.

#### FREEZE STORM II

Level: 8	Duration: 1 round
Casting Time: 8 segments	Saving Throw: Negates
Area of Effect: 3"x3"	Special Save: N/A
Components: M,S,V	Range: 1"/level

FREEZE STORM II causes rain, sleet, and freezing temperatures in the area of effect. All creatures caught in this storm who fail to make their saving throw are frozen solid and unable to move. Any creature having cold protection spells or devices in effect at the time of the storm will be granted an additional +3 on their saving throw.

While frozen, the victim(s) are in a state of suspended animation. Thawing them out will return them to active duty.

Note: In an arctic or mountain top campaign, or any other area where the snows never melt, the victim will be unable to escape without the aid of someone. In any other campaign, the sun will eventually melt the victim free.

#### HOMICIDAL MANIA

Level: 8	Duration: Special
Casting Time: 8 segments	Saving Throw: Negates
Area of Effect: 1 creature	Special Save: N/A
Components: S,V	Range: 6"

This spell inflicts the recipient with a serious insanity. Though he may not even realize the cause of his sorrows, he will be forced to kill at least once every 24 hours. The victim must be of his race. The recipient himself will act normally the majority of the time, possibly misleading even close friends. The insanity lasts until healed, and the spell recipient will not willingly seek help.

NOTE: Player characters stricken with this insanity should be urged to play their new personality trait to the hilt, without informing the other players of what has happened. If he is uncooperative, it is the Game Master's option to either take over the character periodically to perform the killing or change the insanity to suicidal mania.

#### IDA'S FINAL LESSON

Level: 8	Duration: 1 day
Casting Time: 1 round	Saving Throw: None
Area of Effect: 1 person	Special Save: Negates
Components: M,S,V	Range: 1"

This spell causes the victim to be instantaneously submerged in a vat of boiling oil, which will cause intolerable pain. It can be dispelled only by the caster, at any time. It also causes 1d6 per hour in damage to the victim, and he can do nothing but scream in agony.

## MAJOR GLOBE OF INVULNERABILITY (ABJURATION)

Level: 8	Duration: 1 round/level
Casting Time: 4 segments	Saving Throw: None
Area of Effect: 1" diameter sphere	Special Save: None
Components: V,S,M	Range: 0

This spell is the same as the 4th level MINOR GLOBE OF INVULNERABILITY, except with regards to casting time. This spell prevents first to fifth level spells passing through and affecting the mage within the sphere, while allowing the mage to cast spells through it.

## MISS

Level: 8	Duration: 1 round
Casting Time: 8 rounds	Saving Throw: Negates
Area of Effect: 2"x2"	Special Save: N/A
Components: M,S,V	Range: 1"/level

When this spell is uttered, all fighter class types who oppose the spell caster miss on their next round of attack. This includes rangers and paladins, etc. Saving throw at -2 negates.

## NO RESTRICTIONS

Level: 8	Duration: Special
Casting Time: 4	Saving Throw: None
Area of Effect: Caster	Special Save: None
Components: M,S,V	Range: None

This spell will allow the next spell cast by the caster to have no restrictions on the amount of damage that the spell will do. For example: Casting NO RESTRICTIONS followed by a FIREBALL will eliminate the 10d6 limit and allow 1d6 per level of the caster.

Note: This spell will only effect those spells that have a stated limit. NO RESTRICTIONS will not effect range or area of effect, only damage.

## POLARITY

Level: 8	Duration: Until dispelled
Casting Time: 1 day	Saving Throw: N/A
Area of Effect: 1 square mile	Special Save: N/A
Components: M,S,V	Range: Special

This mighty magic creates an area where creatures of the same general alignment as the caster feel at home. The caster has no control over the creatures through this spell. While in the area they will fight and save at +2.

NOTE: For every action there is an equal and opposite reaction. A similar zone of the opposite alignment is created on the opposite side of the planet at the same time.

## RESIST MAGIC

Level: 8	Duration: 1 round/level
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Casting Time: 1 round	Saving Throw: N/A
Area of Effect: 1 creature	Special Save: N/A
Components: M,S,V	Range: 1"

This spell makes a creature 2% resistant to magic per level of the spell caster. If a creature is already magic resistant, resistance is increased by 1% per level.

#### SHOWDOWN

Level: 8	Duration: Special
Casting Time: 1 round	Saving Throw: N/A
Area of Effect: Personal	Special Save: N/A
Components: S,V	Range: Infinite

When the spell caster has been wronged he has the right to face the villain. Upon naming the culprit, the caster is transported to his location, whether it be on a distant plane or in the next room. The caster may optionally give the name of an item which was stolen, if that is the case, and he will be taken to the item's location. The spell does not inform the caster of his destination, or provide for his return.

#### SPELL ENGINE (ABJURATION/ALTERATION)

Level: 8	Duration: Special
Casting Time: 1 turn	Saving Throw: None
Area of Effect: 1" rad./level Sphere	Special Save: None
Components: V,S,M	Range: 0

This rare and powerful magic does not come into operation until another spell is cast within its area of effect. When that occurs, a huge shining wheel or vertical disc of glowing white light will instantly appear (some inches above any ground or floor that was there at the time of casting, or is there at the time of activation) where the caster stood while casting the engine (even if that spell casting occurred centuries before). It will begin to turn, with a gentle rushing noise, and will absorb the energy of all spells cast within its area of effect - so that they are wasted and do not work, but serve instead to power the turning wheel. The wheel does nothing expect turn, light up the area, and benefit a magic-user or cleric with a curious side-effect: Its sound and energies aid magical concentration, and spell memorize times for spellcasters who study in the area of effect are halved.

Once activated, an engine will not disappear until dispelled; if starved for magical energy, it will merely turn more and more slowly, and gradually grow dim, until it hangs motionless, translucent and ghostly. A spell engine cannot be dispelled by DISPELL MAGIC (which it will absorb), is not affected by normal weapon (which pass through it as though it does not exist). A WISH, LIMITED WISH or similar spell will destroy it, as will contact with any magical item or artifact. This causes a magical explosion doing 1-20 points of damage to all within 1" (1-8 to those from 1"+ to 2" away). This action destroys a magical item; an artifact must make a saving throw. If such an artifact is not destroyed, there is a 75% chance that it will be shifted (with or without the creature wielding it) into another plane of existence.

A SPELL ENGINE engine cast in front of the doorway will prevent a SYMBOL or GLYPH OF WARDING from being dispelled. DETECT MAGIC will reveal the presence and shape of an unactivated spell engine; the wheel is typically 12' in diameter and 2' thick, standing upright on edge, although it will grow marginally larger if charged by many spells and the surroundings permit such growth (its area of effect remaining unchanged). It is often cast in a narrow passageway before a door.

Until activated, the wheel of a spell engine has no physical existence and cannot be touched.

A disintegrate spell will have no effect on an unactivated spell engine, but will destroy an activated spell engine, with an explosion identical in effect to that caused by contact between a spell engine and a magical item or artifact.

Note that a spell engine's area of effect extends through rock and void alike in a perfect sphere; it cannot be easily avoided by use of a PASSWALL, DIG, or PHASE DOOR.

Living creatures not possessing magical items can pass through the area of effect without effect; it doesn't drain spells from the mind.

Inactive spell engines cannot be contacted by a living creature, magic items, or artifacts, and thus cannot be so activated; nor will the presence of a functioning spell, psionic effect, or magic item function activate a SPELL ENGINE - it is only the actual casting of a spell that activates the engine.

The material components for this spell are a small disc of fine polished ivory, bone, shell, or marble; a drop of water or one of the caster's tears; and a gem (any type) of at least 1,000 gp value.

#### TO WHOM IT MAY CONCERN

Level: 8	Duration: Instantaneous
Casting Time: 1 round	Saving Throw: N/A
Area of Effect: 1 object	Special Save: N/A
Components: M,S,V	Range: Infinite

This spell will teleport without error a nonliving object of up to 20 lbs. plus 10 bls. per level to a person known by the caster (the location need not be known). It will send the object anywhere, even to another plane.

Note: This is not a detection spell, i.e., mind cloaking spells will not stop it. This is not normally an offensive weapon. All explosives, etc., will be rendered harmless.

#### WIZARD'S SHIELD

Level: 8	Duration: 1 round/level
Casting Time: 1 round	Saving Throw: N/A
Area of Effect: Personal	Special Save: N/A
Components: S,V	Range: 0

WIZARD'S SHELL invokes a shield best described as a physical manifestation of the wizard's mana. There is a 50% chance plus or minus 1% per level that any spell cast at an individual protected by this spell (area effect spells not included) will backfire, affecting the caster instead. For example, a 10th level magic user casts a spell directly at a 16th level magic user protected by WIZARD'S SHIELD. There is a net difference of 6% added to the 50% chance that the spell will backfire. If a 20th level magic user were to cast a spell at a 16th level magic user, there would be a net 4% subtracted from the base 50% chance.

## ALUAP'S DRAGON

Level: 9	Duration: 1 day
Casting Time: 9	Saving Throw: N/A
Area of Effect: Special	Special Save: N/A
Components: M,S,V	Range: 750 miles

This small dragon is immune to spells of the 6th level and lower, attacks as a 16 hit dice monster and breathes orange paint. {I don't write them, I just post them.} This paint can be removed only by a spell caster of equal or higher level. The orange paint indicates that this person is marked for death. The dragon has exceptional intelligence, and can spray the orange paint 3 times per day. The dragon has a flying rate of 24".

## ANALYZE: MONSTER

Level: 9	Duration: Instantaneous
Casting Time: 1 turn	Saving Throw: Negates
Area of Effect: 1 target	Special Save: N/A
Components: S,V	Range: 1"

This spell analyzes and confers to the caster all pertinent information concerning any non-magic-using monster it is cast upon. This includes physical and mental characteristics, attack and defense modes, special information, such as: magic resistance, spell immunities and other immunities etc. Included as monsters are all non-magic-using creatures and beings and entities, excluding undead, lycanthropes or powerful legendary beasts.

## BLOODLUST

Level: 9	Duration: 5 rounds/level
Casting Time: 1 round	Saving Throw: None
Area of Effect: 1 creature	Special Save: Special
Components: S,V	Range: Touch

This spell makes the recipient bloodthirsty, giving him sadistic thrills at every blow. For every 2 points of damage done to an enemy, he will recover 1 point of damage.

## CROSSBREED

Level: 9	Duration: Permanent
Casting Time: 1 week	Saving Throw: None
Area of Effect: Special	Special Save: None
Components: M,S,V	Range: 3"

By use of this spell the spellcaster may create a totally new life form. During the week of casting the spellcaster must concentrate 12 hours per day on this spell, pausing to rest and eat only. Any other action will cause this spell to fail. The caster must have the two parent creatures under his control before casting this spell. The magic draws a portion of the life essence from the two parent creatures, mingling it and consequentially producing a physical manifestation in the form of the new creation. No apparent harm is caused to the parent creatures. The new creation must be checked for each characteristic to see which parent it takes after (hit dice, magic resistance, etc.) The new creature is 90% likely to be sterile. Otherwise, it will be male (45%), female (45%), or asexual (10%). The caster has no control over

the new creature through the spell and there is a 15% chance that it will go berserk and attack the caster. Crossbreeds can be crossbred more than once.

#### EMPATHIC REVENGE

Level: 9	Duration: 5 rounds/level
Casting Time: 1 round	Saving Throw: None
Area of Effect: 1 creature	Special Save: 1/4 damage
Components: S,V	Range: Touch

When the recipient of the spell is attacked, the attacker receives damage equal to one-half that taken by the spell recipient. This refers to hit point damage only, not such things as stat drains. A special save indicates that the attacker receives 1/4 damage taken by the spell recipient.

#### FIGHTING MAGIC

Level: 9	Duration: 1 turn/level
Casting Time: 2 turns	Saving Throw: None
Area of Effect: 2" radius	Special Save: Negates
Components: S,V	Range: 1"/level

This spell is primarily for use as a fighter enhancer. For the duration of the spell, all fighters within the area of effect perform as if they were actually 2 levels higher. The fighters retain all bonuses due to weapons, armor, etc. Hit points are unaffected.

#### FLOATING WEAPONS

Level: 9	Duration: 1 round/level
Casting Time: 9 segments	Saving Throw: N/A
Area of Effect: Special	Special Save: N/A
Components: S,V	Range: 1/2" /level

This spell causes any weapons not currently in use to become animated and attack the spell caster's enemies. The weapons attack as if wielded by fighters of one half the caster's level. The caster must concentrate for the duration of the spell. If concentration is broken, the spell is broken. Area of effect is 10'x10' per 2 levels. This spell will not allow magical weapons to use their magical abilities that require some special action (command word, concentration, etc.)

Note: All weapons must come from within the area of effect.

#### HEAT DISSIPATION

Level: 9	Duration: 1 turn/level
Casting Time: 1 turn	Saving Throw: None
Area of Effect: 2" radius	Special Save: None
Components: M,S,V	Range: 1"/level

HEAT DISSIPATION does exactly what its name implies. Thus, normal fire will cease to function in the area of effect. Magical fires will at best, last 2 rounds and do no more than 20% of their normal damage within the area of effect. For example, if five 16th level spell users cast fire spells simultaneously in to the same area (in this spell) that would normally total 280 points of damage, only 20% or 56 points of damage will be caused.

## HTK BATTERY

Level: 9	Duration: Special
Casting time: 9 segments	Saving Throw: N/A
Area of Effect: Personal	Special Save: N/A
Components: M,S,V	Range: 0

This spell enables the spell caster to accumulate extra hit points for one day. He can receive up to a maximum of 3 hit points per level. These may be given to any injured character of the caster's choice, not to exceed the character's original number. The caster may distribute these hit points at will, with no deficit to his original number.

## IMMOLATION

Level: 9	Duration: Instantaneous
Casting Time: 1	Saving Throw: 1/2
Area of Effect: See Below	Special Save: None
Components: M (See Below)	Range: See Below

This highly potent offensive spell is very seldom used because of the rarity of the Material Component, which is the casters own body. Conceived by the Warlock Baanuun as a last ditch suicide spell, this spell is used only as an extreme last resort, as casting it drains all energies from a spell caster, to the point where he/she/it is completely destroyed, beyond resurrection, or even a wish. The spell has been used only a few times in recorded history. Once by Baanuun himself, at his last stand against the Evil Northopi (the charred areas still remain), and by the suicide mages of Yaa-Lin, who would obliterate themselves in service to their dark lord. The spell can be used by any magic using creature who has had formal training to control his/her/its mind powers. Note: Most inherently magic using lifeforms are not trained, but instinctive, and so cannot use this spell.

The spell converts the entire essence of the magic user into one burst of energy, targeted up to 100 yds away. The energy globe has a radius of 1-10 yds, depending on casters last wish. To compute the damage: Add all of the casters available spell levels, plus his/her level, plus his/her intelligence rating and roll that many d10. Normal saves apply for half damage.

Counter measures: This spell is not as powerful as it may seem. The mage must be fully conscious and self controlled to use the spell. A dispel magic cast on a Magic Using creature will disable the spell for 1 week. Also, for the spell to be usable, the spellcaster must truly want to make the sacrifice, or his/her/its subconscious will block the power. (DMs discretion - Many a mage has wanted to suicide on the execution block, but did not really want to die. Generally, this spell is successful only in cases of extreme self sacrifice.)

## MAGIC DISPERSION

Level: 9	Duration: Special
Casting Time: 9 rounds	Saving Throw: None
Area of Effect: 5' radius/level	Special Save: Negates
Components: S,V	Range: Special

This spell removes all magic from the area surrounding the spellcaster and no magic will function within this area for a certain amount of time. But, magic slowly seeps back into the area. No magic will function for 1 day. The next day most items and

1st level spells will function. The following day 2nd level spells, etc. The reverse of this spell can only be used to negate this spell.

#### MASTER

Level: 9	Duration: Until dispelled
Casting Time: Special	Saving Throw: Negates
Area of Effect: Special	Special Save: N/A
Components: S,V	Range: 1"/level

MASTER causes creatures of the spell caster's alignment to recognize the caster as a powerful ally and accept his leadership. The spell affects 1 hit die of creature per level the caster has obtained (drop all fractions). This spell affects any and all races.

#### MASTER SWITCH, THE

Level: 9	Duration: Instantaneous
Casting Time: 1 round	Saving Throw: Negates
Area of Effect: 100 sq.ft./level	Special Save: N/A
Components: M,S,V	Range: Special

Before the party enters a room, the spell caster can cast this spell and switch the party to the inside of that room. This moves the occupants, if any, outside the room to where the party was standing. The treasure (if any) stays in the room. If the occupants make their saving throw, they stay in the room but the party joins them. Intelligent creatures will attempt to reenter their room.

NOTE: The party is transported into the room in the same formation they held outside.

#### POWER WORD FRAGMENT

Level: 9	Duration: Permanent
Casting Time: 9 rounds	Saving Throw: Negates
Area of Effect: 1 cu. ft./level	Special Save: N/A
Components: V	Range: 1"/level

Upon the casting of this spell, the spell caster names the object to be fragmented, i.e., broken off. You can cast this spell at a human, say "Power Word Fragment - Leg" and the leg breaks off from the rest of the body unless a saving throw at -2 is made. Successful save negates.

#### REVERSE

Level: 9	Duration: 1 round/level
Casting Time: 9 rounds	Saving Throw: Negates
Area of Effect: Special	Special Save: N/A
Components: M,S,V	Range: 1'/level

This spell will affect other spells that are reversible, only. When this spell is directed at another spell caster, it will cause any spell he casts to act in the reverse manner. Successful saving throw at -2 negates.

#### SKY KENNELS



Area of Effect: 1 weapon/level  
Components: M,S,V

Special Save: N/A  
Range: Touch

This spell imparts a mighty magic upon bladed weapons touched. For the duration of the spell these weapons have a 5% chance of decapitating any creature hit. Intelligent and already Vorpal weapons are unaffected.

#### WEAPONS DAMPER (REVERSIBLE)

Level: 9  
Casting Time: 6 rounds  
Area of Effect: Special  
Components: S,V

Duration: 1 round/level  
Saving Throw: Special  
Special Save: N/A  
Range: 3"

This spell will temporarily disrupt the dweomer of a magic weapon so as to reduce its bonus by one for every 5 levels of the spell caster. No item can be reduced below 0. The item gets a saving throw at the level of its enchanter, with the item's bonuses as an addition to the save. The reverse, WEAPONS MAGNIFICATION, temporarily increases an item's bonus by 1 per 5 levels of the caster. Unintelligent weapons would still save to negate. Holy/Unholy weapons are unaffected.

#### LEVEL 10

##### ANALYZE: RING

Level: 10  
Casting Time: 3 turns  
Area of Affect: 1 target  
Components: S,V

Duration: Instantaneous  
Saving Throw: Special  
Special Save: N/A  
Range: Touch

This spell analyzes and confers to the spell caster all pertinent information concerning any ring which it is cast upon, without putting the ring on. This includes the name of the ring, number of charges, if applicable, strong and weak points to include side effects, how to operate the ring, and spells contained within, etc., as applicable.

Note: Special rings may get a saving throw at the Game Master's discretion.

##### DUPLICATE: ANIMAL

Level: 10  
Casting Time: 1 turn  
Area of Effect: 1 target  
Components: M,S,V

Duration: Until Dispelled  
Saving Throw: Negates  
Special Save: N/A  
Range: Touch

This spell will make an exact duplicate of any natural animal. The animal duplicated must be alive. No duplicate can be made while there is another duplicate in existence.

Note: Prior to duplication, the caster must cast an ANALYZE: ANIMAL spell.

##### DUPLICATE: MECHANISM

Level: 10

Duration: Until Dispelled



Area of Effect: Personal  
Components: M,S,V

Special Save: N/A  
Range: 0

Any spell directed at the spell caster that would normally affect him personally will not harm him while this spell is in effect, due to the fact that it will be out of range. The magic is dissipated before reaching the caster, however spells with a range of touch are unaffected. The caster has the option of accepting (some spells directed at the caster may be beneficial) or negating the effects of a spell directed at him. The drawback to this spell is the fact that area effect spells do double the damage to those with this spell in effect.

Note: Spells with a range of "line of sight" or unlimited will be unaffected, but not do double damage.

#### FLOOR PLAN

Level: 10  
Casting Time: 1 round  
Area of Effect: Special  
Components: M,S,V

Duration: Permanent  
Saving Throw: None  
Special Save: Negates  
Range: Special

When a spell caster enters a room and finds that the current design is not appropriate to his needs, he can alter the overall shape of the room to his specifications within the area of effect of the spell, which is 1000 cubic feet per level of the caster.

#### FREEZE BOLT

Level: 10  
Casting Time: 1 round  
Area of Effect: Special  
Components: M,S,V

Duration: Instantaneous  
Saving Throw: 1/2 damage  
Special Save: N/A  
Range: 1"/level

This spell creates a rapid reduction in temperatures within the area of effect, causing 1d10 per level of the spell caster in damage. A successful saving throw at - 2 reduces the damage by one half. There is a 50% chance that any being missing his saving throw will suffer severe frostbite. His hands, feet, ears, etc. will become useless until the frostbite is cured. The area of effect is a bolt, 1" in diameter x 6" in length.

#### FREEZE FRAME

Level: 10  
Casting Time: 1 round  
Area of Effect: 1 creature  
Components: M,S,V

Duration: Until Dispelled  
Saving Throw: None  
Special Save: Negates  
Range: 1"/level

This spell traps the recipient between two planes of transparent, indestructible material (suitable for framing). The victim is in a condition of stasis while so trapped. A successful Dispel Magic will shatter the material, releasing the victim.

#### GREEK FIRE

Level: 10  
Casting Time: 5 segments  
Area of Effect: Special

Duration: Special  
Saving Throw: 1/2 damage  
Special Save: N/A

Components: S,V

Range: 0

This spell causes flame to shoot from the spell caster's hand, doing 2-5 points of damage to all caught within it. It continues to do 1 point per level until extinguished, as it leaves a gooey, burning residue on the victims. If left unhindered, it will continue to burn for one turn. The area of effect is a cone, 3" long, 2" at base.

#### IDA'S MARVELOUS MARBLE

Level: 10

Duration: Special

Casting Time: 1 round

Saving Throw: 1/2 damage

Area of Effect: Special

Special Save: N/A

Components: M,S

Range: Special

Upon casting this spell, the caster rolls a small ceramic marble toward his opponent(s). After traveling 1" it magically transforms itself into a 1" diameter ceramic ball (immune to fire and lightening) doing 10d12 upon impact. The marble will roll until causing 20 structural points of damage or 250 hit points in damage. It will go no further than 30" uphill before reversing. Its speed is 25" per round and if anyone is run over and does not save, all his items must save or be crushed.

#### KARMA ENHANCER

Level: 10

Duration: 1 turn/level

Casting Time: 1 round

Saving Throw: N/A

Area of Effect: Personal

Special Save: N/A

Components: S,V

Range: 0

While under the effects of this spell, the spell caster's percentage chance of breaking another being's magic resistance is calculated as if he were twice his actual level.

#### MASTER'S ROAR, THE

Level: 10

Duration: Instantaneous

Casting Time: 10 rounds

Saving Throw: N/A

Area of Effect: 1 creature

Special Save: N/A

Components: M,S,V

Range: 0

When cast, the spell caster calls by name any one of his followers, henchman, or monsters. They will be teleported, with no error, from their current location to the caster's locale.

#### PLANAR PATHFINDER

Level: 10

Duration: Special

Casting Time: 1 turn

Saving Throw: N/A

Area of Effect: Special

Special Save: N/A

Components: S,V

Range: Special

This spell allows any spell caster with the capability to travel the planes, to take up to 10 creatures per level with him. They are not forced to follow. Only the creatures he specifies may follow.

## POISON MISSILE

Level: 10	Duration: Instantaneous
Casting Time: 1 round	Saving Throw: Special
Area of Effect: Special	Special Save: None
Components: S	Range: 1"/level

This spell shoots an invisible missile which does 1d10 of damage per level the spell caster has obtained. This missile never misses and is tipped with a magical poison (save vs. poison or die). Due to the nature of the poison, a dispel magic or two successive neutralize poisons is required to negate its effects. There is no saving throw vs. being hit by the missile, but there is a normal saving throw vs. the poison.

## TOBELIN'S BUTTON

Level: 10	Duration: 1 round/level
Casting Time: 1 round	Saving Throw: None
Area of Effect: 2" radius	Special Save: Special
Components: S,V	Range: 1"

This spell summons a one square foot, greyish panel which remains suspended in the air as though it were part of an invisible wall. In the center of one side is a ruby red button. When the button is pushed all creatures within 2" of it at the time are transported to a random plane, the button going with them. Every time the button is pushed, they change planes again. When the spell expires, the button disappears, leaving them wherever they ended up.

## LEVEL 11

### ALUAP'S CURSE

Level: 11	Duration: Special
Casting Time: 1 round	Saving Throw: None
Area of Effect: 1 target	Special Save: Negates
Components: M,S,V	Range: Infinite

If the spell caster has seen another creature's magic item he may cast this spell and that item will not work for one day per level of the caster. Only deity intervention or the caster can neutralize the effects of this spell. A special saving throw at -2 negates.

### ANALYZE: RODS/WANDS/STAVES

Level: 11	Duration: Instantaneous
Casting Time: 3 turns	Saving Throw: Special
Area of Effect: 1 target	Special Save: N/A
Components: S,V	Range: Touch

This spell analyzes and confers to the spell caster all the pertinent information concerning any rod, wand, or staff it is cast upon. This includes the name, number of charges, spells contained within, operation of to include command word, strong and weak points, to include side effects, etc., when applicable.

Note: Special rods, wands, and staves may get a saving throw at the Game Master's discretion.

#### BETWEEN

Level: 11	Duration: Special
Casting Time: 1 segment	Saving Throw: N/A
Area of Effect: Personal	Special Save: N/A
Components: M,S,V	Range: 0

This spell will teleport the spell caster to any place at anytime that can be visualized. On any jumps over 10 years, the caster takes 1d4 per 5 years in frostbite damage. There is no error in arrival because it must be visualized, i.e., well known.

#### BOAT IN THE BOTTLE

Level: 11	Duration: Until dispelled
Casting Time: 1 round	Saving Throw: Special
Area of Effect: 1 ship	Special Save: N/A
Components: M,S,V	Range: 1"/level

This spell will cause a ship and all creatures on board to be shrunk and sealed in a bottle, 1 quart in size. If the bottle is broken, its contents will return to normal size. While reduced, the boat and everything aboard is in a state of suspended animation. Each living creature on board may make a saving throw to avoid the effects of the spell. (The bottle floats.)

#### CAMOUFLAGE

Level: 11	Duration: Until Dispellled
Casting Time: 1 turn	Saving Throw: N/A
Area of Effect: Special	Special Save: N/A
Components: M,S,V	Range: 2'+2'/level

This spell masks an area from detection/location spells and devices. It is useful to postpone location of a stronghold. The spell affects a 10" radius sphere.

#### CONTROL GRAVITY

Level: 11	Duration: 1 round/level
Casting Time: 1 round	Saving Throw: Special
Area of Effect: 2"radius	Special Save: N/A
Components: M,S,V	Range: 3"

This spell allows the spell caster to alter the force of gravity within the area of effect. He can reduce it to zero, or increase it to one gravity per level of experience. The change takes place at one G per segment. Any creature within the area of effect at the time of casting is entitled to a saving throw; if it is made they are assumed to have escaped before the gravity grew too great. Note that the effects of this spell on creatures will vary with strength and constitution, but even a giant is use to the planet's normal gravity and would soon feel the effects of the spell.

#### DISCOVER



saving throw take 10-120 points plus 2 points per level of the spell caster in damage.

#### NOT FOR ME

Level: 11	Duration: 1 day
Casting Time: 2 turns	Saving Throw: N/A
Area of Effect: 1 creature	Special Save: N/A
Components: M,S,V	Range: 0

When cast, the spell caster will be able to negate the effects of anything that happens to him within the next 24 hours. This spell can be cast but once a day and will only negate the instance that the caster chooses to negate. The only thing that cannot be negated is death.

#### PROTECTION FROM ENERGY DRAINERS

Level: 11	Duration: 1 round/level
Casting Time: 1 round	Saving Throw: N/A
Area of Effect: 3" radius	Special Save: N/A
Components: M,S,V	Range: 0

This spell will protect all within a 1" radius of the spellcaster from energy draining attacks. Those within a 3" radius of protection receive a +1 on their saving throws versus energy draining attacks.

#### RALLY

Level: 11	Duration: 1 round/level
Casting Time: 1-4 rounds	Saving Throw: N/A
Area of Effect: 2" radius	Special Save: N/A
Components: M,S,V	Range: 3"

When cast, this spell will negate surprise, add +1 to the initiative roll, give +2 to hit, +3 to damage, and last, but not least, +4 to saving throws. This spell can be cast but once a week. Each creature in the spell caster's party receives the above benefits.

#### RUBBERY STUFF

Level: 11	Duration: 1 turn
Casting Time: 11 rounds	Saving Throw: None
Area of Effect: 5"x5"	Special Save: Negates
Components: M,S,V	Range: 3"

When directed at those who oppose the spell caster, this spell will cause them to drop their possessions for one turn and play with a rubbery substance which magically appears in their hands.

#### SEEKER

Level: 11	Duration: 2 days/level
Casting Time: 1 turn	Saving Throw: Special
Area of Effect: Special	Special Save: N/A
Components: M,S,V	Range: Infinite

This spell creates a small, dark sphere approximately 2 inches in diameter (the seeker). The seeker will search out its intended victim. It has a movement rate of 60" and when it gets within melee range of the victim, it attempts to strike as a 12 hit die creature, attacking twice per round. Upon striking the victim it explodes for 80 points of damage. The victim does not get a saving throw versus this but all others within 20' save for half damage. The seeker can plane shift and teleport in increments of 20 miles in search of its victim. This spell requires a personal item of the victim's and is affected by a mind cloaking spell or device.

#### STAT SWAP

Level: 11	Duration: Permanent
Casting Time: 11 rounds	Saving Throw: N/A
Area of Effect: Special	Special Save: N/A
Components: M,S,V	Range: 1"

Using this spell, two minds can link and they may exchange attribute points. For example, the wizard Aluap may link minds with the amazon Tybera, giving her 2 points of strength, in exchange for 2 points of IQ. This may be done only once between any two minds. Bed rest for one month is needed afterwards.

#### SYMBOL OF POWERLESSNESS

Level: 11	Duration: Special
Casting Time: 1 round	Saving Throw: Negates
Area of Effect: 10"x10"	Special Save: N/A
Components: M,S,V	Range: 1"/level

The spell caster may draw this symbol on a solid surface or in the air. The symbol requires the recipient(s) to make a saving throw at -2 or lose 50% of their magic resistance (if they have magic resistance). There is an 85% chance of spell failure, they miss hitting their opponents every other round, they subtract 1 from their initiative round and finally, if they go under 15 hit points (they do not all have to go below 15 in the same round for this to work) they are considered subdued and will follow the caster's commands for one round per level of the caster. this is in addition to the regular duration of the spell, which is 11-20 (d10+10) rounds.

#### LEVEL 12

##### ALTER SPELL BOOK

Level: 12	Duration: 1 day/level
Casting Time: 1 round	Saving Throw: Negates
Area of Effect: 1 spell book	Special Save: N/A
Components: M,S,V	Range: 1 mile

Through this spell, a spell caster alters a fellow spellcaster's spell book causing subtle changes in it. These changes will cause the malfunction of any spell mesmerized directly from the book. Saving throw for the book is made by the Game Master so that the player character remains unaware of the alteration until a spell is cast. The saving throw is made at the level of the inscriber.

#### BLACK SHEET OF DEATH

Level: 12	Duration: 1 turn
Casting Time: 1 round	Saving Throw: Special
Area of Effect: Special	Special Save: N/A
Components: M,S,V	Range: 1"

When this spell is cast, a 10'x10' black sheet appears before the spell caster. This black sheet is a blanket of death that will smother its opponents when so directed by the caster. The sheet is surrounded by a 1" radius sphere of darkness, within which visibility is 0. Torches, lanterns, etc. will not function within this sphere. The sheet attacks for the duration of the spell, moving at 24" per round. Unless a saving throw at -5 is made, the victim will be covered by the sheet. Any creature covered by the sheet will become a new type of undead called Alamlics, which are under the control of the spell caster. Alamlics attack twice per round and each successful attack drains 1-6 points of constitution permanently (save to one half). The creature moves at 36" per round and attacks with +4 to hit. Its hit dice, hit points and armor class are that of the character it used to be. A magic weapon is required to hit and the Alamlic is 25% resistant to spells. Alamlics are affected by clerics as if they were vampires.

#### CEASE AGING

Level: 12	Duration: Special
Casting Time: 4 weeks	Saving Throw: None
Area of Effect: Caster	Special Save: None
Components: M,S,V	Range: None

Once the casting of this spell is completed, the caster will cease to age, remaining at his present age until the spell is cancelled. The spell is cancelled if the caster gets into any combat or casts any spell with the sole purpose of harming or incapacitating the victim (Note: This does not apply to willing targets.)

This spell is usually used by wizards to allow extended spell research or spell casting (see CREATE PLANE.)

#### CURSE OF THE DJINN

Level: 12	Duration: 1 day
Casting Time: 1 segment	Saving Throw: None
Area of Effect: Special	Special Save: None
Components: S,V	Range: 60"

This spell grants the recipient a great magical power, without his knowledge. For the next 24 hours, if the comments of a character may taken literally, there is a 100% probability that it will occur. 50% of the time, it will happen exactly as stated. The rest of the time, this event will be in essence the same, but subtly altered. Example: Luther the Black, under the influence of this spell, states that the city is going to the dogs. 50% of the time, the humanoid inhabitants of the city will be polymorphed into dogs. This spell expends all of the caster's spells for the day, i.e., he may not cast any more spells for 24 hours.

#### DUPLICATE: POTION

Level: 12	Duration: Until Dispellled
Casting Time: 12 turns	Saving Throw: N/A
Area of Effect: 1 target	Special Save: N/A
Components: M,S	Range: Touch

This spell will make an exact duplicate of any potion it is cast upon. No duplicate can be made while there is another duplicate in existence. Duplicates cannot be duplicated.

Note: Prior to duplication the caster must cast an ANALYZE: POTION spell.

#### EMOTION ALTERATION

Level: 12	Duration: Until Dispelled
Casting Time: 1 round	Saving Throw: None
Area of Effect: 1 creature/level	Special Save: Negates
Components: V	Range: 1"/level

EMOTION ALTERATION will change a creature's feelings toward a particular person, place or thing. Thus, an assassin who was hostile to the spellcaster could be made a loyal follower. Attacking creatures could be made to flee in panic. A bitter foe could be made to love the caster. Affected creatures will continue to feel as directed until EMOTION ALTERATION is dispelled.

#### ETHEREAL TRAPS

Level: 12	Duration: Until Dispelled
Casting Time: 2 rounds	Saving Throw: None
Area of Effect: Special	Special Save: None
Components: M,S,V	Range: 10"

When cast on the ethereal plane, the spell caster can have an area up to 10"x10"x10" per level or a one half square mile come under the influence of this spell. Once the area is designated by the caster, he names a creature that he wants to trap and if the creature so named enters the area of effect he will find himself confined within. No more than 5 traps can be placed by the caster at one time on the ethereal plane. The Game Master will check to see if anything was trapped. There is 5% chance, twice a month of capturing a specific creature. The caster can have only one trap naming a specific creature on the ethereal plane at one time. The trap remains in effect until dispelled by the caster or a being of equal or greater spell casting ability.

#### FINGER SNAKES

Level: 12	Duration: 1 turn
Casting Time: 1 round	Saving Throw: Negates
Area of Effect: 1 creature	Special Save: N/A
Components: M,S,V	Range: 1"/level

When cast, the enemy's fingers turn to poisonous snakes which bite him for 1-4 points of damage. The snakes attack at 10 hit dice creatures. When bitten, a saving throw versus poison at -4 must be made or the victim dies.

As a option, the caster can turn his own fingers into snakes and use them to attack. The save vs. poison is then at -2. While the caster's fingers are snakes, the caster can use no weapons and cast no other spells.

#### MIND RAKE

Level: 12	Duration: Permanent
Casting Time: Special	Saving Throw: None

Area of Effect: 1 creature  
Components: M,S,V

Special Save: Special  
Range: 1 mile/level

This spell allows the caster to rake off a mind cloaking device or spell. The spell requires 1-6 rounds of uninterrupted concentration to complete. The victim will know that this is happening only if he makes a Special Save at -2. A successful special saving throw lets the creature know who is raking him. This is not an attack based spell. It may be used as preparation for an additional spell.

NOTE: The caster must know the approximate location of the victim.

#### PSIONIC SHIELD II

Level: 12  
Casting Time: 1 round  
Area of Effect: Personal  
Components: S

Duration: 1 round/level  
Saving Throw: N/A  
Special Save: N/A  
Range: 0

This spell creates a shield surrounding the spell caster which prevents the caster from being attacked psionically, but allows the spell caster to attack psionically if he has that ability.

#### PYROMANIA

Level: 12  
Casting Time: 1 round  
Area of Effect: Personal  
Components: M,V

Duration: 50 turns  
Saving Throw: N/A  
Special Save: N/A  
Range: 0

PYROMANIA endows the spell caster with an improved understanding of the element of fire. For the duration of the spell, all the caster's fire based spells do an extra 50% fire damage.

#### SADISTIC STATISTICS

Level: 12  
Casting Time: 1 round  
Area of Effect: 1 creature  
Components: M,S,V

Duration: Permanent  
Saving Throw: None  
Special Save: Negates  
Range: 1"/level

The victim of this sadistic spell will lose 1-4 points from one of his major attributes (strength, intelligence, etc.). The points are permanently lost. The attribute to be drained may be chosen by the spell caster. The victim can only be affected by this spell once in his lifetime. The caster will age 3 years after the casting.

#### SPECIAL SUMMONS

Level: 12  
Casting Time: 1 turn  
Area of Effect: 1 creature  
Components: M,S,V

Duration: 2-5 turns  
Saving Throw: None  
Special Save: Negates  
Range: Infinite

Using SPECIAL SUMMONS, the spell caster summons the most powerful character available of a class. The level of the character summoned should not exceed the caster's.

Attacks may not be initiated by either party. When the duration expires the character summoned returns to his original location.

Note: The game master should enforce the no attack rule.

#### SUMMON THE DASTARDLY FILINGRICERIXERSIFED

Level: 12	Duration: 1 day
Casting Time: 1 round	Saving Throw: None
Area of Effect: 1 creature	Special Save: None
Components: M,S,V	Range: 1"

When summoned, this fearless beast will appear before the spell caster. The main attack mode of this beast is psionic assistance. The monster is well endowed, having between 200-300 psionic points and all psionic modes. The Filingricerixersifed will willingly assist the spell caster. Its armor class is -3 and it should be treated as a 12 hit die creature. The casting of this spell ages the caster one year.

#### LEVEL 13

##### ALUAP'S BLIZZARD

Level: 13	Duration: 4 rounds
Casting Time: 1 round	Saving Throw: Negates
Area of Effect: Special	Special Save: N/A
Components: M,S,V	Range: 3"

This spell causes cold damage even to creatures that have protection from cold spells or devices. Either no damage (saving throw at -5) or the full force of the spell will affect a being. In the round that the spell is cast, the temperature drops to freezing and all those within 5" take 10 points of damage. The next round (round 2) they feel a strong, cold wind blowing and take 25 points of damage. The third round it begins to hail and damage is calculated by multiplying the victims' level by 2 (but no less than 25 points of damage). In the last round (4th) they take percentile damage plus one point per hit point of the caster. The area of effect is a cone 5" long, 3" at base.

##### ANALYZE: WEAPON

Level: 13	Duration: Instantaneous
Casting Time: Special	Saving Throw: Special
Area of Effect: 1 target	Special Save: N/A
Components: S,V	Range: 3'

This spell analyzes and confers to the caster all pertinent information concerning any weapon it is cast upon, without touching the weapon. This information should include name and class, number of modifiers, special abilities and powers, spells contained within, operation methods (to include command words), strong and weak points, side effects, alignment, ego, intelligence, and any effects it might have upon the user, etc.

Note: Any unusual weapons may get a saving throw, at Game Master's option.

#### BACKFIRE

Level: 13	Duration: 1 round/level
Casting Time: 1 round	Saving Throw: None
Area of Effect: 1 creature	Special Save: Negates
Components: M,S,V	Range: 1"/level

Upon inflicting this powerful aura on an opposing spellcaster, all spells cast by that being will backfire. This applies to individual and area effect spells, as well as curses. If, for example, Howard the Magi was the recipient of this spell and he attempted to cast a COLD SNAP, he would find himself surrounded by the resultant cone of frost. Note: This spell only affects those spells that cause or inflict direct damage.

#### BIZARRE

Level: 13	Duration: 1 day
Casting Time: Special	Saving Throw: Special
Area of Effect: Special	Special Save: Special
Components: M,S,V	Range: Special

When the spell caster casts BIZARRE, he creates a small white globe (1 ft. diameter) that floats above the caster's head. The caster is capable of issuing forth from within the globe many BIZARRE effects that can be both baneful and beneficial to the caster, his party or opponents. The following effects will happen whenever the caster desires the use of this spell.

Die Roll	Times Per Day	Die Used For Effects
-----	-----	-----
01-12	4	1d4
13-29	3	1d8
30-48	3	1d10
49-77	2	1d12
78-88	2	2d8
97-100	1	1d20

The duration of the spell is dependent upon how many times per day the caster can use the spell. The caster can use the effects at any time within one day.

#### Effects for 1d4

- 1 = 1d4 damage per 4 levels when directed at a target.
- 2 = 1d4 damage per 3 levels when directed at a target.
- 3 = 1d4 damage per 2 levels when directed at a target.
- 4 = 1d4 damage per level when directed at a target.

#### Effects for 1d8

Even numbers rolled - Whatever even number you rolled, take that number and multiply it by half your current level, rounding down. This is the amount of damage done to you.

#### Odd numbers rolled -

- 1 or 3 = No effect.
- 5 = Check to see what member of the party you hit doing 1d20 damage.
- 7 = Same as if 5 were rolled except damage is done to caster.

#### Effects for 1d10

- 1 = 1 flaming arrow hits target, killing on impact.
- 2 = A spear forms and when it hits its target the recipient must make a special saving throw or go insane.
- 3 = 1000 arrows are released in a 360 degree circle away from the caster's location doing 1d6 per hit.
- 4 = 11 arrows of light hit opposing targets automatically and force opponents struck to make friends with the spell caster and show him their hoard.

5,7,9 = The caster and his party are immune to non- magical missile weapon attacks for 6 turns (rocks included)

6,8,10 = The caster and his party are immune to all magic spells of 2nd or lower level aimed at the party.

Effects for 1d12

1-4 = The caster has summoned a BIZARRE spell specialist. He has 5 BIZARRE spells per day. These 5 spells are rolled up as stated in the main text.

5-8 = When one of these numbers is rolled the spell caster vanished into the ethereal plane.

9-12 = When an even number is rolled the spell caster receives double the regular amount of first level spells. When an odd number is rolled he cannot cast any first level spells.

Effects for 2d8

Roll two different colored d8 and call a color. These are the effects on the die you called (roll extra points on called die)

1-2 = 1d8 damage per 3 levels when directed at a target.

3-4 = 1d8 damage per 2 levels when directed at a target.

5-6 = 1d8 damage per level when directed at a target.

7 = 2d8 damage per level when directed at a target.

8 = 3d8 damage per level when directed at a target. In addition, the effects of the other d8 are:

1-6 = 1d8 + 20 damage per level to the nearest rock.

7-8 = 1d8 damage per 3 levels to the caster.

Effects for 1d20

1 = Roll 1d20, multiply that number by your level and that is the damage done to the target.

2,3 = Roll 1d4,1d6,1d8 and multiply the total by 4. That is the damage done to the target.

4,5,6,7 = All the spell casters in the party can throw a first level spell along with any other known spell during any round. This lasts for 1 turn.

8,9 = 10 Liquid Giants appear and surround the party. They attack immediately throwing 3 large stones each, and doing 1d10 per hit. They then disappear before the party can take action.

10,11,12 = Roll 3d10. Multiply the total by your level, divide by the number of people in the party. Then roll percentile dice. Divide the number rolled on percentiles by the number rolled on the 3d10 and add 13. The final total is the amount of damage done to a target.

13 = Roll 13d12 and add 13 to determine the amount of damage done to a target.

14,15,16 = 1-10 spears appear. Each spear will hit its target no matter what protection spells/devices are up, and impale that person through the heart causing death in one round.

17 = The caster cannot use this spell, BIZARRE, for six months time.

18 = The caster is immune to 1st through 3rd level spell attacks for one day times his prime requisite.

19 = Square the caster's level and that is the amount of damage 1-4 individuals within a 1" radius take.

20 = Pick any BIZARRE special effect you want.

BLACK BURST

Level: 13

Casting Time: 1 round

Area of Effect: 2" radius

Components: S,V

Duration: Instantaneous

Saving Throw: None

Special Save: Special

Range: 5"

This spell taps the negative plane to release a burst of pure negative energy. The resulting explosion drains 2-5 (d4+1) levels from any within the area of effect. Creatures making a successful special saving throw lose only 1 level, as they catch only the fringes of the blast.

#### DEATH'S SPEED

Level: 13	Duration: 2 rounds/level
Casting Time: 1 segment	Saving Throw: N/A
Area of Effect: 1 creature	Special Save: N/A
Components: N,S,V	Range: Touch

The recipient of this spell is endowed with DEATH'S SPEED and thus moves 10 times faster than normal. The character will be able to attack 10 times per round and is aged 4 years. This spell is usable on fighter class characters only. (Take care racing down corridors; at 150" movement hitting a wall can be hazardous to your health.)

#### DUPLICATE: SCROLL

Level: 13	Duration: Until Dispelled
Casting Time: Special	Saving Throw: Special
Area of Effect: 1 target	Special Save: N/A
Components: S,V	Range: 3'

This spell makes an exact duplicate of any scroll. No duplicate can be made while there is another duplicate in existence. Duplicates cannot be duplicated. Casting time: 1 day per spell level on scroll.

Note: Prior to duplicating, the caster must cast an ANALYZE: SCROLL spell.

#### PSIONIC REFLECTION

Level: 13	Duration: 1 turn/level
Casting time: 1 round	Saving Throw: N/A
Area of Effect: Personal	Special Save: N/A
Components: M,S,V	Range: 0

This spell causes all psionic energy directed at the spell caster to be reflected back toward the being who initiated the attack.

#### REPEAT

Level: 13	Duration: 1 round/level
Casting Time: 1 round	Saving Throw: N/A
Area of Effect: Personal	Special Save: N/A
Components: M,S,V	Range: 0

This enchantment causes spells cast during the next several rounds to linger in the spell caster's mind, allowing him to recast them in the same round. Said spells must have a casting time of 9 rounds or less. The second spell of every sequence is cast independently of the first and is treated as such, i.e., it may be cast at a different target.

#### SECURITY FORCE

Level: 13	Duration: Special
Casting Time: 1 turn	Saving Throw: None
Area of Effect: Special	Special Save: None
Components: M,S,V	Range: Infinite

The casting of this spell summons a SECURITY FORCE to protect the spell caster's territory in his absence. Appearing are a 20th level lich, 2 ghosts, 5 specters, and, last but not least, an efreeti. The monsters demands in return for services rendered are that they have free run of the territory while the caster is gone, and they are paid 5,000 gold pieces per day, with 50% of the estimated total being paid in advance. Upon completion of their duties, they are each given a magic item that they can use. In return they will promise to guard the caster's territory and keep his followers safe from harm. If they don't, the caster gets this party free for 3 months, with no hard feelings. The undead wear amulets of protection versus clerics.

#### SENILITY

Level: 13	Duration: Until dispelled
Casting Time: 1 round	Saving Throw: None
Area of Effect: 1 creature	Special Save: Negates
Components: M,S,V	Range: 3"

This spell puts a curse on the recipient which causes him to totally forget the text of 1 spell (of highest level he can cast) per week. It also gives him a 10% chance of misplacing items, losing possessions or not noticing an object has been pilfered, etc., which increases by 2% for each year the victim ages subsequent to the casting of this spell. Forgotten spells must be rememorized after the senility has been dispelled.

Note: Once cumulative forgetfulness reaches 26%, spell casters lose the ability to cast spells.

#### SERPENTINE

Level: 13	Duration: 1 turn/level
Casting Time: 1 round	Saving Throw: N/A
Area of Effect: Personal	Special Save: N/A
Components: M,S,V	Range: 0

This spell transforms the caster into a black, snake- like creature with wings and emerald green eyes. While the caster is still able to use spells, he is of course limited in attacks physically. He constricts for 1 point of damage per level. A successful bite inflicts 1-10 points of damage and injects venom into the wound. The saving throw versus this deadly poison must be made at -3. Armor class and hit points are equal to that of the caster's normal form, but armor class is never worse than 0 due to nature of skin, speed, etc. The creature is 2% resistant to magic per level of caster. Flying speed is 36". Length is 1' per level. It has benefits of all items worn (not held) by the caster.

#### SPECIAL DELIVERY

Level: 13	Duration: 1 day
Casting Time: 1 round	Saving Throw: N/A
Area of Effect: Personal	Special Save: N/A
Components: M,S,V	Range: 0

When cast before an expedition this spell enables three of the spellcaster's spells to do maximum damage that day. This spell does not affect saving throws, immunities, etc.

#### SPECIAL IMMUNITIES

Level: 13	Duration: 1 day
Casting Time: Special	Saving Throw: None
Area of Effect: 1 creature	Special Save: None
Components: M,S,V	Range: Touch

This spell will give immunities to a person from any spell that the spell caster knows and is willing to give. In order to be immune from a certain spell the caster casts this fine spell, and follows up with the spell SPELL IMMUNITY is desired for, deducting both spells. Example: If a magic user wants to be immune from ALUAP'S BLIZZARD he casts this spell, deducts it and follows up with the ALUAP'S BLIZZARD spell. Casting time is the same number of rounds as the level of the spell the recipient is being protected from.

#### WHOLE

Level: 13	Duration: Permanent
Casting Time: 1 turn	Saving Throw: N/A
Area of Effect: 1 object	Special Save: N/A
Components: M,S,V	Range: Touch

This spell will make a broken magic item whole as if it had never been broken. It will totally replenish abilities (including charges), and restore the item to its original condition.

Note: The spell incapacitates the spell caster for 1 day and ages him 5 years.

#### LEVEL 14

##### ANALYZE: ANY CREATURE

Level: 14	Duration: Instantaneous
Casting Time: 1 turn	Saving Throw: Negates
Area of Affect: 1 target	Special Save: N/A
Components: S,V	Range: 1"

This spell analyzes and confers to the spell caster all pertinent information concerning the creature it is cast upon. The information will include: all attack and defense capabilities, special powers or abilities, class of magic and highest spell level usable in each class, resistances, immunities, all strong and weak points, usefulness of parts, etc.

#### AREA EFFECT

Level: 14	Duration: Special
Casting Time: 1 round	Saving Throw: N/A
Area of Effect: 1 spell	Special Save: N/A
Components: M,S,V	Range: 0

This spell will increase the area of effect of the next spell cast to a 1" per level radius sphere. Spells which affect only one creature are not affected by AREA EFFECT.

#### BESTOW SPECIAL SAVING THROW

Level: 14	Duration: 1 turn/level
Casting Time: 1 round	Saving Throw: Negates
Area of Effect: 1 creature	Special Save: N/A
Components: M,S,V	Range: 5"

This spell endows the recipient with incredibly good fortune. When attempting to avoid an event versus which there is no normal saving throw, he may attempt a special saving throw. To successfully make this saving throw a perfect die roll is required {20}. His chances are, however, modified by any bonuses which would normally apply to the saving throw.

#### BLACK TORNADO, THE

Level: 14	Duration: 1 turn/level
Casting Time: 1 round	Saving Throw: N/A
Area of Effect: Special	Special Save: Special
Components: M,S,V	Range: 1"/level

This spell summons a creature that looks like a whirlwind and is black in color. The creature is initially 10 hit die. It has 1 attack per round and if it scores a hit the victim is absorbed and loses 2 to 5 levels. If allowed a special saving throw, the victim may attempt the special saving throw each round to escape the black tornado. Each round inside this creature the victim loses 2 to 5 level and may take no other action. For each level drained, the creature gains 1 hit die and 8 hit points. It may obtain no more than 36 hit dice, but will continue to gain hit points indefinitely. The duration is extended by 1 turn for each level drained. THE BLACK TORNADO is capable of absorbing 1 giant sized creature, 4 ogre sized creatures, 8 man sized creatures, or 16 halfling sized creatures. The creature's armor class is 2, and it can only be hit with +1 or better weapons. Its movement rate is 36".

#### CREMATION

Level: 14	Duration: 1 round/level
Casting Time: 1 round	Saving Throw: None
Area of Effect: 1 creature	Special Save: Special
Components: S,V	Range: 1"/level

This spell causes the victim to be covered in flames and take 50% of his total remaining hit points in damage each round, for the duration of the spell. Any resistance or immunity to fire or heat will reduce the damage by one half and if a special saving throw is made this will also cut the damage by half. For the duration of the spell, the victim can take no action at all for he is desperately trying to put out the flames. There is no possible saving throw versus this effect.

#### DUPLICATE: RODS/WANDS/STAVES

Level: 14	Duration: Until Dispelled
Casting Time: 6 turns/charge	Saving Throw: Negates
Area of Effect: 1 object	Special Save: N/A
Components: M,S,V	Range: 3'

This spell makes an exact duplicate of any rod, staff, or wand. No duplicate can be made while there is another duplicate in existence. Duplicates cannot be duplicated.

Note: ANALYZE: RODS/WANDS/STAVES must be cast prior to duplicating.

#### ERIDOR'S EBON BOLT

Level: 14	Duration: Instantaneous
Casting Time: 7 segments	Saving Throw: None
Area of Effect: 1 creature	Special Save: 1/2 damage
Components: S	Range: 1"/level

This bolt of strange ebon energy does 4 points of permanent damage per level when cast. Only very powerful magics will affect it. A wish might restore one quarter of the hit points lost, while a deity could possibly cure it normally.

#### FOR YOUR BENEFIT

Level: 14	Duration: 5 years
Casting Time: 1 week	Saving Throw: N/A
Area of Effect: Personal	Special Save: N/A
Components: M,S,V	Range: 0

This spell may be cast only once every five years. If any creature does a nasty deed to the spell caster he can exercise his option and turn that nasty deed into a beneficial one. For example, if an energy draining creature drains 2 energy level from you, tell the Game Master that you are exercising your option and instead of losing 2 levels, you gain 2 levels. If a creature bites you for 24 points of damage, you add those 24 points to your maximum hit point total. If a harmful spell hits you, you may exercise your option and become immune to that spell. This spell ages the recipient 12 years at the time the option is exercised and once exercised, the effect becomes permanent.

Note: Only one incident may be reversed per spell.

Note: Death cannot be reversed (you're too dead to use the option).

#### INSANE SPELL CASTER

Level: 14	Duration: 1 turn
Casting Time: 1 round	Saving Throw: N/A
Area of Effect: Personal	Special Save: N/A
Components: M,S,V	Range: 0

This spell enables the spell caster to go berserk. He is immune to psionic attack, attacks as if he were ten levels higher, and increases his hit points and spell points by 50%. However, he cannot cast spells not already known to him. Bed rest for 30 days is needed before the caster can use any more spells. For example, the twelfth level spell caster Slydoom, with 38 hit points, feels the need to save his hide, so, he cast this spell with the following effects: he would become 22nd level, have 57 hit points and his THAC0 would change. At the expiration of the spell Slydoom MUST bed rest for 30 days without casting any spells.

#### NEGATION BLAST



Area of Effect: Special  
Components: M,S,V

Special Save: N/A  
Range: 1"

This spell creates two additional spell casters besides the spell caster himself. Their levels, hit points and natural armor class are 1/2 of the spell caster's, but cannot be better than the spell casters natural armor class. Each duplicate may have up to 7 magic items, not necessarily the same, that are in the caster's possession. This spell may be cast only once per day.

#### LEVEL 15

#### ANALYZE: ANY ITEM

Level: 15  
Casting Time: 1 turn  
Area of Effect: 1 target  
Components: S,V

Duration: Instantaneous  
Saving Throw: Negates  
Special Save: N/A  
Range: 3'

This spell analyzes and confers to the spell caster all pertinent information concerning anything it is cast upon. Magical items save at the level of their enchanter.

#### DUPLICATE: MONSTER

Level: 15  
Casting Time: Special  
Area of Effect: 1 object  
Components: M,S,V

Duration: Until Dispellled  
Saving Throw: Negates  
Special Save: N/A  
Range: 3'

This spell makes an exact duplicate of any monster. The monster to be duplicated must be alive. No duplicates can be made while there is another duplicate in existence. Duplicates cannot be duplicated. Duplicates cannot advance in levels, they do not age (are immune to aging) and they do not naturally improve.

Note: Prior to duplication, the caster must cast an ANALYZE: MONSTER spell.

#### THE LADY'S SMILE

Level: 15  
Casting Time: 1 round  
Area of Effect: 1 creature  
Components: M,S,V

Duration: 1 turn  
Saving Throw: N/A  
Special Save: N/A  
Range: 1"/level

The round after this spell is cast, the recipient is blessed by the smile of Lady Luck. Any action performed by the recipient that turn will work for maximum benefit. This spell may not be made permanent by any means, due to the fact that it requires the personal attention of Lady Luck to function.

#### NEGATIVE ENERGY BOLTS

Level: 15  
Casting Time: 1 round  
Area of Effect: Special  
Components: M,S,V

Duration: Instantaneous  
Saving Throw: Negates  
Special Save: N/A  
Range: 1"/level

When this spell is cast at a creature, it must make a saving throw at -2 or lose half its levels, hit dice and appropriate hit points, spells, etc. The spell can also be aimed at two creatures, but they then get a normal saving throw.

#### RECONSTRUCT

Level: 15	Duration: Special
Casting Time: 1 turn	Saving Throw: None
Area of Effect: Special	Special Save: None
Components: M,S,V	Range: Infinite

Any item once possessed by the spell caster which was lost or destroyed not by his own doing, will be instantly returned intact when this spell is cast. Destroyed items will be returned with no complications. However, items still in the possession of another being will come with that being, who must be defeated to regain ownership of the item. A victorious opponent is returned to the location from which he was summoned, with the item. Destroyed artifacts and relics may not be reconstructed by use of this spell, but stolen ones may be recovered.

#### WISH (LEVEL 15)

Level: 15	Duration: Special
Casting Time: Special	Saving Throw: Special
Area of Effect: Special	Special Save: None
Components: V	Range: Unlimited

See the 9th Level WISH spell for additional information on wishes.

This is a more powerful version of the 9th level WISH spell. It is many times more powerful than the lesser version, allowing the duplication of any spell of levels 15 or lower and also cancel the effect of like spells.

Once the spell is cast, the caster will be weakened for 1d4 days (-6 on Strength) and require 2d4 weeks of bed rest. The spell will age the caster 10 years.

#### LEVEL 16

##### DUPLICATE: RING

Level: 16	Duration: Until Dispelled
Casting Time: 5 days	Saving Throw: Negates
Area of Effect: 1 object	Special Save: N/A
Components: M,S,V	Range: 3'

This spell makes an exact duplicate of any ring it is successfully cast upon. No duplicate can be made while there is another duplicate in existence. Duplicates cannot be duplicated. A duplicate ring can only be dispelled by a spell caster of at least twice the level of the caster.

Note: Prior to duplication the caster must cast an ANALYZE: RING spell.

#### EQUALIZE



## DEADLY CLAWS, THE

Level: 18	Duration: 1 round/level
Casting Time: 2 rounds	Saving Throw: Special
Area of Effect: Special	Special Save: N/A
Components: M,S,V	Range: 3"

This spell allows the caster to create two deadly clawed hands that attack the creature of the caster's choice. The caster does not have to concentrate on the hands. They move at 15" per round, to a maximum distance of 30" from the caster. The hands cannot be dispelled by any form of magic, and each hand can absorb double the amount of hit points the caster has before crumbling. They are the armor class of the spell caster. Each hand has seven digits and each digit has five-inch fingernails that can penetrate any armor on an 18 or better on a d20. With each nail comes a poison which does 10 to 80 (10d8) points of damage the first round it penetrates, and each and every round following until the victim is at 0 hit points. If a saving throw at -3 is made, the effects of the poison is halved.

The caster can also use the hands to crush his opponents. If a save at -3 is missed, the creature will die in 1-4 rounds due to the force of the hands.

## DUPLICATE: WEAPON

Level: 18	Duration: Until Dispelled
Casting Time: 5 days	Saving Throw: Negates
Area of Effect: 1 object	Special Save: N/A
Components: M,S,V	Range: 3'

This spell makes an exact duplicate of any weapon it is successfully cast upon. No duplicate can be made while there is another duplicate in existence. Duplicates cannot be duplicated. A duplicate weapon can only be dispelled by a spell caster of at least twice the level of the caster.

Note: Prior to duplicating the caster must cast an ANALYZE: WEAPON spell.

## SOUL SUCK

Level: 18	Duration: Special
Casting Time: 1 round	Saving Throw: None
Area of effect: 1 target	Special Save: 1/2 effect
Components: S,V	Range: 3"

This spell sucks away the victim's soul, leaving him totally and irrevocably dead, null and void. The caster gains the victim's levels in addition to his own for 1 round per level of the victim. This affects the caster's combat ability and saves, as well as his proficiency with the spells he knows, but no new spells are obtainable. Would-be victims who make their special saving throw lose one half their levels. (The caster gets no benefit from these.)

## LEVEL 19

### DUPLICATE: ANY CREATURE

Level: 19	Duration: Until Dispelled
Casting Time: Special	Saving Throw: Negates

Area of Effect: 1 creature  
Components: S,V

Special Save: N/A  
Range: 3'

This spell will make an exact duplicate of any creature it is successfully cast upon. No duplicate can be made while there is another duplicate in existence. Duplicates cannot advance in levels, are immune to aging and they do not grow or naturally improve.

Note: Prior to duplication, the caster must cast an ANALYZE: ANY CREATURE spell.

#### ICE DARTS

Level: 19  
Casting Time: 1 round  
Area of Effect: Special  
Components: S

Duration: Instantaneous  
Saving Throw: Special  
Special Save: None  
Range: 1"/level

This spell creates one ice dart per level of the spell caster, which flies from the caster's finger, always striking its target(s). Each dart has the following effect: The creature struck must save or be frozen (dead). If a saving throw is made the creature takes half of the caster's level in six sided dice of damage.

#### LAST STRIKE

Level: 19  
Casting Time: 1 round  
Area of Effect: Personal  
Components: M,S,V

Duration: Instantaneous  
Saving Throw: None  
Special Save: Special  
Range: 0

When cast by the spell caster, all of the spells that he knows and wants released will be released within 1 round. The incredible strain of casting a LAST STRIKE will "burn out" the magic user, causing him to lose all spell casting ability, totally and irrevocably. Unless a Special Save is made at -6, the caster will die.

#### LEVEL 20

##### CREATE PLANE (REVERSIBLE)

Level: 20  
Casting Time: 500 years  
Area of Effect: Special  
Components: M,S,V

Duration: Permanent  
Saving Throw: N/A  
Special Save: Special  
Range: Special

With the use of this spell, a new plane of existence is created out of the void. The creator of this plane is the supreme ruler thereof. This plane is a place of nonexistence, that is, anything can happen but nothing has. The possibility for life is there but the seeds have not been introduced. For life to achieve a foothold, an amount of it must be brought from the Prime Material Plane. Such a new plane of existence requires great concentration by its creator for the first 500 years of its existence. This concentration precludes any other action except rest and the consumption of food.

The reverse of this spell, DESTROY PLANE, causes the destruction of a plane that the caster has created. This requires the same amount of concentration as creation. The spell can be reversed only from the exact original point of casting. During

destruction, natural phenomenon on the plane will be warped. The color of the sky will change to a color uncommon on that plane, and the world will be plagued with earthquakes and volcanos, etc. Upon completion of 500 years effort, the plane deteriorates back into the void. The caster may escape only if a successful special saving throw is made.

DUPLICATE: ANY ITEM

Level: 20	Duration: Until Dispelled
Casting Time: 30 days	Saving Throw: Negates
Area of Effect: 1 object	Special Save: N/A
Components: M,S,V	Range: 3'

This spell makes an exact duplicate of anything (not exceeding one million cubic feet). An item may be duplicated only once by this spell. Duplicates made by this spell cannot be duplicated, but duplicates by any lesser duplicate spell may be duplicated by use of this spell. A duplicate made by this spell can be dispelled only by a spell caster of thrice the caster's level.

Note: Prior to duplication, the caster must cast an ANALYZE: ANY ITEM spell.

WISH (20TH LEVEL)

Level: 20	Duration: Special
Casting Time: Special	Saving Throw: Special
Area of Effect: Special	Special Save: None
Components: V	Range: Unlimited

See the 9th and the 15th level WISH spells for more information.

This is a more powerful version of the 9th level WISH spell. It is many times more powerful than the lesser version, allowing the duplication of any spell of levels 20 or lower and also cancel the effect of like spells.

Once the spell is cast, the caster will be weakened for 2 weeks (-9 on Strength) and require 2d4 months of bed rest. The spell will age the caster 20 years.

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CLERIC SPELLS

LEVEL 1

MIRROR, MIRROR

Level: 1	Duration: Until dispelled
Casting Time: 1 round	Saving Throw: N/A
Area of Effect: 1 sq.ft./level	Special Save: N/A
Components: M,S,V	Range: 6"

This spell will crystalize the outer layer of any solid surface causing it to reflect light.

NOTE: This would be effective in reflecting gaze weapons.

#### PROTECTION FROM CHAOS (REVERSIBLE)

Level: 1	Duration: 2 rounds/level
Casting Time: 1	Saving Throw: None
Area of Effect: Creature touched	Special Save: None
Components: V, S, M	Range: Touch

This spell is very similar to PROTECTION FROM EVIL except in its purpose and intent; it keeps out chaotic, as well as summoned or enchanted creatures. It acts as magical armour on the recipient; the protection encircles the recipient at a one foot distance, thus preventing bodily contact by creatures of an enchanted or summoned or chaotic nature. Summoned animals or monsters are similarly hedged from the protected being.

Furthermore, any and all attacks launched by chaotic creatures incur a penalty of -2 from dice rolls "to hit" the protected creature, and any saving throws caused by such attacks are made at +2 on the protected being's dice.

This spell can be reversed to become PROTECTION FROM LAW, although it still keeps out enchanted or summoned chaotic creatures as well.

To complete this spell, the mage must trace a 3 foot diameter circle upon the floor/ground with powdered obsidian for PROTECTION FROM LAW and powdered glass for PROTECTION FROM CHAOS; or in the air using burning incense or burning dung with respect to law/chaos.

#### LEVEL 2

#### COOPERATION

Level: 2	Duration: 1 day
Casting Time: 2	Saving Throw: None
Area of Effect: Special	Special Save: Negates
Components: M, S, V	Range: Special

This spell acts as a friendly flag to those of the caster's alignment. All such creatures viewing the caster at time of casting will recognize him as an ally. They will work together for the duration of the spell, with the weaker of the two serving the other. When the spell expires, or before, if the caster and creatures agree, they part ways peacefully. Service is not to exceed that expected of a Henchman or Follower, i.e., "Give me your magic items!" would not be heeded.

#### CURE NAUSEA (REVERSIBLE)

Level: 2	Duration: Special
Casting Time: 5	Saving Throw: None
Area of Effect: 1 creature	Special Save: Negates
Components: M, S, V	Range: Touch

This spell cures mild illnesses, i.e., nausea, stomach aches, viruses, etc. The reverse also requires a touch, but does not require a material component. Cause nausea inflicts one of the above ailments, causing the victim to suffer a -1 on attack dice. Note that this spell does not prevent the recipient from suffering the

ailments in the future, and that caused ailments will last anywhere from 1 round per level to one day depending on the ailment specified and the constitution of the victims.

#### DETECT CHAOS (DIVINATION) REVERSIBLE

Level: 2	Duration: 5 rounds/level
Casting Time: 2	Saving Throw: None
Area of Effect: 1" wide path	Special Save: None
Components: V,S	Range: 6"

This spell is similar in all respects to the 2nd level mage spell, DETECT EVIL (GOOD), except that the mage is detecting for chaos (law).

#### EARTH WARD

Level: 2	Duration: Instantaneous
Casting time - 2 rounds	Saving Throw: None
Area of Effect: 200' Radius	Special Save: None
Components - V,S,M	Range: 0

Underground Only

This spell allows a cleric to call on the ambient energy of the surrounding earth to trigger harmlessly all non-magical traps in a 200' radius, intervening walls regardless.

Note: Any creatures still in trapped area will be affected normally. The material component for this spell is a piece of lodestone.

#### FLOWER POWER

Level: 2	Duration: Permanent
Casting Time: 1 Turn	Saving Throw: N/A
Area of Effect: 10'x10'/level	Special Save: N/A
Components: S,V	Range: Touch

FLOWER POWER is a beautification spell, especially good for landscaping castles, shrines, etc. At the spell caster's touch, flowers bloom in profusion from any plot of ground up to 10'x10' in size per level of experience.

#### FOLLOW THE TRAIL

Level: 2	Duration: 3 turns/level
Casting Time: 1 round	Saving Throw: N/A
Area of Effect: Special	Special Save: N/A
Components: M,S,V	Range: 0

When this spell is cast, a trail for 10" in front of the caster will glow dimly. This will work for normal trails or roads, and will allow a party to follow said trail in bad weather and/or at night.

#### NO TRESPASSING

Level: 2	Duration: Special
Casting Time: 2 rounds	Saving Throw: N/A

Area of Effect: 1" radius  
Components: M,S,V

Special Save: N/A  
Range: 0

When a spell caster uses this informational spell he will be able to determine whether or not he is trespassing on private property. If the spell caster is trespassing he will feel ill at ease, he will remain this way until he is no longer trespassing.

#### STORE ATMOSPHERE

Level: 2  
Casting Time - 2 rounds  
Area of Effect: 100 yard radius  
Components - V,S,M

Duration: Until Released  
Saving Throw: None  
Special Save: None  
Range: 0

This spell allows the cleric to compress a large volume of gas into a smaller space for transport and storage. To use this spell, the cleric must have an airtight container available. The effectiveness of the spell depends on the type of container. A wooden sealed container will store 20 times its volume, glass 10X, Ceramic 15X, Steel 50X, Forged Steel 75X. Any type of gas may be stored.

Uses for this spell include pressure bombs, flamethrowers (alcohol fumes), SCUBA-type apparatus, etc.

Note: The contents of these containers are under extreme pressure.

Damage calculation: 1d4 per volume of air trapped to a maximum of 25d4 due to flying dust and debris (example: glass bottle will do 10d4 damage if burst.) The area of effect of the explosion will be a 1 foot radius per volume.

Getting the sealed container will be fairly expensive. Assume a cost of at least 500 gp. per volume of air. Also, note that it can be very difficult to crack open a steel or forged steel container.

The resulting explosion of a shattered container will produce effect much like a GUST OF WIND spell. Torches and fires will be blown out and small flying creatures will be thrown about. The effects of a bursting container will be instantaneous.

#### LEVEL 3

#### BUOYANCY

Level: 3  
Casting Time: 1  
Area of Effect: Special  
Components: S,V

Duration: 6 turns/level  
Saving Throw: N/A  
Special Save: N/A  
Range: 10"

With the casting of this spell, the spell caster can cause a person or creature to float on liquid. The caster can float 200 pounds per level of ability.

#### COURAGE

Level: 3  
Casting Time: 1 round  
Area of Effect: 1 creature

Duration: 1 turn/level  
Saving Throw: N/A  
Special Save: N/A

Components: S,V

Range: Touch

This spell increases the morale of friendly creatures viewing the recipient by 1% per level of the recipient. The spell has a reverse effect on the morale of opponents. Opponents gain a normal saving throw versus the effects of the spell.

#### DETECT LIFE

Level: 3

Duration: Special

Casting Time: 3

Saving Throw: None

Area of Effect: 3" radius

Special Save: Negates

Components: M,S,V

Range: 0

This spell has a duration of 1 turn plus 1/2 turn per level.

This spell informs the spell caster of any and all life forms within the area of effect. They are not necessarily identified. The caster merely knows numbers, direction and vaguely how strong the life force is, i.e., a powerful demon would show up more intensely than a mere goblin unless wounded near the point of death.

Note: Undead are not alive.

#### HEADACHE

Level: 3

Duration: 1 turn/level

Casting Time: 3

Saving Throw: Negates

Area of Effect: 1 creature

Special Save: N/A

Components: M,S,V

Range: Touch

When directed at a spell caster, all of his spells will take twice as long to cast due to a headache. When directed at fighting men, they have -2 to hit. Saving throw at -3 negates.

Note: A person can only be affected by one HEADACHE spell.

#### PROTECTION FROM CHAOS, 10' RADIUS (REVERSIBLE)

Level: 3

Duration: 2 rounds/level

Casting Time: 3

Saving Throw: None

Area of Effect: 10' radius sphere

Special Save: None

Components: V, S, M

Range: Touch

This spell is the same as the 1st level spell PROTECTION FROM CHAOS except with respect to its area of effect.

#### REPAIR UNDEAD (REVERSIBLE)

Level: 3

Duration: Permanent

Casting Time: 3 rounds

Saving Throw: Special

Area of Effect: 1 creature

Special Save: N/A

Components: M,S,V

Range: 1"

This spell will repair 1d8 worth of damage to undead creatures. The effects are permanent, but nothing keeps the creature from losing hit points when he goes into battle again, of course. DAMAGE UNDEAD does 1d8 in damage to undead. Damage lasts

until this or a similar spell is used to repair it, or the creature regenerates normally if it has that ability.

#### RESIST ELECTRICITY

Level: 3	Duration: 1 turn/level
Casting Time: 1 round	Saving Throw: None
Area of Effect: Creature touched	Special Save: None
Components: V,S,M	Range: Touch

Except as noted above, this spell is identical to the 2nd level clerical spell RESIST FIRE except the effects are against electrical attacks.

#### LEVEL 4

#### CRUSADE

Level: 4	Duration: 6 turns/level
Casting Time: 1 turn	Saving Throw: None
Area of Effect: Special	Special Save: None
Components: M,S,V	Range: Special

While under the effects of this spell, all loyal zero level followers of the spell caster within the area of effect will fight as first level men-at-arms. These fighters, which can be of any age above 12 years and of either sex, will be totally loyal to the caster. Consequently, they have a +1 on all morale rolls. No more than 4 beings per level of the caster can be affected. Due to the fact that all in the area profess to be loyal followers of the caster, there can be no saving throw for this spell. Followers must swear an oath of fealty to the spell caster, either publicly or in writing.

The power of this spell increases proportionally as the spell caster increases in levels of experience. Thus, at 8th level a caster can cause 0 level beings to fight at 1st level; at 12th level, 0 levels may fight at 2nd level; at 16th level, 0 levels fight as third level fighters; at 20th level he may cause 0 levels to fight as 4th and at 24th level the caster may cause 0 level beings to fight as 5th level fighters. This is the maximum level.

Morale roll bonuses progress along with fighting ability: +1 at 1st level ability, +2 at second, etc., up to +5 at fifth level.

#### ENHANCE NORMAL WEAPONS

Level: 4	Duration: 6 turns/level
Casting Time: 1 turn	Saving Throw: N/A
Area of Effect: 1 weapon/level	Special Save: N/A
Components: M,S,V	Range: Touch

When this spell is cast, the spell caster's touch will bestow a magic upon any normal weapon. Weapons touched will hit creatures that can be hit only by silver or magic weapons but will not hit creatures that need +1 or better weapons to hit. This spell gives no plus to hit or damage.

#### FREEZE DEAD

Level: 4	Duration: 1 year/level
Casting Time: 3	Saving Throw: Negates
Area of Effect: 1 Target	Special Save: None
Components - V,S,M	Range: Touch

As with SILENCE DEAD, this spell is placed upon a dead creature to prevent its animation. This spell is only proof against animate dead, and is permanent until removed by a dispel magic. Such things as being resurrected, or turning into a vampire are not prevented.

The material component is an iron chain.

#### MINOR DEATH MAGIC

Level: 4	Duration: Instantaneous
Casting Time: 5	Saving Throw: None
Area of Effect: 1 creature	Special Save: Negates
Components: S,V	Range: 6"

This spell will slay one creature whose hit dice or level is no greater than one half the spell caster's level, rounded down.

#### MOVE TREE

Level: 4	Duration: Permanent
Casting Time: 1 turn	Saving Throw: N/A
Area of Effect: 1" radius/level	Special Save: N/A
Components: M,S,V	Range: 0

In the week after the casting of this spell, all trees in the area will uproot themselves and creep out of it. Only natural (nonmagical) trees are affected by this spell and once out of the area they will replant themselves in the first desirable spot. In the center of some farmer's field for example.

#### OFF/ON

Level: 4	Duration: Special
Casting Time: 4 rounds	Saving Throw: None
Area of Effect: 3" radius	Special Save: None
Components: M,S,V	Range: 0

Using this spell, all torches and light related spells utilized by the party can be automatically turned off and on by the spell caster. The caster can turn a torch or lantern off and on once or every level he has. Example: A 7th level magic user could turn the torches/lanterns off (1st time), then on (2nd time), and off again (3rd time), etc.

#### REVEAL TRUE ATTITUDE

Level: 4	Duration: 1 turn
Casting Time: 1 round	Saving Throw: None
Area of Effect: Special	Special Save: Negates
Components: S,V	Range: 3"

This spell reveals the true intentions of the recipient in regard to a single subject named by the caster. For example: himself, a friend, a particularly city, a forest, an item, etc., as being friendly, neutral or hostile. Up to 10 creatures may be checked before the spell expires.

#### SAVAGE SEAWEED

Level: 4	Duration: Until dispelled
Casting Time: 1 round	Saving Throw: N/A
Area of Effect: Special	Special Save: N/A
Components: M,S,V	Range: 100"

This spell creates a mass of thickly matted seaweed in the following approximate dimensions: 1" thick, 10" radius per level. It requires 1 turn for the seaweed to form. The seaweed will retard the movement of ships within the area of effect. It will completely stop any ship if the length of the ship does not exceed 5 times the caster's level in feet. It will slow any ship to 1/2 speed if the ship does not exceed 10 times the caster's level in feet.

Note: The seaweed is edible.

#### SILENCE DEAD

Level: 4	Duration: 1 year/level
Casting Time - 3 rds.	Saving Throw: Negates
Area of Effect: One Target	Special Save: None
Components - V,S,M	Range: Touch

This spell allows a cleric to place the equivalent of a GEAS spell on a dead creature. Any creature so affected will not respond to any form of Necromantic Communication spells, except maybe a wish. Powerful wizards often have this spell cast upon them to preserve their secrets. The material component is a small piece of tar.

#### LEVEL 5

#### ANIMATE TREE

Level: 5	Duration: 1 turn/level
Casting Time: 1 round	Saving Throw: N/A
Area of Effect: 1 tree	Special Save: N/A
Components: M,S,V	Range: 10"

This spell enables the spell cast to animate and control 1 tree which will then have 12 hit dice and 96 hit points. It will have 2 attacks, each doing 2d12 and will have an armor class of 0. Movement rate is 8".

#### DECAY (REVERSIBLE)

Level: 6	Duration: Permanent
Casting Time: 6 segments	Saving Throw: Negates
Area of Effect: 1 creature	Special Save: N/A
Components: M,S,V	Range: 1"/level

When this spell is directed at a creature who has teeth, there is a 50% chance that the teeth will fall out of its mouth, and a 50% chance that it will swallow them. If they are swallowed the creature then has a 15% chance of dying due to choking. If the creature survives swallowing its teeth, a 10% loss of current hit points is sustained due to internal damage. A successful saving throw at -2 negates. The reverse would heal any dental disorder, leaving the recipient with perfect teeth.

#### DIVINE ORIGIN

Level: 5	Duration: Special
Casting Time: 1 round	Saving Throw: None
Area of Effect: 1 creature	Special Save: Negates
Components: M,S	Range: 3"

This spell will reveal the birthplace or point of animation, if such is the case, of a creature. The spell will also reveal the place of origin of an object.

#### LEVEL 6

#### ATMOSPHERIC INDEPENDENCE

Level: 6	Duration: 2 hours/level
Casting Time: 1	Saving Throw: N/A
Area of Effect: 1 creature	Special Save: N/A
Components: M,S,V	Range: Touch

This spell continually recycles the oxygen in the recipient's body, (or whatever life-sustaining gas it breathes), allowing him to live without breathing for the duration of the spell.

#### BOOST

Level: 6	Duration: 1 turn
Casting Time: 6 rounds	Saving Throw: None
Area of Effect: 2"x2"	Special Save: None
Components: M,S,V	Range: 1"/level

This spell, when cast, will endow any creature with the ability to regenerate 5 points per round for the duration of the spell.

#### COMPONENT SUBSTITUTE SPELL

Level: 6	Duration: Special
Casting Time: 6 segments	Saving Throw: N/A
Area of Effect: Special	Special Save: N/A
Components: V	Range: 0

This spell allows the spell caster to substitute components. The casting time of the spell to be affected will be doubled. Note that only the next spell is affected.

#### FIRE MAZE

Level: 6	Duration: 1 turn
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Casting Time: 6 segments	Saving Throw: Negates
Area of Effect: 10'x10'x10'	Special Save: N/A
Components: M,S,V	Range: 1"/level

When the spell caster casts this spell, up to 10 creatures are caught in a maze that causes all inside to lose 10% of their current hit points, rounded down, for each round inside as a result of fire damage. Creatures must make a saving throw at -1 to manage to find their way out of the maze or to avoid the effects.

#### LIVING DEATH

Level: 6	Duration: Permanent
Casting Time: 6 turns	Saving Throw: Negate
Area of Effect: 1 Target	Special Save: None
Components: V,S,M	Range: Touch

This powerful spell is only used by clerics of an "Evil" deity. This spell allows the cleric to create undead from living bodies. The cleric must bind his/her victim (unless willing) to an altar sacred to his/her deity. The cleric then begins to chant the spell. This takes 6 turns. This process is extremely painful for the victim as their body undergoes the hideous changes into a Living Zombie. The flesh begins to decay, etc. If the casting process is interrupted, the spell fails, and the victim is restored to normal. Even some willing subjects will change their minds once the pain begins and attempt to escape. Successful saving throws at -4 will then negate the spell.

The Zombie created by this spell has the following attributes: All original characteristics of the victim, except dexterity, which is lowered to 8. The zombie retains all fighting ability, but loses the ability to cast spells and use triggered magic items (wands, etc.) All hit points are retained. The zombie is under the complete control of the casting cleric. If that cleric is killed, the zombie will lose all special abilities and become a normal zombie. The living zombie appears in all respects equal to a regular zombie, except that players may recognize the victim. The Living Zombies abilities may only appear when he attacks.

This condition can be removed in four ways: Death, the application of a RAISE DEAD spell within 1 month, the use of a RESURRECTION spell, or a WISH spell. Other methods may succeed at the DM's discretion. The Living Zombie may well resist these efforts under the command of its new master.

Note: Zombies are turned on the turning table as Wraiths or higher.

#### PHOTOZAP

Level: 6	Duration: Instantaneous
Casting Time: 6 rounds	Saving Throw: None
Area of Effect: 1 creature	Special Save: 1/2 damage
Components: S,V	Range: 1"/level

This spell turns light into a destructive force. If the light source is sufficient, the caster can cause a bolt of light to strike one creature. If sunlight is used, example, damage would be 1-100 points. A spell that creates a brilliant light, such as STARFLARE, could be used for 3-30 points or a less powerful spell for 1-10. There is no normal save, but damage might be modified by heat protection (Game Master's option).

NOTE: Light waves can be obstructed.

## RELEASE UNDEAD

Level: 6	Duration: Permanent
Casting Time: 6 rounds	Saving Throw: Special
Area of Effect: Special	Special Save: N/A
Components: M,S,V	Range: 10"

This spell causes one hit die of undead per level of the spell caster to become normal, non animate dead; thus their spirits are free to seek the afterlife. Intelligent undead are entitled to a saving throw. A successful saving throw negates.

## LEVEL 7

### CREATE UNDEAD (REVERSIBLE)

Level: 7	Duration: Permanent
Casting Time: 1 round	Saving Throw: Special
Area of Effect: 1 creature	Special Save: N/A
Components: S,V	Range: 3"

When this spell is cast on a dead character type he/she is transformed into an undead creature of appropriate strength, excluding Liches. Exceptionally powerful characters who were more powerful than any normal undead might be transformed into vampires with some of their old character abilities (at the Game Master's option). The reverse slays undead who miss their saving throw.

## DEMON TRAP

Level: 7	Duration: Until Dispelled
Casting Time: 7 segments	Saving Throw: None
Area of Effect: 1 creature	Special Save: Negates
Components: M,S,V	Range: 6"

This subtle enchantment will prevent a demon, ghost or similar creature from leaving a body it has possessed, thus condemning it to the fate of the body. Instead of the demon escaping when the body dies, he dies with it. Immortal creatures, of course, would not die permanently; they would, however, be treated as if killed on this plane, i.e., they would be dispelled to their own plane. This would also effect spell casters using magic to possess a creature.

## OF THE PUREST LIGHT

Level: 7	Duration: Special
Casting Time: 7 rounds	Saving Throw: Negates
Area of Effect: 3" radius	Special Save: N/A
Components: M,S,V	Range: 6"

This spell has a duration of 1 round per every 2 levels.

With the casting of this spell the spell caster brings into existence a small globe of light from the Positive Material Plane. This light is of pure positive energy, so when brought into existence, it will add a +2 to all morale rolls and add a +1 to hit and damage rolls (this applies only to good characters). In addition, this light,

being at exact opposition with the forces that give undead their power, will cause the undead to flee in panic when faced with the light if a saving throw is not made.

#### SET'S PLAGUE

Level: 7	Duration: 1 round/level
Casting Time: 1 round	Saving Throw: None
Area of Effect: Special	Special Save: N/A
Components: M,S,V	Range: 1"/ 2 levels

This spell brings forth one black phantom-like snake per level of spell caster. The snakes are approximately 4" long and attack whomever the caster wills. Upon scoring a successful hit they do only 1 point of damage, but inject venom into the wound, requiring the victim to save versus poison or die. They are armor class 3, and attack as 4 hit die creatures with 6 hit points. They may hover, or fly at up to 12" speed.

#### STARFLARE

Level: 7	Duration: 1 round/level
Casting Time: 8 rounds	Saving Throw: None
Area of Effect: 1" radius	Special Save: None
Components: M,S,V	Range: 1"/level

This ultra bright light will keep all undead away, and burns for one round per level of the spell caster. This spell will overcome all darkness. All undead caught within the area of effect take 1 point of damage per level of spell caster, and are forced out of the area immediately.

#### TRANSMUTE STONE TO WATER (reversible)

Level: 7	Duration: Until dispelled
Casting Time: 7 rounds	Saving Throw: N/A
Area of Effect: Special	Special Save: N/A
Components: M,S,V	Range: 1"/level

This spell causes up to the specified amount of nonmagical, nonanimate rock to become water. The reverse turns water into granite. The area of effect is 2000 cubic feet per level of the spell caster. The reverse of this spell only functions on natural, standing bodies of water.

#### LEVEL 8

##### DEFENSIVE MAGIC

Level: 8	Duration: 6 turns/level
Casting Time: 1 turn	Saving Throw: N/A
Area of Effect: 1 creature/level	Special Save: N/A
Component: M,S,V	Range: Touch

When a spell caster casts this spell on himself or other beings, the recipients will be endowed with the power of not being hit by weapons of other than magical nature.

## DELAYED RESURRECTION

Level: 8	Duration: Special
Casting Time: See Below	Saving Throw: None
Area of Effect: Personal	Special Save: None
Components: V,S,M	Range: Touch

This spell allows a cleric to cast a RAISE DEAD upon him/herself before it is actually needed, in case just such an emergency as, say,...death, comes up. However, the cost of this spell, both materially and magically may be great.

The caster must first prepare his/her body physically by fasting for two days. After this has been completed, the cleric must then prepare his/her mind by 16 hours of silent meditation in a private holy environment, generally a temple. After this has been completed, the cleric is ready to begin the ritual. The cleric must first select an item of great personal importance in which to store the energy needed for this spell. This item must be placed in a graphic representation of the cleric's holy symbol. After intoning the first section of the spell, the cleric must direct a total of 30 spell levels of magic onto the object, from any source (spell, scrolls, etc.). Note: the item does not need to make a saving throw.

After the item has been charged, the cleric chants the second half of the spell, allowing the accumulated magical output to flow into and purify his/her body. As the energy is leaving it,

- 1) there is a 25% flat chance that the item will be destroyed, and
- 2) The cleric must make a roll equal to his wisdom or less on 3d6 or lapse into a coma that will last for 2-5 weeks. Note: A curative spell of at least HEAL strength is required to break the coma.

At the DM's discretion, there may be a modifier based on the PERSONAL value of the item (NOT MONETARY, unless that is what that character really values, in which case he/she should not be a cleric.) If this roll is successful, all the cleric needs to do is cast a RAISE DEAD upon himself to complete the process. Once this spell has been cast, should the cleric die, one hour after his death, the body will behave as though a raise dead had been cast upon him from an outside source, with all appropriate limitations and benefits. The raise dead is considered cast at the level of the cleric when he prepared the spell, not his current level.

## HELP

Level: 8	Duration: Special
Casting Time: 1 segment	Saving Throw: None
Area of Effect: Special	Special Save: Special
Components: V	Range: Special

When this spell is cast one of the following will happen (roll percentile dice):

- 01-25) 50% of hit points are restored to friends.
- 26-40) Random Plane Shift
- 41-45) All invisible creatures become visible (saving throw negates)
- 46-60) An attacking monster and his treasure will disappear (saving throw negates)
- 61-80) One question is answered.
- 81-00) Wandering monster is attracted (determine actions by monster type)

The Game Master should continue rolling until something applicable to the situation occurs. Other possibilities are at his/her option.

## RIGHTEOUS FURY

Level: 8	Duration: 1 rnd/level
Casting Time: 8 rounds	Saving Throw: N/A
Area of Effect: Personal	Special Save: N/A
Components: S,V	Range: 0

Once under the spell, the character will attack at triple speed. Any creature normally invulnerable to physical attack may be hit on a perfect 'to hit' roll or 20.

For the duration of the spell, the caster's current hit points are doubled. Spell casting is impossible while under RIGHTEOUS FURY. The caster will age 3 years during the duration of the spell.

## TO THE SOURCE

Level: 8	Duration: 1-4 turns
Casting Time: 1 round	Saving Throw: N/A
Area of Effect: Personal	Special Save: N/A
Components: M,S,V	Range: Infinite

If the spell caster needs to know something and wishes not to disturb his deity over a "trivial matter" he simply casts this spell and it safely transports him to a place within 10' of the answer to his question. The information may be standing 3' away from him. He must be observant; the answer may walk away within a few rounds of his arrival (move or walk away, that is, if it can). 1 to 4 turns later the caster is returned to his original position.

## TRUCE

Level: 8	Duration: 1 turn
Casting Time: 2 rounds	Saving Throw: None
Area of Effect: 2" radius	Special Save: None
Components: S,V	Range: 1"

Once this spell is cast, no one in the area of effect may take offensive action towards another within the area of effect until the spell expires. Attacks from without are unaffected, as are attacks from within which are directed outside the area.

## LEVEL 9

### CELL DISRUPTION

Level: 9	Duration: Special
Casting Time: 1 segment	Saving Throw: None
Area of Effect: 1 creature	Special Save: Special
Components: S,V	Range: Touch

This spell allows the spell caster's touch to set off a chain reaction of cell disruption. Damage will be one point per level of the caster on the first round, 1 point per level +1 on the second round, etc. The caster can touch only one creature per spell. Disruption continues until dispelled.

## NATURAL DEATH

Level: 9	Duration: Special
Casting Time: 1 turn	Saving Throw: None
Area of Effect: Special	Special Save: Negates
Components: M,S,V	Range: 10 miles

This spell causes the victim to contract a deadly disease at the discretion of the caster, which will be fatal in 2-8 weeks. The victim can only be cured by a higher level spell caster.

## WOODEN TOUCH (Reversible)

Level: 10	Duration: Until dispelled
Casting Time: 1 round	Saving Throw: None
Area of Effect: Special	Special Save: Negates
Components: M,S,V	Range: Touch

This spell causes the touch of the caster's hand to turn an object into wood. But, the caster must touch the object. The area of effect is 10 cubic feet per level. For example, if Ida makes a successful die roll to touch the fighter Ichronic, he would turn into wood provided he missed his special saving throw. The reverse, NEDDOO TOUCH, will restore any creature or object that has been turned into wood back to its original state.

## LEVEL 10

### DEATH PLAGUE

Level: 12	Duration: 10 days
Casting Time: 10 turns	Saving Throw: Special
Area of Effect: 5 mile rad.	Special Save: N/A
Components: M,S,V	Range: 1/2 mile/level

This spell causes a plague of epidemic proportions to enter the area of effect. This results in a 10-40% death rate of any creatures less than one full 8-sided hit die. Character types are unaffected. Death occurs over a 10 day period.

### POLTERGEISTS

Level: 13	Duration: Until dispelled
Casting Time: 1 round	Saving Throw: None
Area of Effect: 3" radius	Special Save: Special
Components: M,S,V	Range: 1"

Upon completion of this spell the area of effect will be filled with terrifying ghostly music. All creatures within the area of effect will die of fright unless a successful Special Save is made. Surviving creatures will run in fear until they die of exhaustion or the enchantment is dispelled. Even after leaving the area of effect the creatures will continue to hear the music echoing in their ears. A remove curse or remove fear spell on a running character will stop the haunting music

## TANGLE WEED

Level: 12	Duration: Until dispelled
Casting Time: 1 turn	Saving Throw: N/A
Area of effect: Special	Special Save: N/A
Components: M,S,V	Range: 1"/level

This spell will create an area of foliage that will attack and attempt to strangle either a particular type of creature or any creature that enters the area of effect (spell caster's option when casting a spell). When the specified creature(s) enters the area it is attacked. The weeds attack each creature with the area of effect 10 times per round. Any hit will entangle a creature so that it can take no action and the entangled creature will die in 2 to 12 rounds. Treat weeds as a 10 hit die creature. The area of effect is a 5" radius, plus an additional 1" per level above that required for use.

Level 11

#### PETITION

Level: 11	Duration: Special
Casting Time: 1 turn	Saving Throw: N/A
Area of Effect: Special	Special Save: N/A
Components: M,S,V	Range: Special

This spell is usable only by those who are in very good standing with their deity. It involves a request for some specific aid by the spell caster. If the request is relatively simple (within the power of a wish, for example) the deity's minions will take care of it and there are usually no complications. If the request is really special, however, the deity himself/herself must be consulted, and the request had better be justifiable and accompanied by valuable sacrifices.

If the deity is satisfied, the request will be granted, though some service may be expected in return. In any event, this spell ages the caster by 5 years due to divine contact.

LEVEL 12

#### DIVINE RETRIBUTION

Level: 12	Duration: Instantaneous
Casting Time: 1 segment	Saving Throw: None
Area of effect: Special	Special Save: Negates
Components: S,V	Range: 6"

This spell, when cast, annihilates the target and all living creatures within 1" of it. When the spell is cast, the spell caster's level is expressed as a fraction over the level of the most powerful creature in the area of effect. This is the percentage chance that the spell will work. For example, the deity Set granted Eridor the ability to cast this spell. At 30th level of ability, he casts this spell at a 40th level wizard.  $30/40$  equals 75%. There is a 75% chance that the wizard and all living creatures within 1" of him will be annihilated. If the percentage roll is not made, the caster loses one level. Annihilated creatures are restored only by a wish or similar magic.

## JIHAD

Level: 12	Duration: 6 turns/level
Casting Time: 1 turn	Saving Throw: None
Area of Effect: Special	Special Save: None
Components: S,V	Range: Special

This spell invokes a divine crusade which, when cast, raises all zero level followers of the deity to 10th level men at arms. The followers can be of any age above 12 and either sex. The followers always make their morale roll. The area of effect of the spell is line of sight.

## LEVEL 13

### ULTIMATE IMMOLATION

Level: 13	Duration: 1 turn/level
Casting Time: 1 round	Saving Throw: N/A
Area of Effect: Personal	Special Save: N/A
Components: M,S,V	Range: 0

This spell calls on all the spell caster's mana for one, final, grand exit. The caster bursts into flames which burn in the deity's colors. These flames do damage equal to the caster's hit points to any creature touching him. The flames quickly spread along any weapon connecting the caster with another creature, whether he wields it or has it used against him, so any weapon strike inflicts the immolation damage. Upon the caster's death an explosion occurs which does damage equal to his prime requisite multiplied by his level to all creatures within a 10" radius. When the duration expires, the caster will die, so the explosion occurs then if it hasn't already. When this happens, one of two events will follow:

- 1) The caster will be totally, automatically, irrevocably destroyed in the explosion
- 2) The caster will be saved by his deity, whether it be for REINCARNATION, DIVINE ASCENSION or some other position. Either way, the body of the caster will be unraisable. A successful special saving throw reduces all damage caused by this spell to one half.

## LEVEL 14

### AS YOU ARE

Level: 14	Duration: Permanent
Casting Time: 1	Saving Throw: None
Area of Effect: 1 creature	Special Save: Special
Components: M,S,V	Range: Infinite

With the use of this spell, a deity or very high level cleric terminates the ability of a particular being to advance in either physical or metaphysical expertise i.e., levels, hit dice, etc. Successful special saving throw at -3 negates. Only the deity worshipped by the being has the power to remove the effects of this spell.

Note: No special save is applicable versus a being's own deity.

## LEVEL 15

### CREATE PLANE (REVERSIBLE)

Level: 15	Duration: Permanent
Casting Time: 500 years	Saving Throw: N/A
Area of Effect: Special	Special Save: Special
Components: None	Range: Special

With the use of this spell, a new plane of existence is created out of the void. The creator of this plane is the supreme ruler thereof. This plane is a place of nonexistence, that is, anything can happen but nothing has. The possibility for life is there but the seeds have not been introduced. For life to achieve a foothold, an amount of it must be brought from the Prime Material Plane. Such a new plane of existence requires great concentration by its creator for the first 500 years of its existence. This concentration precludes any other action except rest and the consumption of food.

Note: The plane created is an alternate prime material plane, as per The Manual of the Planes.

The reverse of this spell, DESTROY PLANE, causes the destruction of a plane that the caster has created. This requires the same amount of concentration as creation. The spell can be reversed only from the exact original point of casting. During destruction, natural phenomenon on the plane will be warped. The color of the sky will change to a color uncommon on that plane, and the world will be plagued with earthquakes and volcanos, etc. Upon completion of 500 years effort, the plane deteriorates back into the void. The caster may escape only if a successful special saving throw is made.

### DIVINE ASCENSION

Level: 15	Duration: Special
Casting Time: 1 round	Saving Throw: None
Area of Effect: 1 creature	Special Save: None
Components: None	Range: Infinite

This mighty magic grants the recipient demigod status. The casting of this spell usually involves a fantastic celestial display, the nature of which will be determined by the granting deity's personality.

The following are the requirements the recipient must meet in order to qualify for DIVINE ASCENSION according to the second edition Legends & Lore manual:

- 1) Must be of an experience level at least twice as high as the average experience level in the campaign. No matter what the average experience level is in the campaign, the recipient must be at least 15th level.
- 2) The recipient must have at least one attribute score that has been raised to 19 or above.
- 3) The recipient must have a charisma of 18, with a body of at least 200 followers that regard him as virtually a deity already,
- 4) The recipient must be a true and faithful follower of his alignment, having committed no more than one incongruous act during his/her lifetime.

During the ceremony the recipient will be summoned before the deity and granted the following abilities:

Immortality: No demigod can be killed except by a god of higher statue.

Teleport: Demigods can teleport to any point on the same plane.

Initiative: All demigods, when dealing with mortals, automatically receive the initiative, although they may wait to see what the mortals do.

Comprehend Languages: All demigods understand and can speak any language. This includes written languages, magical languages, and unusual forms of communication such as the light and colour based dialect of the will o'wisp.

Magic Use: All demigods may use any spell of any level. This includes both priest and wizard spells and intelligence/wisdom has no effect. No spell books, prayers, or material, verbal, or somatic components are required.

Magic Resistance: 70% resistant to mortal magic, 40% resistant to magic of other demigods, and 20% resistant to the magic of gods of greater stature.

Saving Throws: Demigods have a base saving throw of "4" in all categories.

Sensing Ability: Demigods have the ability to know what is happening within one mile of themselves or of any of their own worshippers.

Multi-tasks: Demigods can perform any two tasks at one, without penalty.

Granting Abilities: Demigods can grant any power or spell of up to 5th level to their worshippers and priests.

## ERADICATION

Level: 15	Duration: Instantaneous
Casting Time: 2 segments	Saving Throw: None
Area of Effect: 1 creature	Special Save: None
Components: None	Range: Line of Sight

This spell is very rare and all powerful. The victim will cease to exist, will vanish from the multiverse and even from the minds of those who knew him or knew of him. Great deeds accomplished by the victim will be accredited to someone else. Items possessed by the victim will be scattered to various hoards of powerful monsters (who will remember them being there all along, of course!) in the far flung reaches of the multiverse.

NOTE: There is no creature living who remembers ever successfully casting this spell. Mortals get NO SAVING THROW and magic resistance is ineffective. Demigods fail only on a "00" (1%) on a 1d100 in addition to their magic resistance. All other divine creatures are unaffected.

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Originally Published By:

North Pole Publications, Inc.

P.O. Box 8009

Mobile, Alabama 36689-0009