

The Complete Book of Wizard Spells



For use with the Age of Hyboria: D&D 2nd Edition

Introduction

In the world of Hyboria, the manipulation of magic is not as easy as it was in days long ago in the time of the elves and dwarves. Men have forgotten much of the ancient knowledge. Spellcasters have lost the insulation, if you wish to think of it that way, which their forefathers had, and thus, at times, spell surges take a taxing toll on the body. Constitution points are drained sometimes very quickly.

All spellcasters are limited to the number of spells they have access to cast as per their respective charts below. In the Age of Hyboria version of D&D, they may cast a spell as many times as they wish as long as they have the CON for it (see below). Constitution is regained at a rate of 1 CON point for every 2 uninterrupted hours of rest (not sleep necessarily, but not walking around either).

All spellcasters must make a CON check every time they cast a spell. The CON check is modified adversely by the tier of spell being cast. Failure indicates that the spell was completed but the spellcaster loses temporary CON points equal to the spell tier cast. Any future checks the spellcaster wants to cast before resting will be more difficult as his CON is even lower now.

For example: A wizard with a CON of 14 casts a 4th tier spell that is within his specialty school, so he would have to roll a 10 or lower on a d20 or temporarily lose 4 CON points (CON – Spell Level of 4 = 10).

All wizards must be specialists. They must first choose a specialty school each of which has a corresponding opposition school(s). Note that neither Diviners nor Abjurers exist, as all schools study divination and the arts of protection. Wizards cannot cast any spells from their opposition school(s). Wizards gain one additional spell from their specialty school at every spell tier. See WSP Table below for how many spells they gain at each level. He never has to check to know a spell from his *specialty* school.

Specialist	School	Opposition School(s)
Conjurer	Conjuration/Summoning	Invocation/Evocation & Illusion
Charmers	Enchantment/Charm	Invocation/Evocation & Necromancy
Enchantress	Enchantment/Charm	Invocation/Evocation & Necromancy & Conjuration/Summoning
Illusionist	Illusion	Necromancy & Alteration
Invoker	Invocation/Evocation	Enchantment/Charm & Illusion
Necromancer	Necromancy	Enchantment/Charm & Alteration
Transmuter	Alteration	Necromancy & Conjuration/Summoning

Casting a spell from outside their specialty school (except for Divination and Abjuration) incurs an additional -1 to their CON check. If failed, wizards still just lose CON equal to the spell's tier. Unlike pure 2nd edition rules, once a spell is chosen and learned, it cannot simply be "unlearned" and swapped out after the next rest period. Players should carefully choose their spells as they will have them memorized for the rest of their character's life.

Wizards acquire spells in one of three ways: 1) progression of levels 2) trading spells with other wizards and 3) converting scrolls to their spellbooks. Know-spell checks are required for any

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spell that is not within the wizard's specialty school regardless of the method of acquisition. Consult the WSP table below for how many spells a wizard acquires at each level.

Wizards may trade spells with other wizards, but a wizard may never know more spells on any given tier than $\frac{1}{2}$ his Intelligence rounded down. Thus a wizard with a 15 Intelligence may only learn 7 spells of any given tier—ever. Players should be particular about which spells they wish to trade and know (for roleplaying, wizards understand that learning new spells is time consuming and mentally taxing, and thus are not apt to jump at just any spell presented).

If a wizard has access to a scroll, he may decode and transfer the spell to his spellbook. This process destroys the scroll as the scroll must be spoken (not invoked) in the process making the ink disappear. This takes one day per spell tier to make the transfer. Scrolls are written in a coded language that must be deciphered and written in a permanent form into spellbooks. Only after the destruction of the scroll does the wizard roll a know-spell check to see if, ultimately, he understands the subtle nuances of the spell in order to be able to cast it. And again, the total number of spells of a given tier that a wizard can know comes into play with scroll spell acquisition.

Wizard Spell Progression Table

Level	1st Tier	2nd Tier	3rd Tier	4th Tier	5th Tier	6th Tier
1	2 (1)					
2	2 (2)					
3	2 (2)	1 (1)				
4	2 (3)	1 (2)				
5	2 (4)	1 (2)	1 (1)			
6	2 (4)	1 (2)	1 (2)			
7	2 (4)	1 (3)	1 (2)	1 (1)*		
8	2 (4)	1 (3)	1 (3)	1 (2)*		
9	2 (4)	1 (3)	1 (3)	1 (2)*	1 (1)**	
10	2 (4)	1 (4)	1 (3)	1 (2)*	1 (2)**	
11	2 (4)	1 (4)	1 (4)	1 (3)*	1 (3)**	
12	2 (4)	1 (4)	1 (4)	1 (4)*	1 (4)**	1 (1)***

*Usable only by Wizards with a 16 Intelligence or greater

**Usable only by Wizards with a 17 Intelligence or greater

*** Usable only by Wizards with an 18 Intelligence or greater

Note: read each cell as number of specialty spells + any spell; for example, a first level Necromancer would have 2 Necromancy spells + any 1 other from a non-barred school.

Wizard Spell List

1st Tier

Affect Normal Fires (Alt)
Alarm (Ab)
Animate Dead Animals (N)*
Audible Glamour (Ill)
Burning Hands (Alt)
Change Self (Ill)
Charm Man I (Ch)*
Charm Person (Ch)*
Chill Touch (N)
Davent's Seduction (Ch)
Detect Undead (D, N)
Find Familiar (S, All)
Fist of Stone (Alt)
Grease (S)
Hold Portal (Alt)
Hypnotism (Ch)
Identify (D)
Impotence (Ch)*
Jump (Alt)
Kiss of Sleeping (Ch)*
Kiss of Wounding (Ch)*
Locate Remains (D, N)
Magic Missile (Inv)*
Magic Weapon (Alt)
Phantasmal Force (Ill)*
Power Word, Rut (Ch)*
Protection from Evil (Ab)
Protection from Good (Ab)
Read Magic (D)
Sexual Attraction (Alt)
Shield (Ab)
Shocking Grasp (Alt)
Sleep (Ch)
Spectral Voice (N)
Spider Climb (Alt)
Summon Creature I (S)*
Tenser's Floating Disc (Inv)
Torch Flame (Alt)
Ventriloquism (Ill)
Wall of Fog (Inv)

2nd Tier

Bind (Ch)
Blindness (Ill)
Blur (Ill)
Bull's Strength (Alt)
Charm Man II (Ch)*
Dark Flame (Alt)
Deafness (Ill)
Detect Invisibility (D)
Ecstasy (Ch)*
Enhance Familiar I (Ch)
ESP (D)
Flaming Sphere (Inv)
Fog Cloud (Inv)
Forget (Ch)
Hypnotic Pattern (Ill)
Improved Phantasmal Force (Ill)*
Jealousy (Ch)*
Kiss of Weakness (Ch)*
Leomund's Trap (Ill)
Levitate (Alt)*
Locate Object (D)
Magic Mouth (Alt)
Max's Earthen Grasp (Inv)
Melf's Acid Arrow (Inv)
Mirror Image (Ill)
Pyrotechnics (Alt)
Ray of Enfeeblement (Ch)
Scare (Ch)
Shatter (Alt)
Skeletal Hands (N)
Spectral Hands (N)
Stinking Cloud (Inv)
Summon Creature II (S)*
Summon Swarm (S)
Web (Inv)
Whispering Wind (Ill)

3rd Tier

Blown Kiss (Ch)*
Charm Man III (Ch)*
Crystal Sight (D)
Dispel Magic (Ab)
Enhance Familiar II (Ch)
Enlarge (Alt)*
Explosive Runes (Alt)
Feign Death (N)
Fireball (Inv)*
Flame Arrow (Inv)
Gust of Wind (Alt)
Hallucinatory Terrain (Ill)
Hold Person (Ch)*
Hold Undead (N)
Illusory Wall (Ill)
Infravision (Alt)
Kiss of Slavery (Ch)*
Lightning Bolt (Inv)*
Lorn's Creeping Shadow (Ill)
Magic Weapon II (Alt)
Melf's Minute Meteors (Inv)
Non-detection (Ab)
Phantom Steed (Ill, S)
Protection from Evil 10' (Ab)
Sepia Snake Sigil (S)
Slow (Alt)
Spectral Force (Ill)*
Spirit Armor (N)
Suggestion (Ch)
Summon Creature III (S)*
Taramis' Reduction Spell (Alt)*
Vampiric Touch (N)*
Wind Wall (Inv)

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4th Tier

Brainkill (N)
Charm Man IV (Ch)*
Charm Monster (Ch)*
Confusion (Ch)
Contagion (N)
Curse (N)*
Detect Scrying (D)
Emphatic Wound Transfer (N)
Emotion (Ch)
Enervation (N)
Enhance Familiar III (Ch)
Evard's Black Tentacles (S)
Fire Charm (Ch)
Fire Trap (Inv)
Fire Shield (Inv)
Fumble (Ch)
Globe of Invulnerability (Ab)
Ice Storm (Inv)*
Lovesickness (Ch)*
Magic Mirror (D)
Otiluke's Resilient Sphere (Ab)
Phantasmal Killer (Ill)*
Polymorph Other (Alt)*
Polymorph Self (Alt)*
Rainbow Pattern (Ill)
Remove Curse (N)
Shadow Monsters (Ill)
Shout (Inv)
Solid Fog (Inv)
Summon Creature IV (S)*
Thunder Staff (Inv)
Vitriolic Sphere (S)
Wall of Fire (Inv)
Wall of Ice (Inv)

*Spells only usable by a specific school

5th Tier

Advanced Illusion (Ill)*
Animate Dead (N)*
Attraction (Alt)
Avoidance (Alt)
Bind Undead (N)
Charm Man V (Ch)*
Cloudkill (Inv)*
Cone of Cold (Inv)*
Conjure Elemental (S)*
Contact Other Plane (D)
Dismissal (Ab)
Domination (Ch)*
Dream (Ill)
Enhance Familiar IV (Ch)
Feeblemind (Ch)
Hold Monster (Ch)*
Leomund's Secret Chest (S)
Magic Jar (N)*
Summon Creature V (S)*
Telekinesis (Alt)*
Tentacles (S)
Wall of Force (Inv)
Wall of Iron (Inv)
Wall of Stone (Inv)

6th Tier

Bloodstone's Spectral Steed (N)
Chain Lightning (Inv)*
Charm Man VI (Ch)*
Contingency (Inv)
Death Fog (Inv)
Death Spell (N)*
Demi-Shadow Magic (Ill)
Disintegrate (Alt)*
Enhance Familiar V (Ch)
Ensnarement (S)
Eyebite (Ch)
Flesh to Stone (Alt)
Forest's Fiery Constrictor (Inv)
Geas (Ch)
Ghoul Gauntlet (N)*
Guards and Wards (Ab)
Legend Lore (D)
Lorn's Shadowy Transformation (Ill)
Mass Suggestion (Ch)
Otiluke's Freezing Sphere (Inv)
Permanent Illusion (Ill)*
Programmed Illusion (Ill)*
Project Image (Ill)
Repulsion (Ab)
Summon Creature VI (S)*
Transmute Bone to Steel (N)
Veil (Ill)



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1st Tier

Affect Normal Fires

School: Alteration
Range: 5 yds./level
Components: V, S, M
Duration: 2 rds./level
Casting Time: 1
Area of Effect: 10-ft. radius
Saving Throw: None

This spell enables the wizard to cause non-magical fires--from as small as a torch or lantern to as large as the area of effect--to reduce in size and brightness to become mere coals or increase in light to become as bright as full daylight and increase the illumination to double the normal radius. Note that this does not affect either fuel consumption or damage caused by the fire. The caster can affect any or all fires in the spell's area. He can alter their intensities with a single gesture as long as the spell is in effect. The spell lasts until the caster cancels it, all fuel is burned, or the duration expires. The caster can also extinguish all flames in the area, which expends the spell immediately. The spell does not affect fire elementals or similar creatures.

Alarm

School: Abjuration
Range: 10 yds.
Components: V, S, M
Duration: 4 hrs. + _ hr./level
Casting Time: 1 rd.
Area of Effect: Up to 20-ft. cube
Saving Throw: None

When an *alarm* spell is cast, the wizard causes a selected area to react to the presence of any creature larger than a normal rat--anything larger than about $\frac{1}{2}$ cubic foot in volume or more than about three pounds in weight. The area of effect can be a portal, a section of floor, stairs, etc. As soon as any creature enters the warded area, touches it, or otherwise contacts it without speaking a password established by the caster, the *alarm* spell lets out a loud ringing that can be heard clearly within a 60-foot radius. (Reduce the radius by 10 feet for each interposing door and by 20 feet for each substantial interposing wall.) The sound lasts for one round and then ceases. Ethereal or astrally projected creatures do not trigger an alarm, but flying or levitating creatures, invisible creatures, or incorporeal or gaseous creatures do. The caster can dismiss the alarm with a single word.

The material components of this spell are a tiny bell and a piece of very fine silver wire.

Animate Dead Animals

School: Necromancy
Range: 10'
Components: V, S, M
Duration: Permanent
Casting Time: 2 rounds
Area of Effect: Special
Saving Throw: None

This spell is only usable by Necromancers.

This spell creates undead zombies and skeletons from the bones and bodies of dead vertebrate animals. They obey simple commands and last until destroyed in combat or by accident. The number created is a function of the original HD of the animal and the caster's level as follows:

Skeleton	#/ Caster Level	MM Changes
$\frac{1}{4}$ HD	4/caster level	none
$\frac{1}{2}$ to 1 HD	2/caster level	none
1+ to 3 HD	1/caster level	AC +2; dmg -2
3+ to 6 HD	$\frac{1}{2}$ /caster level	AC +2; dmg -2
6+ or >	$\frac{1}{4}$ /caster level	AC +2; dmg -2

Zombie

$\frac{1}{4}$ HD	2/caster level	AC +3; HD+1
$\frac{1}{2}$ to 1-1	1/caster level	AC +3; HD+1
1 to 3	$\frac{1}{2}$ /caster level	AC +3; HD+1
3+	$\frac{1}{4}$ /caster level	AC +3; HD+1

The Monstrous Manual Changes above are the modifications made to the normal Animal type. Additionally, movement is always reduced by half. Such transformed animals lose any natural defenses they had in life but gain the standard undead immunities.

Audible Glamor

School: Illusion/Phantasm
Range: 60 yds. + 10 yds./level
Components: V, S, M
Duration: 3 rds./level
Casting Time: 1
Area of Effect: Hearing range
Saving Throw: Special

When the *audible glamor* spell is cast, the wizard causes a volume of sound to arise, at whatever distance he desires (within range), and seem to recede, approach, or remain at a fixed place as desired. The volume of sound created, however, is directly related to the level of the spellcaster. The volume is based upon the lowest level at which the spell can be cast, 1st level. The noise of the *audible glamor* at this level is that of four men, maximum. Each additional experience level of the wizard adds a like volume, so that at 2nd level the wizard can have the spell cause sound equal to that of eight men. Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The auditory illusion created by an *audible glamor* spell can be virtually any type of sound, but the relative volume must be commensurate with the level of the wizard

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casting the spell. A horde of rats running and squeaking is about the same volume as eight men running and shouting. A roaring lion is equal to the noise volume of 16 men, while a roaring dragon is equal to the noise volume of no fewer than 24 men.

A character stating that he does not believe the sound receives a saving throw, and if it succeeds, the character then hears a faint and obviously false sound, emanating from the caster's direction. Note that this spell can enhance the effectiveness of the *phantasmal force* spell.

The material component of the spell is a bit of wool or a small lump of wax.

Burning Hands

School: Alteration

Range: 0

Components: V, S

Duration: Instantaneous

Casting Time: 1

Area of Effect: The caster

Saving Throw: $\frac{1}{2}$

When the wizard casts this spell, a jet of searing flame shoots from his fingertips. His hands must be held so as to send forth a fanlike sheet of flames: The wizard's thumbs must touch each other and the fingers must be spread. The burning hands send out flame jets 5 feet long in a horizontal arc of about 120 degrees in front of the wizard. Any creature in the area of the flames suffers 1d3 points of damage, plus 2 points for each level of experience of the spellcaster, to a maximum of 1d3+20 points of fire damage.

Those successfully saving vs. spell receive half damage. Flammable materials touched by the fire burn (for example, cloth, paper, parchment, thin wood, etc.). Such materials can be extinguished in the next round if no other action is taken.

Change Self

School: Illusion/Phantasm

Range: 0

Components: V, S

Duration: 2d6 rds. + 2 rds./level

Casting Time: 1

Area of Effect: The caster

Saving Throw: None

This spell enables the wizard to alter the appearance of his form--including clothing and equipment--to appear 1 foot shorter or taller; thin, fat, or in between; human, humanoid, or any other generally man-shaped bipedal creature. The caster cannot duplicate a specific individual. The spell does not provide the abilities or mannerisms of the chosen form. The duration of the spell is 2d6 rounds plus two additional rounds per

level of experience of the spellcaster. The DM may allow a saving throw for disbelief under certain circumstances: for example, if the caster acts in a manner obviously inconsistent with his chosen role. The spell does not alter the perceived tactile (i.e., touch) properties of the caster or his equipment, and the ruse can be discovered in this way.

Charm Man I

School: Enchantment/Charm

Range: 15' radius

Components: V, S

Duration: 1d4+1 turns

Casting time: 1

Area of Effect: 1d4+4 males of 1 HD/level or lower

Saving Throw: see below

This spell is only usable by Enchantresses.

The caster must have a Charisma score of at least 13 to cast this spell.

The spell affects victims the same as a charm person spell. If there is a leader with a group of men, he may dispel the charm if his Charisma plus a roll of 1d8 is six points or more higher than the caster's Charisma. If the spell is not dispelled by a leader, each man within the area of effect must attempt a save vs. spells. A successful save negates the effect of the spell for that man only. If there are more men within range than a maximum number who can be affected, the spell is directed against the lower-level men first. The spell won't work on any man who has taken damage from any other action by the same cleric during the current encounter.

Charm Person

School: Enchantment/Charm

Range: 120 yds.

Components: V, S

Duration: Special

Casting Time: 1

Area of Effect: 1 person

Saving Throw: Neg.

This spell is only usable by Enchanters.

This spell affects any single person it is cast upon. The creature then regards the caster as a trusted friend and ally to be heeded and protected. The term *person* includes any bipedal human, demihuman or humanoid of man size or smaller. The spell does not enable the caster to control the charmed creature as if it were an automaton, but any word or action of the caster is viewed in the most favorable way. Thus, a charmed

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creature would not obey a suicide command, but might believe the caster if assured that the only chance to save the caster's life is for the creature to hold back an onrushing red dragon for "just a minute or two" and if the charmed creature's view of the situation suggests that this course of action still allows a reasonable chance of survival. The subject's attitudes and priorities are changed with respect to the caster, but basic personality and alignment are not. A request that a victim make itself defenseless, give up a valued item, or even use a charge from a valued item (especially against former associates or allies) might allow an immediate saving throw to see if the charm is thrown off. Likewise, a charmed creature does not necessarily reveal everything it knows or draw maps of entire areas. Any request may be refused, if such refusal is in character and does not directly harm the caster. The victim's regard for the caster does not necessarily extend to the caster's friends or allies. The victim does not react well to the charmer's allies making suggestions such as, "Ask him this question. . .," nor does the charmed creature put up with verbal or physical abuse from the charmer's associates, if this is out of character. Note also that the spell does not empower the caster with linguistic capabilities beyond those he normally has. The duration of the spell is a function of the charmed creature's Intelligence, and it is tied to the saving throw. A successful saving throw breaks the spell. This saving throw is checked on a periodic basis according to the creature's Intelligence, even if the caster has not overly strained the relationship.

Intelligence Score Period Between Checks

3 or less: 3 months
4-6: 2 months
7-9: 1 month
10-12: 3 weeks
13-14: 2 weeks
15-16: 1 week
17: 3 days
18: 2 days
19 or more: 1 day

If the caster harms, or attempts to harm, the charmed creature by some overt action, or if a *dispel magic* spell is successfully cast upon the charmed creature, the charm is broken automatically. If the subject of the *charm person* spell successfully rolls its saving throw vs. the spell, the effect is negated.

Chill Touch

School: Necromancy
Range: 0
Components: V, S
Duration: 3 rds. + 1 rd./level
Casting Time: 1
Area of Effect: The caster
Saving Throw: Neg.

When the caster completes this spell, a blue glow encompasses his hand. This energy attacks the life force of any living creature upon which the wizard makes a successful melee attack. The touched creature must roll a successful saving throw vs. spell or suffer 1d4 points of damage and lose 1 point of Strength. If the save is successful, the creature remains unharmed. Creatures not rated for Strength suffer a -1 penalty to their attack rolls for every other successful touch. Lost Strength returns at the rate of 1 point per hour. Damage must be cured magically or healed naturally.

This spell has a special effect on undead creatures. Undead touched by the caster suffer no damage or Strength loss, but they must successfully save vs. spell or flee for 1d4 rounds + 1 round per level of the caster.

Davenet's Seduction

School: Enchantment/Charm
Range: Special
Components: V, S, M
Duration: Permanent or until dispelled
Casting time: 1 hour
Area of Effect: One person
Saving Throw: see below

The spellcaster may affect one individual of the opposite sexual orientation to become enamored with the spellcaster and willingly subject to all of his/her commands. That the victim has been seduced (magically or otherwise) will be readily apparent to those who make a successful wisdom check. In order to cast the spell, the spellcaster must extract a personal item of the victim's, and then cast the spell onto the item in solitude. When the item is given back to the victim and recognized, the spell is complete.

The victim is allowed a special saving throw on a d20 based on intelligence. The roll is modified by adding the victim's wisdom and subtracting the spellcaster's apparent charisma (OPTIONAL: comeliness). The spell is effective until dispelled.

While under the enchantment, the victim will take as gospel everything the spellcaster says, and will strive to

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protect and defend the spellcaster at all times. If the spell is broken by another magic or by the will of the enchanter, however, the victim will remember everything and know that magic was involved.

Detect Undead

School: Divination, Necromancy

Range: 0

Components: V, S, M

Duration: 3 turns

Casting Time: 1 rd.

Area of Effect: 60 ft. + 10 ft./level

Saving Throw: None

This spell enables the caster to detect all undead creatures out to the limit of the spell. The area of effect extends in a path 10 feet wide and 60 feet long (plus 10 feet longer per level of the wizard), in the direction the caster is facing. Scanning a direction requires one round, and the caster must be motionless. While the spell indicates direction, it does not give specific location or distance. It detects undead through walls and obstacles but is blocked by 1 foot of solid stone, 1 yard of wood or loose earth, or a thin coating of metal. The spell does not indicate the type of undead detected, only that undead are present.

The material component for this spell is a bit of earth from a grave.

Find Familiar

School: Conjuration/Summoning, All

Range: 1 mile/level

Components: V, S, M

Duration: Special

Casting Time: 2d12 hours

Area of Effect: 1 familiar

Saving Throw: Special

This spell is usable by all schools.

This spell enables the caster to attempt to summon a familiar to act as his aide and companion. Familiars are typically small creatures, such as cats, frogs, ferrets, crows, hawks, snakes, owls, ravens, toads, weasels, or even mice. A creature acting as a familiar can benefit a wizard, conveying its sensory powers to its master, conversing with him, and serving as a guard/scout/spy as well. A wizard can have only one familiar at a time, however, and he has no control over what sort of creature answers the summoning, if any at all come.

The creature is always more intelligent than others of its type (typically by 2 or 3 Intelligence points), and its

bond with the wizard confers upon it an exceptionally long life. The wizard receives the heightened senses of his familiar, which grants the wizard a +1 bonus to all surprise die rolls. Normal familiars have 2-4 hit points plus 1 hit point per caster level, and an Armor Class of 7 (due to size, speed, etc.).

The wizard has an empathic link with the familiar and can issue it mental commands at a distance of up to 1 mile. Note that empathic responses from the familiar are generally fairly basic--while able to communicate simple thoughts, these are often overwhelmed by instinctual responses. Thus, a ferret familiar spying on a band of Hyrkanians in the woods might lose its train of thought upon sighting a mouse. Certainly its communications to its master would be tinged with fear of the "big ones" it was spying on! The caster cannot see through the familiar's eyes. If separated from the caster, the familiar loses 1 hit point each day, and dies if reduced to 0 hit points. When the familiar is in physical contact with its wizard, it gains the wizard's saving throws against special attacks. If a special attack would normally cause damage, the familiar suffers no damage if the saving throw is successful and half damage if the saving throw is failed. If the familiar dies, the wizard must successfully roll an immediate system shock check or die. Even if he survives this check, the wizard loses 1 point from his Constitution when the familiar dies.

The power of the conjuration is such that it can be attempted but once per year. When the wizard decides to find a familiar, he must load a brass brazier with charcoal. When this is burning well, he adds 1,000 sp worth of incense and herbs. The spell incantation is then begun and must be continued until the familiar comes or the casting time is finished.

The DM secretly determines all results. Note that most familiars are not inherently magical, nor does a *dispel magic* spell send them away. Deliberate mistreatment, failure to feed and care for the familiar, or continuous unreasonable demands have adverse effects on the familiar's relationship with its master. Purposely arranging the death of one's own familiar incurs great disfavor from certain powerful entities, with dire results.

D20 Roll	Familiar*	Sensory Powers
1-5	Cat, black	Excellent night vision & superior hearing
6-7	Crow	Excellent vision
8-9	Hawk	Very superior

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10-11	Owl	distance vision Night vision equals human daylight vision, superior hearing
12-13	Toad	Wide-angle vision
14-15	Weasel	Superior hearing & very superior olfactory power
16-20	No familiar available within spell range	
* The DM can substitute other small animals suitable to the area.		

Fist of Stone

School: Alteration

Range: 0

Components: V, S

Duration: 1 round/level

Casting Time: 1

Area of Effect: The caster's hand

Saving Throw: None

Upon completion of this spell, one of the caster's hands (his choice) turns to stone. It is flexible and can be used to punch, smash, or crush objects and opponents as if the wizard had Strength of 18/00. Combat bonuses for Strength do not apply if the caster uses any weapon other than his fist.

While the spell is in effect, the wizard cannot cast spells requiring somatic components.

Grease

School: Conjuration

Range: 10 yds.

Components: V, S, M

Duration: 3 rds. + 1 rd./level

Casting Time: 1

Area of Effect: 10 x 10 ft.

Saving Throw: Special

A *grease* spell covers a material surface with a slippery layer of a fatty, greasy nature. Any creature entering the area or caught in it when the spell is cast must save vs. spell or slip, skid, and fall. Those who successfully save can reach the nearest non-*greased* surface by the end of the round. Those who remain in the area are allowed a saving throw each round until they escape the area. The DM should adjust saving throws by circumstance; for example, a creature charging down an incline that is suddenly greased has little chance to avoid the effect, but its ability to exit the affected area is almost assured!

The spell can also be used to create a greasy coating on an item--a rope, ladder rungs, weapon handle, etc. Material objects not in use are always affected by this spell, while creatures wielding or employing items receive a saving throw vs. spell to avoid the effect. If the initial saving throw is failed, the creature immediately drops the item. A saving throw must be made each round the creature attempts to use the greased item. The caster can end the effect with a single utterance; otherwise, it lasts for three rounds plus one round per level.

The material component of the spell is a bit of pork rind or butter.

Hold Portal

School: Alteration

Range: 20 yds./level

Component: V

Duration: 1 rd./level

Casting Time: 1

Area of Effect: 20 sq. ft./level

Saving Throw: None

This spell magically bars a door, gate, or valve of wood, metal, or stone. The magical closure holds the portal fast, just as if it were securely closed and locked. Any extraplanar creature (djinn, elemental, etc.) with 4 or more Hit Dice can shatter the spell and burst open the portal. A wizard of 4 or more experience levels higher than the spellcaster can open the held portal at will. A *knock* spell or a successful *dispel magic* spell can negate the *hold portal*. Held portals can be broken or physically battered down.

Hypnotism

(Enchantment/Charm)

Range: 5 yds.

Components: V, S

Duration: 1 rd. + 1 rd./level

Casting Time: 1

Area of Effect: 30 ft. cube

Saving Throw: Neg.

The gestures of the wizard, along with his droning incantation, cause 1d6 creatures within the area to become susceptible to a suggestion--a brief and reasonable-sounding request (see the 3rd-level wizard *suggestion* spell). The request must be given after the *hypnotism* spell is cast. Until that time, the success of the spell is unknown. Note that the subsequent suggestion is not a spell, but simply a vocalized urging (the caster must speak a language the creature understands for this spell to work). Creatures that successfully roll their

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saving throws are not under hypnotic influence. Those who are exceptionally wary or hostile save with +1 to +3 bonuses. If the spell is cast at an individual creature that meets the caster's gaze, the saving throw is made with a penalty of -2. A creature that fails its saving throw does not remember that the caster enspelled it.

Identify

School: Divination
Range: 0
Components: V, S, M
Duration: 1 rd./level
Casting Time: Special
Area of Effect: 1 item/level
Saving Throw: None

When an *identify* spell is cast, magical items subsequently touched by the wizard can be identified. The eight hours immediately preceding the casting of the spell must be spent purifying the items and removing influences that would corrupt and blur their magical auras. If this period is interrupted, it must be begun again. When the spell is cast, each item must be handled in turn by the wizard. Any consequences of this handling fall fully upon the wizard and may end the spell, although the wizard is allowed any applicable saving throw.

The chance of learning a piece of information about an item is equal to 10% per level of the caster, to a maximum of 90%, rolled by the DM. Any roll of 96-00 indicates a false reading (91-95 reveals nothing). Only one function of a multifunction item is discovered per handling (i.e., a 5th-level wizard could attempt to determine the nature of five different items, five different functions of a single item, or any combination of the two). If any attempt at reading fails, the caster cannot learn any more about that item until he advances a level. Note that some items, such as special magical tomes, cannot be identified with this spell. The item never reveals its exact attack or damage bonuses, although the fact that it has few or many bonuses can be determined. If it has charges, only a general indication of the number of charges remaining is learned: powerful (81% - 100% of the total possible charges), strong (61% - 80%), moderate (41% - 60%), weak (6% - 40%), or faint (five charges or less). The faint result takes precedence, so a fully charged *ring of three wishes* always appears to be only faintly charged.

After casting the spell and determining what can be learned from it, the wizard loses 8 points of Constitution. He must rest for two hours to recover each point of Constitution. If the 8-point loss drops the

spellcaster below a Constitution of 1, he falls unconscious. Consciousness is not regained until full Constitution is restored, which takes 24 hours (one point per three hours for an unconscious character).

The material components of this spell are a pearl (of at least 100 sp value) and an owl feather steeped in wine; the infusion must be drunk prior to spellcasting. If a *luckstone* is powdered and added to the infusion, the divination becomes much more potent: Exact bonuses or charges can be determined, and the functions of a multifunctional item can be learned from a single reading. At the DM's option, certain properties of an artifact or relic might also be learned.

Impotence

School: Enchantment/Charm
Range: 5 yards
Components: V, S, M
Duration: 10 rounds/level
Casting time: 1
Area of Effect: One creature
Saving Throw: Neg.

This spell is only usable by Enchantresses.

This spell enables the spell caster to render one creature, himself or otherwise, impotent (incapable of sexual intercourse). During the period of impotence, the creature will attack at -2 and make morale and saving throws at -2. Wisdom, Constitution, and Charisma scores will be lowered by 1-3 points each for the duration of the spell. Also, during this time the creature will feel downright miserable.

Jump

School: Alteration
Range: Touch
Components: V, S, M
Duration: 1d3 rds. + 1 rd./level
Casting Time: 1
Area of Effect: Creature touched
Saving Throw: None

The individual touched when this spell is cast is empowered to leap once per round for the duration of the spell. Leaps can be up to 30 feet forward or straight upward or 10 feet backward. Horizontal leaps forward or backward have only a slight arc--about 2 feet per 10 feet of distance traveled. The *jump* spell does not ensure safety in landing or grasping at the end of the leap.

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The material component of this spell is a grasshopper's hind leg, to be broken by the caster when the spell is cast.

Kiss of Sleeping

School: Enchantment/Charm
Range: Touch
Components: S
Duration: 10/level
Casting time: 1
Area of Effect: One creature
Saving Throw: None

This spell is only usable by Enchantresses.

When a wizard casts this spell, he/she must kiss the intended victim and the victim must be able to receive a kiss (i.e. not in combat). After the kiss, the victim goes into a deep comatose slumber.

Slapping or wounding awakens the affected creature but normal noise does not. Awakening requires one entire round.

Kiss of Wounding

School: Conjuraction/Summoning
Range: Touch
Components: S
Duration: Instantaneous
Casting time: 1
Area of Effect: One creature
Saving Throw: 1/2

This spell is only usable by Enchantresses.

When a wizard casts this spell, he/she must kiss the intended victim and the victim must be able to receive a kiss (i.e. not in combat). This kiss causes the victim to suffer 1d3 hit points of damage, plus 3 points for each level of experience of the spellcaster, to a maximum of 1d3+20 points. Those successfully saving vs. spell receive half damage.

Magic Missile

School: Evocation
Range: 60 yds. + 10 yds./level
Components: V, S
Duration: Instantaneous
Casting Time: 1
Area of Effect: 1-5 targets
Saving Throw: None

This spell is only usable by Invokers.

Use of the *magic missile* spell creates up to five missiles of magical energy that dart forth from the wizard's fingertip and unerringly strike their target. This

includes enemy creatures in a melee. The target creature must be seen or otherwise detected to be hit, however, so near-total concealment, such as that offered by arrow slits, can render the spell ineffective. Likewise, the caster must be able to identify the target. He cannot direct a magic missile to "Strike the commander of the legion," unless he can single out the commander from the rest of the soldiers. Specific parts of a creature cannot be singled out. Inanimate objects (locks, etc.) cannot be damaged by the spell, and any attempt to do so wastes the missiles to no effect. Against creatures, each missile inflicts 1d4+1 points of damage.

For every two extra levels of experience, the wizard gains an additional missile--he has two at 3rd level, three at 5th level, four at 7th level, etc., up to a total of five missiles at 9th level. If the wizard has multiple missile capability, he can have them strike a single target creature or several creatures, as desired.

Locate Remains

School: Divination, Necromancy
Range: 0
Components: V, S, M
Duration: 1 turn + 5 rds/level
Casting Time: 1 round
Area of Effect: 30' long + 5'/level
Saving Throw: None

This spell attunes the caster to the remains of dead beings. This spell will help locate unburied corpses or even corporeal undead. The area of effect is a 10' wide path in the direction the caster faces. It takes one round to scan forward during which time the caster is motionless. This spell can find a particular person's remains if the caster has a personal item of the deceased during the casting. In this case, other remains are not detected.

Magic Weapon I

School: Enchantment
Range: Touch
Components: V, S, M
Duration: 2 rds/level
Casting Time: 1
Area of Effect: 1 weapon
Saving Throw: None

By means of this spell, the caster makes a normal mundane weapon into a magical +1 weapon. This spell does not enhance a weapon that is already magical. The weapon may be a wooden staff, a metal dagger, or a leather sling, as long as the object is considered a

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“weapon.” A rock could be considered a weapon but a feather would not be.

Phantasmal Force

School: Illusion/Phantasm
Range: 60 yds. + 10 yds./level
Components: V, S, M
Duration: Special
Casting Time: 1
Area of Effect: 400 sq. ft. + 100 sq. ft./level
Saving Throw: Special

This spell is only usable by Illusionists.

This spell creates the illusion of any object, creature, or force, as long as it is within the boundaries of the spell's area of effect. The illusion is visual and affects all believing creatures (undead are immune) that view it. It does not create sound, smell, or temperature. Effects that depend on these senses usually fail. The illusion lasts until struck by an opponent--unless the spellcaster causes the illusion to react appropriately—or until the wizard ceases concentration upon the spell (due to desire, moving, or a successful attack that causes damage). Saving throws for illusions are explained under "Illusions" in Chapter 7: Magic and under "Adjudicating Illusions" at the beginning of Appendix 2. Creatures that disbelieve the illusion see it for what it is and add +4 to associates' saving throws if this knowledge can be communicated effectively. Creatures believing the illusion are subject to its effects (again, as explained in Chapter 7). The illusionary effect can be moved by the caster within the limits of the area of effect.

The material component of the spell is a bit of fleece.

Power Word, Rut

School: Conjunction/Summoning
Range: 5 yards/two level
Components: V
Duration: 1 hour/level
Casting time: 1
Area of Effect: One male mammal
Saving Throw: None

This spell is only usable by Enchantresses.

When this spell is cast, the recipient gains a condition of sexual excitement and productive activity. This reflects in the recipient as again a +2 modifier for every three levels of the mage to dexterity with respect to having sex. Thus, this spell won't effect any other aspects of dexterity; only sex. Also due to his hyper state, the recipient gains a +1 to hit. Furthermore, two

points of intelligence and one point of wisdom is lost; and one point of charisma is gained. These bonuses end when the spell ends.

Protection from Evil

School: Abjuration
Range: Touch
Components: V, S, M
Duration: 2 rds./level
Casting Time: 1
Area of Effect: 1 creature
Saving Throw: None

When this spell is cast, it creates a magical barrier around the recipient at a distance of 1 foot. The barrier moves with the recipient and has three major effects: First, all attacks made by evil or evilly enchanted creatures against the protected creature receive a penalty of -2 to each attack roll, and any saving throws caused by such attacks are made by the protected creature with a +2 bonus.

Second, any attempt to exercise mental control over the protected creature (if, for example, it has been charmed by a vampire) or to invade and take over its mind (as by a ghost's magic jar attack) is blocked by this spell. Note that the protection does not prevent a vampire's charm itself, nor end it, but it does prevent the vampire from exercising mental control through the barrier. Likewise, an outside life force is merely kept out, and would not be expelled if in place before the protection was cast.

Third, the spell prevents bodily contact by creatures of an extraplanar or conjured nature (such as aerial servants, elementals, imps, invisible stalkers, salamanders, water weirds, xorn, and others). This causes the natural (body) weapon attacks of such creatures to fail and the creature to recoil if such attacks require touching the protected creature. Animals or monsters summoned or conjured by spells or similar magic are likewise hedged from the character. This protection ends if the protected character makes a melee attack against or tries to force the barrier against the blocked creature.

To complete this spell, the wizard must trace a 3-foot-diameter circle on the floor (or ground) with powdered silver.

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Protection from Good

School: Abjuration
Range: Touch
Components: V, S, M
Duration: 2 rds./level
Casting Time: 1
Area of Effect: 1 creature
Saving Throw: None

When this spell is cast, it creates a magical barrier around the recipient at a distance of 1 foot. The barrier moves with the recipient and has three major effects: First, all attacks made by good or goodly enchanted creatures against the protected creature receive a penalty of -2 to each attack roll, and any saving throws caused by such attacks are made by the protected creature with a +2 bonus.

Second, any attempt to exercise mental control over the protected creature (if, for example, it has been charmed by a Ki-rin) or to invade and take over its mind is blocked by this spell. Note that the protection does not prevent the charm itself, nor end it, but it does prevent the creature from exercising mental control through the barrier. Likewise, an outside life force is merely kept out, and would not be expelled if in place before the protection was cast.

Third, the spell prevents bodily contact by creatures of an extraplanar or conjured nature (such as aerial servants, elementals, imps, invisible stalkers, salamanders, water weirds, xorn, and others). This causes the natural (body) weapon attacks of such creatures to fail and the creature to recoil if such attacks require touching the protected creature. Animals or monsters summoned or conjured by spells or similar magic are likewise hedged from the character. This protection ends if the protected character makes a melee attack against or tries to force the barrier against the blocked creature.

To complete this spell, the wizard must trace a 3-foot-diameter circle on the floor (or ground) with powdered iron.

Read Magic

School: Divination
Range: 0
Components: V, S, M
Duration: 2 rds./level
Casting Time: 1rd.
Area of Effect: Special
Saving Throw: None

By means of a *read magic* spell, the wizard is able to read magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be totally unintelligible. (The personal books of the wizard, and works already magically read, are intelligible.) This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and the wizard has read the magical inscription, he is thereafter able to read that particular writing without recourse to the use of the *read magic* spell. The duration of the spell is two rounds per level of experience of the spellcaster; the wizard can read one page or its equivalent per round.

The wizard must have a clear crystal or mineral prism, which is not expended, to cast the spell.

Sexual Attraction

School: Alteration
Range: 10 feet
Components: V, S
Duration: 30 minutes/level
Casting Time: 1
Area of Effect: 1 person
Saving Throw: None

This spell causes the recipient to gain a +1 modifier to Comeliness for every three levels of the wizard. Looks, smell, and even taste of the outer skin is affected. This bonus does not allow Comeliness to exceed 21 though an Allure Trait will add +2 to reaction rolls to people of the opposite sexual orientation.

Comeliness	Modifier
7	-1
8-12	0
13	+1
14	+2
15	+3
16	+4
17	+5
18	+6
19	+7
20	+8
21	+9

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Most wizards cast the spell on his/her partner, so the partner is more desirable thus making it easier for the wizard to perform.

Shield

School: Evocation
Range: 0
Components: V, S
Duration: 5 rds./level
Casting Time: 1
Area of Effect: Special
Saving Throw: None

When this spell is cast, an invisible barrier comes into being in front of the wizard. This shield totally negates magic missile attacks. It provides the equivalent protection of AC 3. The shield also adds a +1 bonus to the wizard's saving throws against attacks that are basically frontal. Note that these benefits apply only if the attacks originate from in front of the wizard, where the shield can move to interpose itself.

Shocking Grasp

School: Alteration
Range: Touch
Components: V, S
Duration: Special
Casting Time: 1
Area of Effect: Creature touched
Saving Throw: None

When the wizard casts this spell, he develops a powerful electrical charge that gives a jolt to the creature touched. The spell remains in effect for one round per level of the caster or until it is discharged by the caster touching another creature. The shocking grasp delivers 1d8 points of damage, plus 1 point per level of the wizard (for example, a 2nd level wizard would discharge a shock causing 1d8+2 points of damage). While the wizard must come close enough to his opponent to lay a hand on the opponent's body or upon an electrical conductor that touches the opponent's body, a like touch from the opponent does not discharge the spell.

Sleep

School: Enchantment/Charm
Range: 30 yds.
Components: V, S, M
Duration: 5 rds./level
Casting Time: 1
Area of Effect: Special
Saving Throw: None

When a wizard casts a *sleep* spell, he causes a comatose slumber to come upon one or more creatures (other than undead and certain other creatures specifically excluded from the spell's effects). All creatures to be affected by the *sleep* spell must be within 30 feet of each other. The number of creatures that can be affected is a function of Hit Dice or levels. The spell affects 2d4 Hit Dice of monsters. Monsters with 4+3 Hit Dice (4 Hit Dice plus 3 hit points) or more are unaffected. The center of the area of effect is determined by the spellcaster. The creatures with the least Hit Dice are affected first, and partial effects are ignored. Slapping or wounding awakens affected creatures but normal noise does not. Awakening requires one entire round. Magically sleeping opponents can be attacked with substantial bonuses.

The material component for this spell is a pinch of fine sand, rose petals, or a live cricket.

Spectral Voice

School: Necromancy
Range: 10 yards/level
Components: V, S, M
Duration: 1 rd./level
Casting Time: 1
Area of Effect: 1 corpse
Saving Throw: None

This spell is similar to the 1st-level spell *ventriloquism* save that the caster throws his voice specifically through a nearby corpse or skeleton. Voices will sound hoarse or in the case of a skeleton, a raspy whisper. The caster continues to talk and thus cannot cast any spells requiring verbal components for the duration of the spell.

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Spider Climb

School: Alteration

Range: Touch

Components: V, S, M

Duration: 3 rds. + 1 rd./level

Casting Time: 1

Area of Effect: Creature touched

Saving Throw: Neg.

A *spider climb* spell enables the recipient to climb and travel upon vertical surfaces as well as a giant spider, or even hang upside down from ceilings. Unwilling victims must be touched and are then allowed a saving throw vs. spell to negate the effect. The affected creature must have bare hands and feet in order to climb in this manner, at a movement rate of 6 (3 if at all encumbered). During the course of the spell, the recipient cannot handle objects that weigh less than a dagger (one pound), for such objects stick to his hands and feet. Thus, a wizard will find it virtually impossible to cast spells if under a *spider climb* spell. Sufficient force can pull the recipient free; the DM can assign a saving throw based on circumstances, the strength of the force, and so on. For example, a creature with a Strength of 12 might pull the subject free if the subject fails a saving throw vs. paralyzation (a moderately difficult saving throw). The caster can end the spell effect with a word.

The material components of this spell are a drop of bitumen and a live spider, both of which must be eaten by the spell recipient.

Summon Creature I

School: Conjuraction/Summoning

Range: Special

Components: V, S, M

Duration: 2 rds. + 1 rd./level

Casting Time: 3

Area of Effect: 30-yd. radius

Saving Throw: None

This spell is only usable by Conjurers.

Within one round of casting this spell, the wizard magically conjures 2d4 1st-level monsters (selected by the DM, from his 1st-level encounter tables). The monsters appear anywhere within the spell's area of effect, as desired by the wizard. They attack the spell user's opponents to the best of their ability until either he commands that the attacks cease, the spell duration expires, or the monsters are slain. These creatures do not check morale, but they vanish when slain. Note that if no opponent exists to fight, summoned monsters can,

if the wizard can communicate with them and if they are physically able, perform other services for the summoning wizard.

In rare cases, adventurers have been known to disappear, summoned by powerful spellcasters using this spell. Those summoned recall all the details of their trip.

The material components of this spell are a tiny bag and a small (not necessarily lit) candle.

Tenser's Floating Disc

School: Evocation

Range: 20 yds.

Components: V, S, M

Duration: 3 turns + 1 turn/level

Casting Time: 1

Area of Effect: Special

Saving Throw: None

With this spell, the caster creates the slightly concave, circular plane of force known as Tenser's floating disc (after the famed wizard whose greed and ability to locate treasure are well known). The disc is 3 feet in diameter and holds 100 pounds of weight per level of the wizard casting the spell. The disc floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within its range of 20 yards at the command of the caster, and will accompany him at a movement rate of no more than 6. If unguided, it maintains a constant interval of 6 feet between itself and the wizard. If the spellcaster moves beyond range (by moving faster, by such means as a *teleport* spell, or by trying to take the disc more than 3 feet from the surface beneath it), or if the spell duration expires, the floating disc winks out of existence, and whatever it was supporting crashes to the surface beneath it.

The material component of the spell is a drop of mercury.

Torch Light

School: Conjuraction

Range: 10 yds.

Components: V, S

Duration: 1 turn/level

Casting Time: 4

Area of Effect: 20-ft.-radius

Saving Throw: Special

This spell causes a flickering glow within 20 feet of the spell's center. The area of light thus caused is equal in

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brightness to torchlight. Objects in darkness beyond this sphere can be seen, at best, as vague and shadowy shapes. The spell must be centered on any staff, stick, or even an unlit torch, and the caster must have a line of sight or unobstructed path to that point when the spell is cast. The caster can extinguish the light at any time by uttering a single word. Torch Light spells are not cumulative--multiple castings do not provide a brighter light. A Dark Flame spell cast directly against a Torch Light spell cancels both, and vice versa.

Ventriloquism

School: Illusion/Phantasm

Range: 10 yds./level, max. 90 yds.

Components: V, M

Duration: 4 rds. + 1 rd./level

Casting Time: 1

Area of Effect: 1 creature or object

Saving Throw: Neg.

This spell enables the wizard to make his voice--or someone else's voice--or a similar sound seem to issue from someplace else, such as from another creature, a statue, from behind a door, down a passage, etc. The spellcaster can speak in any language that he knows, or make any sound that he can normally make. With respect to such voices and sounds, anyone rolling a successful saving throw vs. spell with a -2 penalty detects the ruse. If cast in conjunction with other illusions, the DM may rule greater penalties or disallow an independent saving throw against this spell in consideration of its contribution to the total effect of the combined illusion.

The material component of this spell is a parchment rolled up into a small cone.

Wall of Fog

School: Evocation

Range: 30 yds.

Components: V, S, M

Duration: 2d4 rds. + 1 rd./level

Casting Time: 1

Area of Effect: 20 ft. cube + 10 ft. cube/level

Saving Throw: None

By casting this spell, the wizard creates a billowing wall of misty vapors in any area within the spell range. The wall of fog obscures all sight, normal and infravision,

beyond 2 feet. The caster may create less vapor if he wishes. The wall must be a roughly cubic or rectangular mass, at least 10 feet across in its smallest dimension. The misty vapors persist for three or more rounds. Their duration can be halved by a moderate wind, and they can be blown away by a strong wind.

The material component is a pinch of split dried peas.



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2nd Tier

Bind

School: Enchantment

Range: 30 yds.

Components: V, S, M

Duration: 1 rd./level

Casting Time: 2

Area of Effect: 50 ft. + 5 ft./level

Saving Throw: Neg.

When this spell is employed, the wizard can command any nonliving ropelike object, including string, yarn, cord, line, rope, or even a cable. The spell affects 50 feet of normal rope (with a 1 inch diameter), plus 5 feet per caster level. This length is reduced by 50% for every additional inch of thickness and increased by 50% for each half-inch less. The possible commands are Coil (form a neat, coiled stack), Coil & Knot, Loop, Loop & Knot, Tie & Knot, and the reverses of all of the above (Uncoil, etc.). One command can be given each round. The rope can only enwrap a creature or an object within 1 foot of it--it does not snake outward--so it must be thrown or hurled near the intended target. Note that the rope itself, and any knots tied in it, are not magical. A typical rope might be AC 6 and take 4 points of slashing damage before breaking. The rope does not inflict damage of any type, but it can be used as a trip line or to entangle a single opponent who fails a saving throw vs. spell.

Blindness

School: Illusion/Phantasm

Range: 30 yds. + 10 yds./level

Component: V

Duration: Special

Casting Time: 2

Area of Effect: 1 creature

Saving Throw: Neg.

The *blindness* spell causes the victim to become blind, able to see only a grayness before its eyes. Various *cure* spells will not remove this effect, save *cure blindness* and *dispel magic* or the spellcaster can do away with the blindness. A blinded creature suffers a -4 penalty to its attack rolls, and its opponents gain a +4 bonus to their attack rolls.

Blur

School: Illusion/Phantasm

Range: 0 Components: V, S

Duration: 3 rds. + 1 rd./level

Casting Time: 2

Area of Effect: The caster

Saving Throw: None

When a *blur* spell is cast, the wizard causes the outline of his form to become blurred, shifting and wavering. This distortion causes all missile and melee combat attacks against the caster to be made with -4 penalties on the first attempt and -2 penalties on all successive attacks. It also grants the wizard a +1 bonus to his saving throw for any direct magical attack. A *detect invisibility* spell will not counter this effect.

Bull's Strength

School: Alteration

Range: Touch

Components: V, S, M

Duration: 1 hr./level

Casting Time: 1 turn

Area of Effect: Person touched

Saving Throw: None

Application of this spell increases the Strength of the character by a number of points--or tenths of points after 18 Strength is attained (only if the character is a warrior). Benefits of the *strength* spell last for the duration of the magic. The amount of added Strength depends upon the spell recipient's group and is subject to all restrictions on Strength due to race and class. Multiclass characters use the best die.

Class Strength Gain

Warrior 1d8 points

Priest 1d6 points

Rogue 1d6 points

Wizard 1d4 points

If a warrior has an 18 Strength already, from 10% to 80% is added to his extraordinary Strength roll. The spell cannot confer a Strength of 19 or more, nor is it cumulative with other magic that adds to Strength. Beings without Strength scores receive a +1 to attack and damage rolls.

The material component of this spell is a few hairs, or a pinch of dung, from a particularly strong animal--ape, bear, ox, etc.

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Cat's Grace

School: Alteration
Range: Touch
Components: V, S, M
Duration: 1 hr/level
Casting Time: 2
Area of Effect: Creature Touched
Saving Throw: None

Just as a *bull's strength* spell can increase a subject's physical power for a time, *cat's grace* can enhance a subject's Dexterity. All abilities and skills that are Dexterity-based may be affected by an enhanced Dexterity score, including a subject's reaction adjustment, missile attack adjustment, defensive adjustment, Dexterity-based proficiency scores, and adjustments to thief abilities. The exact amount of Dexterity gained depends on the subject's class; multi-classed characters use the most favorable die.

Class Dexterity Gain

Rogue 1d8 points
Warrior 1d6 points
Wizard 1d6 points
Priest 1d4 points

The spell cannot confer a Dexterity score of 20 or more, and it is not cumulative with any other Dexterity-enhancing magical or psionic power. Subjects without Dexterity scores gain a -1 bonus to AC and a +1 to attack rolls with missiles for the duration of the spell.

The material components for this spell are three cat whiskers.

Charm Man II

School: Enchantment/Charm
Range: 15' radius
Components: V, S
Duration: 1d4+1 turns
Casting time: 1
Area of Effect: 1d4+4 males of 2 HD/level or lower
Saving Throw: see below

This spell is only usable by Enchantresses.

The caster must have a Charisma score of at least 13 to cast this spell.

The spell affects victims the same as a charm person spell. If there is a leader with a group of men, he may dispel the charm if his Charisma plus a roll of 1d8 is six points or more higher than the caster's Charisma. If the

spell is not dispelled by a leader, each man within the area of effect must attempt a save vs. spells. A successful save negates the effect of the spell for that man only. If there are more men within range than a maximum number who can be affected, the spell is directed against the lower-level men first. The spell won't work on any man who has taken damage from any other action by the same cleric during the current encounter.

Dark Flame

School: Alteration
Range: 10 yds.
Components: V, S
Duration: 1 turn/level
Casting Time: 4
Area of Effect: 20-ft.-radius
Saving Throw: Special

This spell causes a magical flickering darkness with a 20 foot radius around the spell's center. The spell must be centered on any staff, stick, or even an unlit torch, and the caster must have a line of sight or unobstructed path to that point when the spell is cast. Any normal light source or magical light source of lesser intensity than full daylight does not function in magical darkness. A darkness spell cast directly against a Torch Light spell cancels both, and vice versa.

Deafness

School: Illusion/Phantasm
Range: 60 yds.
Components: V, S, M
Duration: Special
Casting Time: 2
Area of Effect: 1 creature
Saving Throw: Neg.

The *deafness* spell causes the recipient to become totally deaf and unable to hear any sounds. The victim is allowed a saving throw vs. spell. An affected creature has a -1 penalty to its surprise rolls unless its other senses are unusually keen. Deafened spellcasters have a 20% chance to miscast any spell with a verbal component. This *deafness* can be done away with only by means of a *dispel magic* spell or by the spellcaster.

The material component of this spell is beeswax.

Wizard Spells 2nd Tier

Detect Invisibility

School: Divination
Range: 0
Components: V, S, M
Duration: 5 rds./level
Casting Time: 2
Area of Effect: 10 yds./level
Saving Throw: None

When the wizard casts a *detect invisibility* spell, he is able to see clearly any objects or beings that are invisible, as well as any that are astral, ethereal, or out of phase. In addition, it enables the wizard to detect hidden or concealed creatures (for example, thieves in shadows, halflings in underbrush, and so on). It does not reveal the method of concealment or invisibility, except in the case of astral travelers (where the silver cord can be seen). It does not reveal illusions or enable the caster to see through physical objects. Detection is a path 10 ft. wide along the wizard's line of sight to the range limit.

The material components of this spell are a pinch of talc and a small sprinkling of powdered silver.

Ecstasy

School: Enchantment/Charm
Range: 5 yards
Components: V, S
Duration: 1 round + 1 round/level
Casting Time: 1
Area of Effect: 1 person
Saving Throw: Neg.

This spell is only usable by Enchantresses.

The gestures of the wizard, along with his erotic incantations causes a bipedal creature to go into an enjoyable, screaming, orgasmic, erotic fit.

The person receives a saving throw vs. spell to avoid the effect, with any adjustment to Wisdom. If the person fails the saving throw, he loses all dexterity bonuses to armor class. Also, he cannot move from his current location. He cannot cast spells, attack, use items, etc. Basically, the character is caught up in a real pleasurable experience and can't function properly.

Enhance Familiar I

School: Enchantment
Range: 10 feet
Components: V, S, M
Duration: Instantaneous
Casting Time: 72 hours
Area of Effect: Caster's Familiar
Saving Throw: None

With this spell, the wizard researches enhancements that will be keyed to a type of familiar—toad, bat, cat, etc. With this series of spells, no enhancer level can be skipped. A familiar cannot receive *Enhance Familiar III* before *Enhance Familiar II*.

As enhancements continue, the familiar should develop a personality that seems almost human, displaying specific traits, likes, dislikes, opinions, habits, and foibles. Its animal qualities also develop as its personality matures. A black cat might develop discriminating and expensive tastes in food and creature comforts; a crow might become a collector of gaudy gemstones and jewelry, and an otter might develop a frolicsome personality combining a short attention span for serious matters with a love for playful pranks.

The familiar takes on some of the alignment view and attitudes of its wizard, though a leaning toward the neutral alignment, a holdover from its simple animal origin, will always remain. The familiar may tend to become more of an independent NPC as it is enhanced. The DM should carefully consider if relaxing the dependency of the familiar on the wizard will improve the campaign play.

Enhancer I Qualities

Intelligence improves to "Low" (4+d3)
The familiar can think in the wizard's native tongue and communicate in words and simple sentences with its wizard through their empathic link.
The familiar gains one power from Table 1. Unless otherwise noted, familiar spell abilities affect only the familiar.

Table 1

01—05	<i>Dancing Lights</i> sphere 2/day; 2/rds/wizard lvl
06—20	<i>Detect Poison</i> 2/ day
21—25	<i>Feather Fall</i> 2/day
26—30	<i>Jump</i> , 3/day
31—40	<i>Pass without Trace</i> 1/day; 5 rds/level
41—60	<i>Protection from Good/Evil</i> 1/day; 2 rds/level

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- 61—75 *Speak with Animal* 2/day (own general family; e.g., a cat could talk to any feline)
 76—80 *Invisibility to Animals* 1/day
 81—95 *Trip* 1/day;
 96—00 Familiar can detect one type of metal, mineral, vegetable or other substance within 30 feet, 3/day.

Table 2

- 01—10 *Shield* 1/day
 11—20 *Change Self*, 1/day; Must still be own essential animal form, but can change color/pattern, subtle body features (black cat to Siamese or Manx), and size (+/- 25%)
 21—25 *Charm Animal* 1/day
 26—35 *Moonbeam* 2/night
 36—45 *Messenger* 1/day
 46—50 *Chill Metal* 1/day
 51—60 *Heat Metal* 1/day
 76—85 Sense Direction: 90% to detect North; once wrong, will call the wrong direction "north" for the rest of the day
 86—00 Blending as robe; 90% success chance but can't mimic another creature. 1/day for 2 rds/level

Table 3

- 01—10 *Hold Animal* 1/day
 11—20 *Hold Poison* 1/day
 21—40 *Speak with Animals* 3/day (any non-magical type)
 41—65 *Water Breathing* 1/week
 66—80 *Locate Object* 1/day
 81—00 Familiar gains normal voice and can speak any language it knows

ESP

School: Divination
 Range: 0
 Components: V, S, M
 Duration: 1 rd./level
 Casting Time: 2
 Area of Effect: 5 yds./level (90 yds. maximum)
 Saving Throw: None

When an *ESP* spell is used, the caster is able to detect the surface thoughts of any creatures in range--except for those of undead and creatures without minds (as we know them). The ESP is stopped by 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead foil. The wizard employing the spell is able to probe the surface thoughts of one creature per round, getting simple instinctual thoughts from lower order

creatures. Probes can continue on the same creature from round to round or can move on to other creatures. The caster can use the spell to help determine if a creature lurks behind a door, for example, but the ESP does not always reveal what sort of creature it is. If used as part of a program of interrogation, an intelligent and wary subject receives an initial saving throw. If successful, the creature successfully resists and the spell reveals no additional information. If the saving throw is failed, the caster may learn additional information, according to the DM's ruling. The creature's Wisdom adjustment applies, as may additional bonuses up to +4, based on the sensitivity of the information sought.

The material component of this spell is a copper piece.

Flaming Sphere

School: Evocation
 Range: 10 yds.
 Components: V, S, M
 Duration: 1 rd./level
 Casting Time: 2
 Area of Effect: 3-ft. radius
 Saving Throw: Neg.

A *flaming sphere* spell creates a burning globe of fire within 10 yards of the caster. This sphere rolls in whichever direction the wizard points, at a rate of 30 feet per round. It rolls over barriers less than 4 feet tall, such as furniture, low walls, etc. Flammable substances are set afire by contact with the sphere. Creatures in contact with the globe must successfully save vs. spell or suffer 2d4 points of fire damage. Those within 5 feet of the sphere's surface must also save or suffer 1d4 points of heat damage. A successful saving throw means no damage is suffered. The DM may adjust the saving throws if there is little or no room to dodge the sphere. The sphere moves as long as the spellcaster actively directs it; otherwise, it merely stays at rest and burns. It can be extinguished by the same means as any normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push unwilling creatures aside or batter down large obstacles.

The material components are a bit of tallow, a pinch of sulphur, and a dusting of powdered iron.

Wizard Spells 2nd Tier

Fog Cloud

School: Invocation/Evocation

Range: 10 yds.

Components: V, S

Duration: 4 rds. + 1 rd./level

Casting Time: 2

Area of Effect: Special

Saving Throw: None

The *fog cloud* spell can be cast in one of two ways, at the caster's option: as a large, stationary bank of normal fog, or as a harmless fog that resembles the 5th-level wizard spell *cloudkill*. As a fog bank, this spell creates a fog of any size and shape up to a maximum 20-foot cube per caster level. The fog obscures all sight, normal and infravision, beyond 2 feet.

As a cloudkill-like fog, this is a billowing mass of ghastly, yellowish-green vapors, measuring 40 feet x 20 feet x 20 feet. This moves away from the caster at 10 feet per round. The vapors are heavier than air and sink to the lowest level, even pouring down sinkholes and den openings. Very thick vegetation breaks up the fog after it has moved 20 feet into the vegetation.

The only effect of either version is to obscure vision. A strong breeze will disperse either effect in one round, while a moderate breeze will reduce the spell duration by 50%. The spell cannot be cast under water.

Forget

School: Enchantment/Charm

Range: 30 yds.

Components: V, S

Duration: Permanent

Casting Time: 2

Area of Effect: 1-4 creatures in a 20-ft. cube

Saving Throw: Neg.

By means of this spell, the spellcaster causes creatures within the area of effect to forget the events of the previous round (the one minute of time previous to the utterance of the spell). For every three levels of experience of the spellcaster, another minute of past time is forgotten. This does not negate *charm*, *suggestion*, *geas*, *quest*, or similar spells, but it is possible that the being who placed such magic upon the recipient could be forgotten. From one to four creatures can be affected, at the discretion of the caster. If only one is to be affected, the recipient saves vs. spell with a -2 penalty; if two, they save with -1 penalties; if three or four are to be affected, they save normally. All saving throws are adjusted by Wisdom. A priest's *restoration*

spell, if specially cast for this purpose, will restore the lost memories, as will a *limited wish* or *wish*, but no other means will do so.

Hypnotic Pattern

School: Illusion/Phantasm

Range: 30 yds.

Components: S, M

Duration: Special

Casting Time: 2

Area of Effect: 30-ft. cube

Saving Throw: Neg.

When this spell is cast, the wizard creates a weaving, twisting pattern of subtle colors in the air. This pattern causes any creature looking at it to become fascinated and stand gazing at it as long as the spellcaster maintains the display, plus two rounds thereafter.

The spell can captivate a maximum of 24 levels, or Hit Dice, of creatures (for example, 24 creatures with 1 Hit Die each, 12 with 2 Hit Dice, etc.). All creatures affected must be within the area of effect, and each is entitled to a saving throw vs. spell. A damage inflicting attack on an affected creature frees it from the spell immediately.

The wizard need not utter a sound, but he must gesture appropriately while holding a glowing stick of incense or a crystal rod filled with phosphorescent material.

Improved Phantasmal Force

School: Illusion/Phantasm

Range: 60 yds. + 10 yds./level

Components: V, S, M

Duration: Special

Casting Time: 2

Area of Effect: 200 sq. ft. + 50 sq. ft./level

Saving Throw: Special

This spell is only usable by Illusionists.

Like the 1st-level *phantasmal force* spell, this spell creates the illusion of any object, creature, or force, as long as it is within the spell's area of effect. The spellcaster can maintain the illusion with minimal concentration; thus, he can move at half normal speed (but not cast other spells). Some minor sounds are included in the effects of the spell, but not understandable speech. Also, the improved phantasm continues for two rounds after the wizard ceases to concentrate upon it.

The material component is a bit of fleece.

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Jealousy

School: Alteration
Range: 6 feet
Components: V, S
Duration: 2 turns + 1 turn/level
Casting time: 2
Area of Effect: 1-6 persons
Saving Throw: Neg.

This spell is only usable by Enchantresses.

The affected people will become jealous of each other to the extent that they will ignore the mage or any other source of danger present and quarrel amongst themselves. There is a chance equal to the mage's intelligence of such an argument leading to blows and, if it does, there is an additional chance equal to the mage's intelligence of the fight being to the death. If the fight is not to the death, then the combatants will come out of the spell when hit.

Kiss Of Weakness

School: Conjuraction/Summoning
Range: Touch
Components: V, S
Duration: 24 hours
Casting time: 1
Area of Effect: One person
Saving Throw: None

This spell is only usable by Enchantresses.

When a wizard casts this spell, he must kiss the intended victim and the victim must be able to receive a kiss (i.e. not in combat). This kiss causes the victim to lose 2d4 points of Strength for 24 hours. After receiving such a kiss, the victim will be completely helpless for 1d10 rounds.

Leomund's Trap

School: Illusion/Phantasm
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 3 rds.
Area of Effect: Object touched
Saving Throw: None

This false trap is designed to fool a thief or other character attempting to pilfer the spellcaster's goods. The wizard places the spell upon any small mechanism or device, such as a lock, hinge, hasp, screw-on cap, ratchet, etc. Any character able to detect traps, or who uses any spell or device enabling trap detection, is 100% certain a real trap exists.

Of course, the spell is illusory and nothing happens if the trap is sprung; its primary purpose is to frighten away thieves or make them waste precious time.

The material component of the spell is a piece of iron pyrite touched to the object to be trapped while the object is sprinkled with a special dust requiring 200 sp to prepare. If another *Leomund's trap* is within 50 feet when the spell is cast, the casting fails.

Levitate

School: Alteration
Range: 20 yds./level
Components: V, S, M
Duration: 1 turn/level
Casting Time: 2
Area of Effect: 1 creature or object
Saving Throw: Neg.

This spell is only usable by Transmuters.

When a *levitate* spell is cast, the wizard can place it upon his person, an object, or a single creature, subject to a maximum weight limit of 100 pounds per level of experience (for example, a 3rd-level wizard can levitate a maximum of 300 pounds). If the spell is cast upon the wizard, he can move vertically up or down at a movement rate of 2 per round. If cast upon an object or another creature, the wizard can levitate it at the same speed, according to his command. This spell does not empower horizontal movement, but the recipient could push along the face of a cliff, for example, to move laterally. The spellcaster can cancel the spell as desired.

If the subject of the spell is unwilling, or the object is in the possession of a creature, a saving throw vs. spell is allowed to determine if the *levitate* spell affects it. Once cast, the spell requires no concentration, except when changing height. A levitating creature attempting to use a missile weapon finds himself increasingly unstable; the first attack has an attack roll penalty of -1, the second -2, the third -3, etc., up to a maximum of -5. A full round spent stabilizing allows the creature to begin again at -1. Lack of leverage makes it impossible to cock a medium or heavy crossbow.

The material component of this spell is either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end.

Wizard Spells 2nd Tier

Locate Object

School: Divination

Range: 20 yards/level

Components: V, S, M

Duration: 1 round/level

Casting Time: 2

Area of Effect: 1 object

Saving Throw: None

This spell helps locate a known or familiar object. The wizard casts the spell, slowly turns, and will sense when he is facing in the direction of the object to be located, provided the object is within range. The spell locates such objects as apparel, jewelry, furniture, tools, weapons, or even a ladder or stairway. Once the caster has fixed in his mind the items sought, the spell locates only that item. Attempting to find a specific item, such as a kingdom's crown, requires an accurate mental image. If the image is not close enough to the actual item, the spell does not work; in short, desired but unique objects cannot be located by this spell unless they are known by the caster. The spell is blocked by lead.

The material component is a forked twig.

Magic Mouth

School: Alteration

Range: 10 yds.

Components: V, S, M

Duration: Special

Casting Time: 2

Area of Effect: 1 object

Saving Throw: None

When this spell is cast, the wizard imbues the chosen object with an enchanted mouth that suddenly appears and speaks its message when a specified event occurs. The message, which must be of 25 words or less, can be in any language known by the spellcaster, and can be delivered over a period of one turn. The mouth cannot speak magical spells or use command words. It does, however, move to the words articulated--if it is placed upon a statue, the mouth of the statue would actually move and appear to speak. Of course, the magic mouth can be placed upon a tree, rock, door, or any other object, excluding intelligent members of the animal or vegetable kingdoms.

The spell functions when specific conditions are fulfilled, according to the command of the spellcaster. Some examples are to speak "to the first creature that touches you," or "to the first creature that passes within

30 feet." Commands can be as general or as detailed as desired, although only visual and audible triggers can be used, such as the following: "Speak only when a venerable female human carrying a sack of groat clusters sits crosslegged within 1 foot." Such visual triggers can react to a character using the *disguise* ability. Command range is 5 yards per level of the wizard, so a 6th-level wizard can command the magic mouth to speak at a maximum encounter range of 30 yards ("Speak when a winged creature comes within 30 yards."). The spell lasts until the speak command can be fulfilled; thus, the spell duration is variable. A magic mouth cannot distinguish invisible creatures, alignments, level, Hit Dice, or class, except by external garb. If desired, the effect can be keyed to a specific noise or spoken word.

The material component of this spell is a small bit of honeycomb.

Maximilian's Earthen Grasp

School: Evocation

Range: 10 yards+10 yards/level

Components: V, S, M

Duration: 3 rounds+1 round/level

Casting Time: 2

Area of Effect: One creature

Saving Throw: Special

This spell causes an arm made of compacted soil to rise from the ground. The spell must be cast on open turf, such as a grassy field or a dirt floor. The earthen arm and hand (which are about the same size as a normal human limb) arise from the ground beneath one creature targeted by the caster. The hand attempts to grasp the creature's leg. The victim must attempt a saving throw; if successful, the hand sinks into the ground. Each round thereafter (until the spell ends or the target moves out of spell range), the hand has a 5% chance per level of the caster of reappearing beneath the targeted creature, at which time another saving throw is required.

If a saving throw is missed, the earthen limb firmly grasps and holds the creature in place. An individual held by the hand suffers a movement rate of 0, Armor Class penalty of -2, and attack penalty of -2. All Dexterity combat bonuses are negated. The hand causes no physical damage to the victim. The arm may be attacked by any creature, including the arm's victim. The arm has AC 5 and hit points equal to double the caster's maximum hit points. For example, a caster who normally has 15 hit points can create an earthen hand

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with 30 hit points. The maximum number of hit points that an earthen hand may have is 40. When the arm's hit points are reduced to zero or when the spell duration ends, the hand crumbles.

The material component is a miniature hand sculpted from clay, which crumbles to dust when the spell is cast.

Melf's Acid Arrow

School: Conjuration

Range: 180 yds.

Components: V, S, M

Duration: Special

Casting Time: 2

Area of Effect: 1 target

Saving Throw: Special

By means of this spell, the wizard creates a magical arrow that speeds to its target as if fired from the bow of a fighter of the same level as the wizard. No modifiers for range, non-proficiency, or specialization are used. The arrow has no attack or damage bonus, but it inflicts 2d4 points of acid damage (with saving throws for items on the target); there is no splash damage. For every three levels that the caster has achieved, the acid, unless somehow neutralized, lasts for another round, inflicting another 2d4 points of damage each round. So at 3rd-5th level, the acid lasts two rounds; at 6th-8th level, the acid lasts for three rounds, etc.

The material components of the spell are a dart, powdered rhubarb leaf, and an adder's stomach.

Mirror Image

School: Illusion/Phantasm

Range: 0

Components: V, S

Duration: 3 rds./level

Casting Time: 2

Area of Effect: 6-ft. radius

Saving Throw: None

When a *mirror image* spell is invoked, the spellcaster causes from two to eight exact duplicates of himself to come into being around him. These images do exactly what the wizard does. Since the spell causes a blurring and slight distortion when it is cast, it is impossible for opponents to be certain which are the illusions and which is the actual wizard. When an image is struck by a melee or missile attack, magical or otherwise, it disappears, but any other existing images remain intact until struck. The images seem to shift from round to round, so that if the actual wizard is struck during one

round, he cannot be picked out from among his images the next. To determine the number of images that appear, roll 1d4 and add 1 for every three levels of experience the wizard has achieved, to a maximum of eight images. At the end of the spell duration, all surviving images wink out.

Protection from Poison

School: Abjuration

Range: Touch

Components: V, S

Duration: 1 rd./level

Casting Time: 2

Area of Effect: Creature Touched

Saving Throw: None

With this abjuration spell, the wizard provides a protective barrier similar to that mated by the spell *protection from evil*, warding the recipient against creatures that possess venom or poison of some kind. Poisonous monsters or poison-using characters of 4 or less Hit Dice or levels are prevented from making physical contact with the spell recipient, while venomous creatures of 4+1 Hit Dice or poison using characters of five levels or more suffer a -2 penalty on their attack rolls against the protected character. Only injected or contact poisons from natural or innate sources (such as compounds made from plants or the venom from a snake) in a position to possibly injure the character protected against; a thief carrying a vial of ingestive poison in his pouch is not counted as a venomous character while a character that is brandishing a poisoned short sword is counted as venomous.

The spell recipient can still be poisoned by a spitting attack or a thrown dagger smeared with poison. If the spell recipient attacks a creature he has been warded against or uses the resistance of the spell's aura to force his antagonist to give ground, the spell ends. Regrettably, reaching out to drink from a poisoned cup dispels the effect, so this spell offers no protection against ingested poisons.

The spell functions normally if cast upon a poison using creature or character.

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Pyrotechnics

School: Alteration
Range: 120 yds.
Components: V, S, M
Duration: Special
Casting Time: 2
Area of Effect: 1 fire source
Saving Throw: None

A *pyrotechnics* spell draws on an existing fire source to produce one of two effects, at the option of the caster. First, it can produce a flashing and fiery burst of glowing, colored aerial fireworks that lasts one round. This effect temporarily blinds those creatures in, under, or within 120 feet of the area and that have an unobstructed line of sight to the burst. Creatures viewing this are blinded for 1d4+1 rounds unless they successfully save vs. spell. The fireworks fill a volume 10 times greater than that of the original fire source.

This spell can also cause a thick, writhing stream of smoke to arise from the source and form a choking cloud that lasts for one round per experience level of the caster. This covers a roughly spherical volume from the ground or floor up (or conforming to the shape of a confined area) that totally obscures vision beyond 2 feet. The smoke fills a volume 100 times that of the fire source. All within the cloud must roll successful saving throws vs. spell or suffer -2 penalties to all combat rolls and Armor Class.

The spell uses one fire source within a 20-foot cube, which is immediately extinguished. An extremely large fire used as a source might be only partially extinguished. Magical fires are not extinguished, although a fire-based creature (such as a fire elemental) used as a source suffers 1 point of damage per caster level.

Ray of Enfeeblement

School: Enchantment/Charm
Range: 10 yds. + 5 yds./level
Components: V, S
Duration: 1 rd./level
Casting Time: 2
Area of Effect: 1 creature
Saving Throw: Neg.

By means of a *ray of enfeeblement*, a wizard weakens an opponent, reducing its Strength and thereby the attacks that rely upon it. Humans, demihumans, and humanoids of man-size or less are reduced to an effective Strength of 5, losing all Strength bonuses and suffering an attack

roll penalty of -2 and a -1 penalty to damage. Other creatures suffer a penalty of -2 on attack rolls. Furthermore, they have a -1 penalty for each die of damage they inflict. (But no damage roll can inflict less than 1 point per die of damage.) Your DM will determine any other effects appropriate to the affected creature. If the target creature makes its saving throw, the spell has no effect. This spell does not affect combat bonuses due to magical items, and those conferring increased Strength function normally.

Scare

School: Enchantment/Charm
Range: 30 yds. + 10 yds./level
Components: V, S, M
Duration: 1d4 rds. + 1 rd./level
Casting Time: 2
Area of Effect: 15-foot radius
Saving Throw: Special

This spell causes creatures with fewer than 6 Hit Dice or levels of experience to fall into fits of trembling and shaking. The frightened creatures have a -2 reaction adjustment and may drop items held if encumbered. If cornered, they fight, but with -1 penalties to attack rolls, damage rolls, and saving throws. Only elves, half-elves, and priests are allowed saving throws against this spell. Note that this spell has no effect on the undead or on upper or lower planar creatures of any sort.

The material component used for this spell is a bit of bone from an undead skeleton, zombie, ghoul, ghost, or mummy.

Shatter

School: Alteration
Range: 30 yds. + 10 yds./level
Components: V, S, M
Duration: Instantaneous
Casting Time: 2
Area of Effect: 3-ft. radius
Saving Throw: Neg.

The *shatter* spell is a sound-based attack that affects non-magical objects of crystal, glass, ceramic, or porcelain, such as vials, bottles, flasks, jugs, windows, mirrors, etc. All such objects within a 3-foot radius of the center of the spell effect are smashed into dozens of pieces by the spell. Objects weighing more than one pound per level of the caster are not affected, but all other objects of the appropriate composition must save vs. crushing blow or be shattered. Alternatively, the spell can be focused against a single item of up to 10

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pounds per caster level. Crystalline creatures usually suffer 1d6 points of damage per caster level to a maximum of 6d6, with a saving throw vs. spell for half damage.

The material component of this spell is a chip of mica.

Skeletal Hand

School: Necromancy

Range: 10' + 10'/3 levels

Components: V, S

Duration: 1 turn + 5 rds./level

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

By casting this spell, the wizard animates a pair of skeletal hands to levitate in mid-air and move as the caster directs. The hands can perform only simple grasping, lifting and carrying. They cannot do complex tasks such as picking locks. The hands can make two claw attack against as many opponents, attacking at the same level as the casting wizard. They inflict d3 damage. They have AC 5, hp 4, MV 6. They can each carry up to 5 pounds, or 20 together.

The skeletal hands may pick up and use melee weapons fighting as a wizard at the caster's level. Damage is reduced by half since they cannot generate much force. They may fire an already loaded crossbow.

The material component is a complete set of human skeletal hands.

Spectral Hand

School: Necromancy

Range: 30 yds. + 5 yds./level

Components: V, S

Duration: 2 rds./level

Casting Time: 2

Area of Effect: 1 opponent

Saving Throw: None

This spell causes a ghostly, glowing hand, shaped from the caster's life force, to materialize within the spell range and move as the caster desires. Any touch attack spell of 4th level or less that is subsequently cast by the wizard can be delivered by the spectral hand. The spell gives the caster a +2 bonus to his attack roll. The caster cannot perform any other actions when attacking with the hand; the hand returns to the caster and hovers if the caster takes other actions. The hand lasts the full spell duration unless dismissed by the caster, and it is

possible to use more than one touch attack with it. The hand receives flank and rear attack bonuses if the caster is in a position to do so. The hand is vulnerable to magical attack but has an Armor Class of -2. Any damage to the hand ends the spell and inflicts 1d4 points of damage to the caster.

Stinking Cloud

School: Evocation

Range: 30 yds.

Components: V, S, M

Duration: 1 rd./level

Casting Time: 2

Area of Effect: 20-ft. cube

Saving Throw: Special

When a *stinking cloud* is cast, the wizard creates a billowing mass of nauseous vapors up to 30 yards away from his position. Any creature caught within the cloud must roll a successful saving throw vs. poison or be reeling and unable to attack because of nausea for 1d4+1 rounds after leaving the cloud. Those who make successful saving throws can leave the cloud without suffering any ill effects, although those remaining in the cloud must continue to save each round. These poisonous effects can be slowed or neutralized by appropriate magic. The cloud duration is halved in a moderate breeze (8-18 m.p.h.) and is dispersed in one round by a stronger breeze.

The material component of the spell is a rotten egg or several skunk cabbage leaves.

Strength

School: Alteration

Range: Touch

Components: V, S, M

Duration: 1 hr./level

Casting Time: 1 turn

Area of Effect: Person touched

Saving Throw: None

Application of this spell increases the Strength of the character by a number of points--or tenths of points after 18 Strength is attained (only if the character is a warrior). Benefits of the *strength* spell last for the duration of the magic. The amount of added Strength depends upon the spell recipient's group and is subject to all restrictions on Strength due to race and class. Multiclass characters use the best die.

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Class Strength Gain

Priest 1d6 points

Rogue 1d6 points

Warrior 1d8 points

Wizard 1d4 points

If a warrior has an 18 Strength already, from 10% to 80% is added to his extraordinary Strength roll. The spell cannot confer a Strength of 19 or more, nor is it cumulative with other magic that adds to Strength. Beings without Strength scores receive a +1 to attack and damage rolls.

The material component of this spell is a few hairs, or a pinch of dung, from a particularly strong animal--ape, bear, ox, etc.

Summon Creature II

School: Conjuration/Summoning

Range: Special

Components: V, S, M

Duration: 2 rds. + 1 rd./level

Casting Time: 4

Area of Effect: 30-yd. radius

Saving Throw: None

This spell is only usable by Conjurers.

Within one round of casting this spell, the wizard magically conjures 2d4 2nd-level monsters (selected by the DM, from his 2nd-level encounter tables). The monsters appear anywhere within the spell's area of effect, as desired by the wizard. They attack the spell user's opponents to the best of their ability until either he commands that the attacks cease, the spell duration expires, or the monsters are slain. These creatures do not check morale, but they vanish when slain. Note that if no opponent exists to fight, summoned monsters can, if the wizard can communicate with them and if they are physically able, perform other services for the summoning wizard.

In rare cases, adventurers have been known to disappear, summoned by powerful spellcasters using this spell. Those summoned recall all the details of their trip.

The material components of this spell are a tiny bag and a small (not necessarily lit) candle.

Summon Swarm

School: Conjuration/Summoning

Range: 60 yds.

Components: V, S, M

Duration: Special

Casting Time: 2

Area of Effect: 10-ft. cube

Saving Throw: Neg.

The swarm of small animals (roll on following table to determine type, or the DM can assign an appropriate creature) drawn by the *summon swarm* spell will viciously attack all creatures in the area chosen by the caster. Creatures actively defending against the swarm to the exclusion of other activities suffer 1 point of damage for each round spent in the swarm. Those taking other actions, including leaving the swarm, receive damage equal to 1d4 points + 1 point per three levels of the caster each round. Note that spellcasting within the swarm is impossible.

Dice Roll Swarm Type

01-40 Rats

41-70 Bats

71-80 Spiders

81-90 Centipedes/beetles

91-100 Flying insects

The swarm cannot be fought effectively with weapons, but fire and area effects can force it to disperse by inflicting damage. The swarm disperses when it has taken a total of 2 hit points per caster level from these attacks. A *protection from evil* spell keeps the swarm at bay, and certain area-effect spells, such as *gust of wind* and *stinking cloud*, disperse a swarm immediately, if appropriate to the swarm summoned (for example, only flyers are affected by a *gust of wind*). The caster must remain stationary and undisturbed to control the swarm; if his concentration lapses or is broken, the swarm disperses in two rounds. The swarm is stationary once conjured.

The material component is a square of red cloth.

Wizard Spells 2nd Tier

Web

School: Evocation
Range: 5 yds./level
Components: V, S, M
Duration: 2 turns/level
Casting Time: 2
Area of Effect: 1,000 cubic ft.
Saving Throw: Neg. or ½

A *web* spell creates a many-layered mass of strong, sticky strands similar to spider webs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points--floor and ceiling, opposite walls, etc.--or the web collapses upon itself and disappears.

The *web* spell covers a maximum area of 10-foot x 10-foot x 10-foot. Creatures caught within webs, or simply touching them, become stuck among the gluey fibers. Anyone in the area when the spell is cast must roll a saving throw vs. spell with a -2 penalty. If the saving throw is successful, two things may have occurred. If the creature has room to escape the area, then it is assumed to have jumped free. If there is no room to escape, then the webs are only half strength. Creatures with less than 13 Strength (7 if the webs are half strength) are stuck until freed by another or until the spell wears off. Missile fire is generally ineffective against creatures trapped in webs. Creatures with Strengths between 13 and 17 can break through 1 foot of webs per round. Creatures with 18 or greater Strength can break through 2 feet of webs per round. If the webs are at half strength, these rates are doubled. (Great mass equates to great strength in this case, and creatures of large mass hardly notice webs.) Strong and huge creatures can break through 10 feet of webs per round.

Furthermore, the strands of a *web* spell are flammable. A magical *flaming sword* can slash them away as easily

as a hand brushes away cobwebs. Any fire--torch, flaming oil, flaming sword, etc.--can set them alight and burn them away in a single round. All creatures within flaming webs suffer 2d4 points of damage from the flames, but those free of the strands are not harmed.

The material component of this spell is a bit of spider web.

Whispering Wind

School: Phantasm
Range: 1 mi./level
Components: V, S
Duration: Special
Casting Time: 2
Area of Effect: 2-ft. radius
Saving Throw: None

By means of this spell, the wizard is able to either send a message or cause some desired sound effect. The whispering wind can travel as many miles above ground as the spellcaster has levels of experience, to a specific location within range that is familiar to the wizard. The whispering wind is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates. The wizard can prepare the spell to bear a message of up to 25 words, cause the spell to deliver other sounds for one round, or merely have the whispering wind seem to be a faint stirring of the air that has a susurrant sound. He can likewise cause the whispering wind to move as slowly as a mile per hour or as quickly as a mile per turn. When the spell reaches its objective, it swirls and remains until the message is delivered.

As with the *magic mouth* spell, no spells may be cast via the *whispering wind*.

Wizard Spells 3rd Tier

3rd Tier

Blown Kiss

School: Enchantment/Charm
Range: 12 feet
Components: S
Duration: 1 rd
Casting time: 1
Area of Effect: caster
Saving Throw: None

This spell is only usable by Enchantresses.

This spell enhances a kissing spell by allowing its range to become long range instead of by touch. This spell must be cast 1 round prior to the kissing spell. Any kissing spell may be used in conjunction with this spell. Note that this allows the caster to blow a kiss to those that may not desire one. Thus, the problems with physical contact during combat and such have been eliminated.

Charm Man III

School: Enchantment/Charm
Range: 15' radius
Components: V, S
Duration: 1d4+1 turns
Casting time: 1
Area of Effect: 1d4+4 males of 3 HD/level or lower
Saving Throw: see below

This spell is only usable by Enchantresses.

The caster must have a Charisma score of at least 13 to cast this spell.

The spell affects victims the same as a charm person spell. If there is a leader with a group of men, he may dispel the charm if his Charisma plus a roll of 1d8 is six points or more higher than the caster's Charisma. If the spell is not dispelled by a leader, each man within the area of effect must attempt a save vs. spells. A successful save negates the effect of the spell for that man only. If there are more men within range than a maximum number who can be affected, the spell is directed against the lower-level men first. The spell won't work on any man who has taken damage from any other action by the same cleric during the current encounter.

Crystal Sight

School: Divination
Range: Unlimited
Components: V, S, M
Duration: 1 rd./level
Casting Time: 3
Area of Effect: 60-ft. radius
Saving Throw: None

The *crystal sight* spell enables the wizard to concentrate upon some locale and hear and see in his mind any noise within a 60-foot radius of that point. Distance is not a factor, but the locale must be known--a place familiar to the spellcaster or an obvious one (such as behind a door, around a corner, in a copse of trees, etc.). Only sounds and sights that are normally detectable by the wizard can be heard by use of this spell. Lead sheeting or magical protections prevent the operation of the spell, and the wizard has some indication that the spell is so blocked. The spell creates an invisible sensor, similar to that created by a *crystal ball* spell, that can be dispelled. The spell functions only on the wizard's current plane of existence.

The material component of the spell is a crystal of at least 100 sp value.

Dispel Magic

School: Abjuration
Range: 120 yds
Components: V, S
Duration: Instantaneous
Casting Time: 3
Area of Effect: 30-ft. cube or 1 item
Saving Throw: None

When a wizard casts this spell, it has a chance to neutralize or negate the magic it comes in contact with as follows: First, it has a chance to remove spells and spell-like effects (including device effects and innate abilities) from creatures or objects. Second, it may disrupt the casting or use of these in the area of effect at the instant the dispel is cast. Third, it may destroy magical potions (which are treated as 12th level for purposes of this spell). Each effect or potion in the spell's area is checked to determine if it is dispelled. The caster can always dispel his own magic even without the use of *Dispel Magic*; otherwise, the chance depends on the difference in level between the magical effect and the caster. The base chance of successfully dispelling is 50% plus or minus 5% for every level of difference between the magical effect the caster. A roll of 5% or

Wizard Spells 3rd Tier

lower will always dispel while a 95% will always fail. For example, a 7th level cleric is casting *Dispel Magic* on a spell cast by a 9th level wizard. His base chance of success is 50% - 10% (two levels of difference). He thus, needs to roll 40% or less to dispel the effect.

A *dispel magic* can affect only a specially enchanted item (such as a magical scroll, ring, wand, rod, staff, miscellaneous item, weapon, shield, or armor) if it is cast directly upon the item. This renders the item nonoperational for 1d4 rounds. An item possessed or carried by a creature has the creature's saving throw against this effect; otherwise, it is automatically rendered nonoperational. An inter-dimensional interface (such as a *bag of holding*) rendered nonoperational is temporarily closed. Note that an item's physical properties are unchanged: A nonoperational magical sword is still a sword. Artifacts and relics are not subject to this spell, but some of their spell-like effects may be, at the DM's option.

Note that this spell, if successful, will release charmed and similarly beguiled creatures. Certain spells or effects cannot be dispelled; these are listed in the spell descriptions.

Summary of Dispel Effects

Source of Effect	Resists As	Result of Dispel
Caster	None	Dispel automatic
Other caster	Level	Effect negated*
Wand	6th level	Effect negated*
Staff	8th level	Effect negated*
Potion	12th level	Potion destroyed
Other item	12 th level	Effect negated*
Artifact	DM discretion	DM discretion

* Effect negated; if cast directly on item, item becomes nonoperational for 1d4 rounds.

Enhance Familiar II

School: Enchantment
Range: 10 feet
Components: V, S, M
Duration: Instantaneous
Casting Time: 72 hours
Area of Effect: Caster's Familiar
Saving Throw: None

See *Enhance Familiar I* for basic features.

Enhancer II Qualities

Intelligence improves to "Average" (7+d3)
The familiar can with patient tutoring from the wizard, learn to communicate in other languages up to its

Intelligence limit. The familiar gains one power from Table 2 and +1 hp.

Enlarge

School: Alteration
Range: 5 yds./level
Components: V, S, M
Duration: 5 rds./level
Casting Time: 3
Area of Effect: 1 creature or object
Saving Throw: Neg.

This spell is only usable by Transmuters.

This spell causes instant growth of a creature or object, increasing both size and weight. It can be cast only upon a single creature (or a symbiotic or community entity) or upon a single object that does not exceed 10 cubic feet in volume per caster level. The object or creature must be seen to be affected. It grows by up to 10% per level of experience of the wizard, increasing this amount in height, width, and weight. All equipment worn or carried by a creature is enlarged by the spell. Unwilling victims are entitled to a saving throw vs. spell. A successful saving throw means the spell fails. If insufficient room is available for the desired growth, the creature or object attains the maximum possible size, bursting weak enclosures in the process, but it is constrained without harm by stronger materials--the spell cannot be used to crush a creature by growth.

Magical properties are not increased by this spell--a huge *sword +1* is still only +1, a staff-sized wand is still only capable of its normal functions, a giant-sized potion merely requires a greater fluid intake to make its magical effects operate, etc. Weight, mass, and strength are affected, though. Thus, a table blocking a door would be heavier and more effective, a hurled stone would have more mass (and cause more damage), chains would be more massive, doors thicker, a thin line turned to a sizeable, longer rope, and so on. A creature's Armor Class, and attack rolls do not change, but damage rolls, strength, and hit points increase proportionately with size. This can have astounding affects. For example, a simple bar wench, level 0, grows 100% normal size, and hits with her dagger. She is now 11 feet tall and her dagger is the size of a short sword. The DM decides that her strength is now an 18/00. Her dagger damage is 5 and the adjusted damage is 16 (5X2 (100% more damage) + 6 for ST).

Wizard Spells 3rd Tier

The material component of this spell is a pinch of powdered iron.

Explosive Runes

School: Alteration

Range: Touch

Components: V, S

Duration: Special

Casting Time: 3

Area of Effect: 10-ft. radius

Saving Throw: None or $\frac{1}{2}$

By tracing these mystic runes upon a book, map, scroll, or similar object bearing written information, the wizard prevents unauthorized persons from reading his material. The explosive runes are difficult to detect--5% chance per level of magic use experience of the reader; thieves have only a 5% chance. But trap detection by spell or magical device always finds these runes. When read, the explosive runes detonate, delivering 6d4+6 points of damage to the reader, who gets no saving throw. A like amount, or half that if saving throws are made, is suffered by each creature within the blast radius. The wizard who cast the spell, as well as any he instructs, can read the protected writing without triggering the runes. Likewise, the wizard can remove the runes whenever desired. Others can remove them only with a successful *dispel magic* or *erase* spell. Explosive runes otherwise last until the spell is triggered. The item upon which the runes are placed is destroyed when the explosion takes place, unless it is not normally subject to destruction by magical fire.

Feign Death

School: Necromancy

Range: Touch

Components: V, S

Duration: 1 hour + 1 turn/level

Casting Time: 1

Area of Effect: Person touched

Saving Throw: None

By means of this spell, the caster or any other willing creature that does not exceed the wizard's level, can be put into a cataleptic state that is impossible to distinguish from actual death. Although the person affected can smell, hear, and know what is going on, no feeling or sight of any sort is possible; thus, any wounding or mistreatment of the body is not felt, no reaction occurs, and damage is only one-half normal. In addition, paralysis, poison, or energy level drain does not affect a person under the influence of this spell, but poison injected or otherwise introduced into the body

becomes effective when the spell recipient is no longer under the influence of this spell, although a saving throw is permitted. However, the spell offers no protection from causes of certain death--being crushed under a landslide, etc. Only a willing individual can be affected by a *feign death* spell. The wizard is able to end the spell effect at any time, but it requires a full round for bodily functions to begin again.

Fireball

School: Evocation

Range: 10 yds. + 10 yds./level

Components: V, S, M

Duration: Instantaneous

Casting Time: 3

Area of Effect: 5-ft. radius

Saving Throw: $\frac{1}{2}$

This spell is only usable by Invokers.

A fireball is an explosive burst of flame, which detonates with a low roar and delivers damage proportional to the level of the wizard who cast it--1d6 points of damage for each level of experience of the spellcaster. The burst of the fireball creates little pressure and generally conforms to the shape of the area in which it occurs. Besides causing damage to creatures, the fireball ignites all combustible materials within its burst radius, and the heat of the fireball melts soft metals such as gold, copper, silver, etc. Exposed items require saving throws vs. magical fire to determine if they are affected, but items in the possession of a creature that rolls a successful saving throw are unaffected by the fireball. The wizard points his finger and speaks the range (distance and height) at which the fireball is to burst. A streak flashes from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball (an early impact results in an early detonation). Creatures failing their saving throws each suffer full damage from the blast. Those who roll successful saving throws manage to dodge, fall flat, or roll aside, each receiving half damage.

The material component of this spell is a tiny ball of bat guano and sulphur.

Wizard Spells 3rd Tier

Flame Arrow

School: Conjuration/Summoning

Range: 30 yds. + 10 yds./level

Components: V, S, M

Duration: 1 rd

Casting Time: 3

Area of Effect: Special

Saving Throw: None

This spell has two effects. First, the wizard can cause normal arrows or crossbow bolts to become magical flaming missiles for one round. The missiles must be knocked and drawn (or cocked) at the completion of the spell. If they are not loosed within one round, they are consumed by the magic. For every five levels the caster has achieved, up to 10 arrows or bolts can be affected. The arrows inflict normal damage, plus 1 point of fire damage to any target struck. They may also cause incendiary damage. This version of the spell is used most often in large battles.

The second version of this spell enables the caster to hurl fiery bolts at opponents within range. Each bolt inflicts 1d6 points of piercing damage, plus 4d6 points of fire damage. Only half the fire damage is inflicted if the creature struck successfully saves vs. spell. The caster receives one bolt for every five experience levels (two bolts at 10th level, three at 15th level, etc.). Bolts must be used on creatures within 20 yards of each other and in front of the wizard.

The material components for this spell are a drop of oil and a small piece of flint.

Gust of Wind

School: Alteration

Range: 0

Components: V, S, M

Duration: 1 rd

Casting Time: 3

Area of Effect: 10 ft. x 10 yds./level

Saving Throw: None

When this spell is cast, a strong puff of air originates from the wizard and moves in the direction he is facing. The force of this gust of wind (about 30 m.p.h.) is sufficient to extinguish candles, torches, and similar unprotected flames. It causes protected flames--such as those of lanterns--to dance wildly and has a 5% chance per level of experience of the spellcaster to extinguish even such lights. It also fans large fires outward 1d6 feet in the direction of the wind's movement. It forces back small flying creatures 1d6 x

10 yards and causes man-sized beings to be held motionless if attempting to move against its force. It slows larger-than-man-sized flying creatures by 50% for one round. It blows over light objects, disperses most vapors, and forces away gaseous or unsecured levitating creatures. Its path is a constant 10 feet wide, by 10 yards long per level of experience of the caster (for example, an 8th-level wizard causes a gust of wind that travels 80 yards).

The material component of the spell is a legume seed.

Hallucinatory Terrain

School: Illusion/Phantasm

Range: 20 yds./level

Components: V, S, M

Duration: 1 hr./level

Casting Time: 1 turn

Area of Effect: 10 yds./level cube

Saving Throw: None

By means of this spell, the wizard causes an illusion that hides the actual terrain within the area of effect. Thus, open fields or a road can be made to look like a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to look like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. The hallucinatory terrain persists until a *dispel magic* spell is cast upon the area or until the duration expires. Individual creatures may see through the illusion, but the illusion persists, affecting others who observe the scene.

If the illusion involves only a subtle change, such as causing an open wood to appear thick and dark, or increasing the slope of a hill, the effect may be unnoticed even by those in the midst of it. If the change is extreme (for example, a grassy plain covering a seething field of volcanic mudpots), the illusion will no doubt be noticed the instant one person falls prey to it. Each level of experience expands the dimensions of the cubic area affected by 10 yards; for example, a 12th-level caster affects an area 120 yds. x 120 yds. x 120 yds.

The material components of this spell are a stone, a twig, and a bit of green plant—a leaf or grass blade.

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Hold Person

School: Charm
Range: 120 yds.
Components: V, S, M
Duration: 2 rds./level
Casting Time: 3
Area of Effect: 1d4 persons in 20-ft. cube
Saving Throw: Neg.

This spell is only usable by Enchanters.

This spell holds 1d4 humans, demi-humans, or humanoid creatures rigidly immobile and in place for a minimum of six rounds (the spell lasts 2 rounds per caster level, and the wizard must be of at least 3rd level to cast the spell).

The *hold person* spell affects any bipedal human, demi-human, or humanoid of mansize or smaller. Thus, a 10th-level fighter could be held, while an ogre could not. The effect is centered on a point selected by the caster, and it affects persons selected by the caster within the area of effect. If the spell is cast at three or four targets, each gets a saving throw at +2; if only two targets are being enspelled, each rolls his saving throw with a +1 bonus; if the spell is cast at only one target, the saving throw die roll is normal. Saving throws are adjusted for Wisdom. Those who succeed on their saving throws are totally unaffected by the spell. Undead creatures cannot be held.

Held creatures cannot move or speak, but they remain aware of events around them and can use abilities not requiring motion or speech. Being held does not prevent the worsening of the subjects' condition due to wounds, disease, or poison.

The spellcaster needs a small, straight piece of iron as the material component of this spell.

Hold Undead

School: Necromancy
Range: 60 ft.
Components: V, S, M
Duration: 1d4 rds. + 1 rd./level
Casting Time: 5
Area of Effect: 1d3 undead
Saving Throw: Neg.

When cast, this spell renders immobile 1d3 undead creatures whose total Hit Dice are equal to or less than the caster's level. No more than three undead can be affected by a single spell. To cast, the wizard aims the

spell at a point within range and the three undead closest to this are considered to be in the area of effect, provided all are within the field of vision and spell range of the caster. Undead of a mindless nature (skeletons, zombies, or ghouls) are automatically affected. Other forms of undead are allowed a saving throw to negate the effect. If the spell is successful, it renders the undead immobile for the duration of the spell.

The material component for this spell is a pinch of sulphur and powdered garlic.

Illusionary Wall

School: Illusion/Phantasm
Range: 30 yds.
Components: V, S
Duration: Permanent
Casting Time: 4
Area of Effect: 1 x 10 x 10 ft.
Saving Throw: None

This spell creates the illusion of a wall, floor, ceiling, or similar surface, which is permanent until dispelled. It appears absolutely real when viewed (even magically, as with the priest spell *true seeing* or its equivalent), but physical objects can pass through it without difficulty. When the spell is used to hide pits, traps, or normal doors, normal demihuman and magical detection abilities work normally, and touch or probing searches reveal the true nature of the surface, though they do not cause the illusion to disappear.

The material component is a rare dust that costs at least 400 sp and requires four days to prepare.

Infravision

School: Alteration
Range: Touch
Components: V, S, M
Duration: 2 hrs. + 1 hr./level
Casting Time: 1 rd.
Area of Effect: Creature touched
Saving Throw: None

By means of this spell, the wizard enables the recipient to see in normal darkness up to 60 feet without light. Note that strong sources of light (fire, lanterns, torches, etc.) tend to blind this vision, so infravision does not function efficiently in the presence of such light sources. Invisible creatures are not detectable by infravision.

Wizard Spells 3rd Tier

The material component of this spell is either a pinch of dried carrot or an agate.

Kiss Of Slavery

School: Enchantment/Charm

Range: Touch

Components: S

Duration: Special

Casting time: 1

Area of Effect: One person

Saving Throw: None

This spell is only usable by Enchantresses.

When a wizard casts this spell, he must kiss the intended victim and the victim must be able to receive a kiss (i.e. not in combat). This is actually a Domination spell with no saving throw. Checks to break such a charm are made after twice the normal duration. The victim of this spell will obey any order unquestioningly.

Lightning Bolt

School: Evocation

Range: 40 yds. + 10 yds./level

Components: V, S, M

Duration: Instantaneous

Casting Time: 3

Area of Effect: Special

Saving Throw: $\frac{1}{2}$

This spell is only usable by Invokers.

Upon casting this spell, the wizard releases a powerful stroke of electrical energy that inflicts 1d6 points of damage per level of the spellcaster to each creature within its area of effect. A successful saving throw vs. spell reduces this damage to half (round fractions down). The bolt begins at a range and height decided by the caster and streaks outward in a direct line from the casting wizard (for example, if a 40-foot bolt was started at 180 feet from the wizard, the far end of the bolt would reach 220 feet (180 + 40)). The lightning bolt may set fire to combustibles, sunder wooden doors, splinter up to a half-foot thickness of stone, and melt metals with a low melting point (lead, gold, copper, silver, bronze). Saving throws must be rolled for objects that withstand the full force of a stroke (see the *fireball* spell). If the damage caused to an interposing barrier shatters or breaks through it (i.e., the saving throw fails), the bolt continues. A bolt can breach 1 inch of wood or half an inch of stone per caster level, up to a maximum of 1 foot of wood or half a foot of stone. The lightning bolt's area of effect is chosen by the spellcaster: either a forked bolt 10 feet wide and 40 feet

long or a single bolt 5 feet wide and 80 feet long. If a bolt cannot reach its full length, because of an unyielding barrier (such as a stone wall), the lightning bolt rebounds from the barrier toward its caster, ending only when it reaches its full length. For example: An 80-foot-long stroke is begun at a range of 40 feet, but it hits a stone wall at 50 feet. The bolt travels 10 feet, hits the wall, and rebounds for 70 feet back toward its creator (who is only 50 feet from the wall, and so is caught in his own lightning bolt!).

The DM might allow reflecting bolts. When this type of lightning bolt strikes a solid surface, the bolt reflects from the surface at an angle equal to the angle of incidence (like light off a mirror). A creature crossed more than once by the bolt must roll a saving throw for every time it is crossed, but it still suffers either full damage (if one saving throw is missed) or half damage (if all saving throws are made).

The material components of the spell are a bit of fur and an amber, crystal, or glass rod.

Lorn's Creeping Shadow

School: Illusion

Range: 0

Components: V, S, M

Duration: 1 round/level

Casting Time: 7

Area of Effect: The caster's shadow

Saving Throw: None

This spell causes the wizard's shadow to elongate, stretching away from his body at a rate of 15 yards per round. It can elongate a maximum distance of 10 yards per level of the caster. The shadow moves as an ordinary shadow, along floors and up walls. The caster may maneuver in any manner feasible to place the shadow where he desires. A caster might position his shadow over a high window in a tower in order to spy on the tower's occupants. The shadow makes no sound and is 90% undetectable in all but the brightest surroundings.

While the spell lasts, the illusionist can see, hear, and speak through his shadow. The shadow cannot physically touch, pick up, or attack creatures or objects. It can be struck only by spells, magical weapons of +1 or better, or other special attacks (such as a dragon's breath). The shadow has the same Armor Class as the caster. Hit points lost by the shadow are suffered by the caster.

Wizard Spells 3rd Tier

To cast the spell, a light source of at least the brightness of a candle must be present. The material component is a small statuette of the caster sculpted from a piece of obsidian worth at least 1,000 sp.

Magic Weapon II

School: Enchantment
Range: Touch
Components: V, S, M
Duration: 2 rds./level
Casting Time: 3
Area of Effect: 1 weapon
Saving Throw: None

By means of this spell, the caster makes a normal mundane weapon into a magical +2 weapon. This spell does not enhance a weapon that is already magical. The weapon may be a wooden staff, a metal dagger, or a leather sling, as long as the object is considered a "weapon." A rock could be considered a weapon but a feather would not be.

Melf's Minute Meteors

School: Evocation
Range: 70 yds. + 10 yds./level
Components: V, S, M
Duration: Special
Casting Time: 3
Area of Effect: 1 target/meteor
Saving Throw: None

This spell enables the wizard to cast small globes of fire (one for each experience level he has attained), each of which bursts into a 1-foot-diameter sphere upon impact, inflicting 1d4 points of damage to the creature struck. It can also ignite combustible materials (even solid planks). The meteors are treated as missiles hurled by the wizard with a +2 bonus to the attack rolls and with no penalty for range. Misses are treated as grenade-like missiles that inflict 1 point of damage to creatures within 3 feet.

The spell can be cast in either of two ways:

- A) The wizard discharges five meteors every round.
- B) The wizard discharges only one meteor per round. In addition to releasing the missile, the caster can perform other actions in the round, including spellcasting, melee, or device use. Spells requiring concentration force the wizard to forgo the rest of the missiles to maintain concentration. Also, if the wizard fails to maintain an exact mental count of the number of missiles he has remaining, he has involuntarily lost the remaining portion of the spell.

The spell ends when the caster has fired off as many meteors as he has experience levels, when he forgoes casting any still remaining, or when a successful *dispel magic* spell is thrown upon the caster.

The components necessary for the casting of this spell are nitre and sulphur formed into a bead by the addition of pine tar. The caster must also have a small hollow tube of minute proportion, fashioned from gold. The tube costs no less than 1,000 sp to construct, so fine is its workmanship and magical engraving, and it can be reused.

Non-detection

School: Abjuration
Range: Touch
Components: V, S, M
Duration: 1 hr./level
Casting Time: 3
Area of Effect: 1 creature or item
Saving Throw: None

By casting this spell, the wizard makes the creature or object touched undetectable by divination spells such as *clairaudience*, *clairvoyance*, *locate object*, *ESP*, and detect spells. It also prevents location by such magical items as *crystal balls* and *ESP medallions*. It does not affect the *know alignment* spell or the ability of intelligent or high-level beings to detect invisible creatures. If a divination is attempted, the *non-detection* caster must roll a saving throw vs. spell. If this is successful, the divination fails.

The material component of the spell is a pinch of diamond dust worth 300 sp.

Phantom Steed

School: Conjunction, Phantasm
Range: Touch
Components: V, S
Duration: 1 hr./level
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

When this spell is cast, the wizard creates a quasi-real, horse-like creature. The steed can be ridden only by the wizard who created it, or by any person for whom the wizard specifically creates such a mount. A phantom steed has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no

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sound. Its eyes are milky colored. It does not fight, but all normal animals shun it and only monstrous ones will attack. The mount has an Armor Class of 2 and 7 hit points, plus 1 per level of the caster. If it loses all of its hit points, the phantom steed disappears. A phantom steed moves at a movement rate of 4 per level of the spellcaster, to a maximum movement rate of 48. It has what seems to be a saddle and a bit and bridle. It can bear its rider's weight, plus up to 10 pounds per caster level.

These mounts gain certain powers according to the level of the wizard who created them:

8th Level: The ability to pass over sandy, muddy, or even swampy ground without difficulty.

10th Level: The ability to pass over water as if it were firm, dry ground.

12th Level: The ability to travel in the air as if it were firm land, so chasms and the like can be crossed without benefit of a bridge. Note, however, that the mount cannot casually take off and fly; the movement must be between points of similar altitude.

14th Level: The ability to perform as if it were a pegasus; it flies at a rate of 48 per round upon command.

Note that a mount's abilities include those of lower levels; thus, a 12th-level mount has the 8th-, 10th-, and 12th-level abilities.

Protection From Evil, 10' Radius

School: Abjuration

Range: Touch

Components: V, S, M

Duration: 2 rds./level

Casting Time: 3

Area of Effect: 10-ft. radius around creature touched

Saving Throw: None

The globe of protection of this spell is identical in all respects to a *protection from evil* spell, except that it encompasses a much larger area and its duration is greater. The effect is centered on and moves with the creature touched. Any protected creature within the circle can break the warding against enchanted or summoned monsters by meleeing them. If a creature too large to fit into the area of effect is the recipient of the spell, the spell acts as a normal *protection from evil* spell for that creature only.

To complete this spell, the caster must trace a circle 20 feet in diameter using powdered silver. The material component for the reverse is powdered iron.

Sepia Snake Sigil

School: Conjuration/Summoning

Range: 5 yds.

Components: V, S, M

Duration: Special

Casting Time: 3

Area of Effect: 1 sigil

Saving Throw: None

When this spell is cast, a small written symbol appears in the text of any written work. When read, the so-called sepia snake springs into being and strikes at the nearest living creature (but does not attack the wizard who cast the spell). Its attack is made as if it were a monster with Hit Dice equal to the level of the wizard who cast the spell. If it strikes successfully, the victim is engulfed in a shimmering amber field of force, frozen and immobilized until released, either at the caster's command, by a successful *dispel magic* spell, or until a time equal to 1d4 days + 1 day per caster level has elapsed. Until then, nothing can get at the victim, move the shimmering force surrounding him, or otherwise affect him. The victim does not age, grow hungry, sleep, or regain spells while in this state. He is not aware of his surroundings. If the sepia snake misses its target, it dissipates in a flash of brown light, with a loud noise and a puff of dun-colored smoke that is 10 feet in diameter and lasts for one round.

The spell cannot be detected by normal observation, and *detect magic* reveals only that the entire text is magical. A *dispel magic* can remove it; an *erase* spell destroys the entire page of text. It can be cast in combination with other spells that hide or garble text. The components for the spell are 100 gp worth of powdered amber, a scale from any snake, and a pinch of mushroom spores.

Slow

School: Alteration

Range: 90 yds. + 10 yds./level

Components: V, S, M

Duration: 3 rds. + 1 rd./level

Casting Time: 3

Area of Effect: 40-ft. cube, 1 creature/level

Saving Throw: Neg.

A *slow* spell causes affected creatures to move and attack at half their normal rates. It negates a *haste* spell or equivalent, but does not otherwise affect magically speeded or slowed creatures. Slowed creatures have an Armor Class penalty of +4 AC, an attack penalty of -4,

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and all Dexterity combat bonuses are negated. The magic affects a number of creatures equal to the spellcaster's level, if they are within the area of effect chosen by the wizard (i.e., a 40-foot cubic volume centered as called for by the caster). The creatures are affected from the center of the spell outward. Saving throws against the spell suffer a -4 penalty.

The material component of this spell is a drop of molasses.

Spectral Force

School: Illusion/Phantasm

Range: 60 yds. + 1 yd./level

Components: V, S

Duration: Special

Casting Time: 3

Area of Effect: 40-ft. cube + 10-ft. cube/level

Saving Throw: Special

This spell is only usable by Illusionists.

The *spectral force* spell creates an illusion in which sound, smell, and thermal illusions are included. It is otherwise similar to the *improved phantasmal force* spell. The spell lasts for three rounds after concentration ceases.

Suggestion

School: Enchantment/Charm

Range: 30 yds.

Components: V, M

Duration: 1 hr. + 1 hr./level

Casting Time: 3

Area of Effect: 1 creature

Saving Throw: Neg.

When this spell is cast by the wizard, he influences the actions of the chosen recipient by the utterance of a few words--phrases or a sentence or two--suggesting a course of action desirable to the spellcaster. The creature to be influenced must, of course, be able to understand the wizard's suggestion--it must be spoken in a language that the spell recipient understands.

The suggestion must be worded in such a manner as to make the action sound reasonable; asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act automatically negates the effect of the spell. However, a suggestion that a pool of acid was actually pure water and that a quick dip would be refreshing is another matter. Urging

a red dragon to stop attacking the wizard's party so that the dragon and party could jointly loot a rich treasure elsewhere is likewise a reasonable use of the spell's power. The course of action of a suggestion can continue in effect for a considerable duration, such as in the case of the red dragon mentioned above. Conditions that will trigger a special action can also be specified; if the condition is not met before the spell expires, the action will not be performed. If the target successfully rolls its saving throw, the spell has no effect. Note that a very reasonable suggestion causes the saving throw to be made with a penalty (such as -1, -2, etc.) at the discretion of the DM. Undead are not subject to suggestion.

The material components of this spell are a snake's tongue and either a bit of honeycomb or a drop of sweet oil.

Summon Creature III

School: Conjuration/Summoning

Range: Special

Components: V, S, M

Duration: 2 rds. + 1 rd./level

Casting Time: 4

Area of Effect: 30-yd. radius

Saving Throw: None

This spell is only usable by Conjurers.

Within one round of casting this spell, the wizard magically conjures 2d4 3rd-level monsters (selected by the DM, from his 3rd-level encounter tables). The monsters appear anywhere within the spell's area of effect, as desired by the wizard. They attack the spell user's opponents to the best of their ability until either he commands that the attacks cease, the spell duration expires, or the monsters are slain. These creatures do not check morale, but they vanish when slain. Note that if no opponent exists to fight, summoned monsters can, if the wizard can communicate with them and if they are physically able, perform other services for the summoning wizard.

In rare cases, adventurers have been known to disappear, summoned by powerful spellcasters using this spell. Those summoned recall all the details of their trip.

The material components of this spell are a tiny bag and a small (not necessarily lit) candle.

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Taramis' Reduction Spell

School: Alteration

Range: 10 yds./level

Components: V, S, M

Duration: 1 hour/level

Casting Time: 4

Area of Effect: 1-4 creatures or objects

Saving Throw: Neg.

If only one creature is targeted, it saves at -4. Objects do not get a saving throw.

This spell is only usable by Transmuters.

Reduce negates the *enlarge* spell or makes creatures or objects smaller. The creatures or objects lose 10% of their original size for every level of the caster, to a minimum of 10% of the original size. Thereafter, the size shrinks by 1-foot increments to less than 1 foot, by 1-inch increments to 1 inch, and by 1/10-inch increments to a minimum of 1/10 of an inch--the recipient cannot dwindle away to nothingness.

For example, a 16-foot-tall giant reduced by a 15th-level wizard (15 steps) would be reduced to 1.6 feet (in nine steps), then to 6/10 of a foot or 7.2 inches (in one step), and finally to 2.2 inches (in the last five steps). A shrinking object may damage weaker materials affixed to it, but an object will shrink only as long as the object itself is not damaged. Hit points of a creature are not reduce, though a DM may rule that the now giant attacks against it are proportionally destructive.

In the above example, the wizard is now 30 times as large as the giant, and could do 30 times more damage than normal. A hit from a staff could then do a d6X30 to such a "giant."

Here are the effects of casting this spell at 7th level:

Original Size	New Size
30'	9'
25'	7' 6"
20'	6'
18'	5' 6"
15'	4' 6"
12'	3' 7"
9'	2' 8"
6'	1' 9"
5'	1' 6"
4'	1' 3"
3'	11"

If the caster targets 4 creatures, their saving throw is normal. If 2 or 3 creatures are targeted, they save at -2.



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Vampiric Touch

School: Necromancy

Range: 0

Components: V, S

Duration: One touch

Casting Time: 3

Area of Effect: The caster

Saving Throw: None

This spell is only usable by Necromancers.

When the caster touches an opponent in melee with a successful attack roll, the opponent loses 1d6 hit points for every two caster levels, to a maximum drain of 6d6 points for a 12th-level caster. The spell is expended when a successful touch is made or one turn passes. The hit points are added to the caster's total, with any hit points over the caster's normal total treated as temporary additional hit points. Any damage to the caster is subtracted from the temporary hit points first. After one hour, any extra hit points above the caster's normal total are lost. The creature originally losing hit points through this spell can regain them by magical or normal healing. Undead creatures are unaffected by this spell.

Wind Wall

School: Invocation/Evocation

Range: 10 yds./level

Components: V, S, M

Duration: 1 rd./level

Casting Time: 3

Area of Effect: wall, 10 x 5 ft./level, 2 ft. wide

Saving Throw: Special

This spell brings forth an invisible vertical curtain of wind 2 feet thick and of considerable strength--a strong breeze sufficient to blow away any bird smaller than an

eagle or tear papers and like materials from unsuspecting hands. (If in doubt, a saving throw vs. spell determines whether the subject maintains its grasp.) Normal insects cannot pass such a barrier. Loose materials, even cloth garments, fly upward when caught in a wind wall. Arrows and bolts are deflected upward and miss, while sling stones and other missiles under two pounds in weight receive a -4 penalty to a first shot and -2 penalties thereafter. Gases, most breath weapons, and creatures in gaseous form cannot pass this wall, although it is no barrier to non-corporeal creatures.

The material components are a tiny fan and a feather of exotic origin.



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Brainkill

School: Necromancy
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1 round
Area of Effect: 1 creature
Saving Throw: Neg.

A wizard casting this spell permanently burns the memories of all knowledge from a creature of a specific place, person, or time period for up to a year. A save versus Death Magic negates in which case the victim has a painful headache for 1d4 hours. Otherwise, the victim takes 1d6 damage and forgets what the caster wishes him to (for up to a year).

The spell has no impact on a creature's abilities or skills.

Charm Man IV

School: Enchantment/Charm
Range: 15' radius
Components: V, S
Duration: 1d4+1 turns
Casting time: 1
Area of Effect: 1d4+4 males of 4 HD/level or lower
Saving Throw: see below

This spell is only usable by Enchantresses.

The caster must have a Charisma score of at least 13 to cast this spell.

The spell affects victims the same as a charm person spell. If there is a leader with a group of men, he may dispel the charm if his Charisma plus a roll of 1d8 is six points or more higher than the caster's Charisma. If the spell is not dispelled by a leader, each man within the area of effect must attempt a save vs. spells. A successful save negates the effect of the spell for that man only. If there are more men within range than a maximum number who can be affected, the spell is directed against the lower-level men first. The spell won't work on any man who has taken damage from any other action by the same cleric during the current encounter.

Charm Monster

School: Enchantment/Charm
Range: 60 yds.
Components: V, S
Duration: Special
Casting Time: 4
Area of Effect: 1 or more creatures in 20-ft. radius
Saving Throw: Neg.

This spell is only usable by Enchanters.

This spell is similar to a *charm person* spell, but it can affect any living creature—or several low-level creatures. The spell affects 2d4 Hit Dice or levels of creatures, although it only affects one creature of 4 or more Hit Dice or levels, regardless of the number rolled. All possible subjects receive saving throws vs. spell, adjusted for Wisdom. Any damage inflicted by the caster or his allies in the round of casting grants the wounded creature another saving throw at a bonus of +1 per point of damage received. Any affected creature regards the spellcaster as friendly, an ally or companion to be treated well or guarded from harm. If communication is possible, the charmed creature follows reasonable requests, instructions, or orders most faithfully (see the *suggestion* spell). If communication is not possible, the creature does not harm the caster, but others in the vicinity may be subject to its intentions, hostile or otherwise. Any overtly hostile act by the caster breaks the spell, or at the very least allows a new saving throw against the charm. Affected creatures eventually come out from under the influence of the spell. This is a function of the creature's level (i.e., its Hit Dice).

Monster Level or Hit Dice	% Chance Per Week of Breaking Spell
1st or up to 2	5%
2nd or up to 3+2	10%
3rd or up to 4+4	15%
4th or up to 6	25%
5th or up to 7+2	35%
6th or up to 8+4	45%
7th or up to 10	60%
8th or up to 12	75%
9th or over 12	90%

The exact day of the week and time of day is secretly determined by the DM.

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Confusion

School: Enchantment/Charm
Range: 120 yds.
Components: V, S, M
Duration: 2 rds. + 1 rd./level
Casting Time: 4
Area of Effect: Up to 60-ft. cube
Saving Throw: Special

This spell causes confusion in one or more creatures within the area, creating indecision and the inability to take effective action. The spell affects 1d4 creatures, plus one creature per caster level. These creatures are allowed saving throws vs. spell with -2 penalties, adjusted for Wisdom. Those successfully saving are unaffected by the spell.

Confused creatures react as follows:

D10 Roll Action

- | | |
|-----|---|
| 1 | Wander away (unless prevented) for duration of spell |
| 2-6 | Stand confused for one round (then roll again) |
| 7-9 | Attack nearest creature for one round (then roll again) |
| 10 | Act normally for one round (then roll again) |

The spell lasts for two rounds plus one round for each level of the caster. Those who fail are checked by the DM for actions each round for the duration of the spell, or until the "wander away for the duration of the spell" result occurs. Wandering creatures move as far from the caster as possible, according to their most typical mode of movement (characters walk, fish swim, bats fly, etc.). Saving throws and actions are checked at the beginning of each round. Any confused creature that is attacked perceives the attacker as an enemy and acts according to its basic nature.

The material component is a set of three nut shells.

Contagion

School: Necromancy
Range: 30 yds.
Components: V, S
Duration: Permanent
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: Neg.

This spell causes a major disease and weakness in a creature. The afflicted individual is immediately stricken with painful and distracting symptoms: boils, blotches, lesions, seeping abscesses, and so on. Strength,

Dexterity, and Charisma are reduced by 2. Attack rolls are decreased by 2. The effect persists until the character receives a *cure disease* spell or spends 1d3 weeks taking a complete rest to recover. Characters ignoring the contagion for more than a day or so may be susceptible to worse diseases at the discretion of the DM.

Curse

School: Abjuration
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 4
Area of Effect: Special
Saving Throw: Special

This spell is only usable by Necromancers.

Curse is not permanent; the *curse* lasts one day for every experience level of the wizard casting the spell. It causes one of the following effects chosen by the spellcaster:

- Lowers one ability of the subject to 3
- Worsens the subject's attack rolls and saving throws by -4
- Makes the subject 50% likely every round of combat to drop whatever it is holding and stand confused

It is possible for a wizard to devise his own curse, and it should be similar in power to those given (the DM has final say). The subject of a *curse* spell must be touched. Even so, a saving throw is still applicable; if it is successful, the effect is negated. The curse cannot be dispelled.

Detect Scrying

School: Divination
Range: 0
Components: V, S, M
Duration: 1d6 turns + 1 turn/level
Casting Time: 3
Area of Effect: 120-ft. radius
Saving Throw: Special

By means of this spell, the wizard immediately becomes aware of any attempt to observe him by means of clairvoyance, clairaudience, or magic mirror. This also reveals the use of crystal balls or other magical scrying devices, provided the attempt is within the area of effect

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of the spell. Since the spell is centered on the spellcaster, it moves with him, enabling him to "sweep" areas for the duration of the spell. When a scrying attempt is detected, the scryer must immediately roll a saving throw. If this is failed, the identity and general location of the scryer immediately become known to the wizard who cast this spell. The general location is a direction and significant landmark close to the scryer. Thus, the caster might learn, "The wizard Sniggel spies on us from east, under the stairs," or, "You are watched by Asquil in the city of Khauran."

The material components for this spell are a small piece of mirror and a miniature brass hearing trumpet.

Emotion

School: Enchantment/Charm

Range: 10 yds./level

Components: V,S

Duration: Special

Casting Time: 4

Area of Effect: 20-ft. cube

Saving Throw: Neg.

When this spell is cast, the wizard can create a single emotional reaction in the subject creatures. The following are typical:

1. *Courage*: This emotion causes the creatures affected to become berserk, fighting with a +1 bonus to the attack dice, causing +3 points of damage, and temporarily gaining 5 hit points. The recipients fight without shield and regardless of life, never checking morale. This spell counters (and is countered by) *fear*.
2. *Fear*: The affected creatures flee in panic for 2d4 rounds. It counters (and is countered by) *courage*.
3. *Friendship*: The affected creatures react more positively (for example, tolerance becomes goodwill). It counters (and is countered by) *hate*.
4. *Happiness*: This effect creates joy and a feeling of complacent well-being, adding +4 to all reaction rolls and making attack unlikely unless the creatures are subject to extreme provocation. It counters (and is countered by) *sadness*.
5. *Hate*: The affected creatures react more negatively (for example, tolerance becomes negative neutrality). It counters (and is countered by) *friendship*.
6. *Hope*: The effect of hope is to raise morale, saving throw rolls, attack rolls, and damage caused by +2. It counters (and is countered by) *hopelessness*.
7. *Hopelessness*: The affected creatures submit to the demands of any opponent: surrender, get out, etc. Otherwise, the creatures are 25% likely to do nothing in

a round, and 25% likely to turn back or retreat. It counters (and is countered by) *hope*.

8. *Sadness*: This creates unhappiness and a tendency toward maudlin introspection. This emotion penalizes surprise rolls by -1 and adds +1 to initiative rolls. It counters (and is countered by) *happiness*.

All creatures in the area at the instant the spell is cast are affected unless successful saving throws vs. spell are made, adjusted for Wisdom. The spell lasts as long as the wizard continues to concentrate on projecting the chosen emotion. Those who fail the saving throw against *fear* must roll a new saving throw if they return to the affected area.

Emphatic Wound Transfer

School: Necromancy

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 4

Area of Effect: Creature Touched

Saving Throw: None

By means of this spell, the wizard transfers up to 2 hp/caster level of wounds from an ally to himself, thereby healing his ally. This spell only heals wounds and does not affect a poisoned character or any other special harmful condition. The wizard can bring himself to unconsciousness (-9 max) with this spell.

The material components are two wolf's teeth, each from a different animal, two newt eyes, and blood and hair from the caster and recipient.

Enervation

School: Necromancy

Range: 10 yds./level

Components: V, S

Duration: 1d4 hrs. + 1 hr./level

Casting Time: 4

Area of Effect: 1 creature

Saving Throw: Neg.

This spell temporarily suppresses the subject's life force. The necromancer points his finger and utters the incantation, releasing a black bolt of crackling energy. The subject must roll a saving throw vs. spell, adjusted for Dexterity, to avoid the bolt. Success means the spell has no effect. Failure means the subject is treated exactly as if he had been drained of energy levels by a wight, one level for every three levels of the caster. Hit

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Dice, spells, and other character details dependent on level are lost or reduced. Those drained to 0th level must make a system shock check to survive and are helpless until the spell expires. The spell effect eventually wears off, either after 1d4 hours plus one hour per caster level, or after six hours of complete and undisturbed rest. Level abilities are regained, but lost spells must be rememorized. Undead are immune to this spell.

Enhance Familiar III

School: Enchantment

Range: 10 feet

Components: V, S, M

Duration: Instantaneous

Casting Time: 72 hours

Area of Effect: Caster's Familiar

Saving Throw: None

See *Enhance Familiar I* for basic features.

Enhancer III Qualities

Intelligence improves to "Very Intelligent" (10+d2)

The familiar can with tutoring from the wizard, learn to read in other languages up to its Intelligence limit. The familiar gains one power from Table 1, one power from Table 2 and +1 hp.

Evard's Black Tentacles

School: Conjuration/Summoning

Range: 30 yds.

Components: V, S, M

Duration: 1 hr./level

Casting Time: 1 rd.

Area of Effect: 30 sq. ft./level

Saving Throw: None

This spell creates many rubbery, black tentacles in the area of effect. These waving members seem to spring forth from the earth, floor, or whatever surface is underfoot--including water. Each tentacle is 10 feet long, AC 4, and requires as many points of damage to destroy as the level of the wizard who cast the spell. There are 1d4 such tentacles, plus one per experience level of the spellcaster.

Any creature within range of the writhing tentacles is subject to attack as determined by the DM. The target of a tentacle attack must roll a saving throw vs. spell. If this succeeds, the subject suffers 1d4 points of damage from contact with the tentacle; the tentacle is then destroyed. Failure to save indicates that the damage

inflicted is 2d4 points, the ebon member is wrapped around its subject, and damage will be 3d4 points on the second and all succeeding rounds. Since these tentacles have no intelligence to guide them, there is the possibility that they entwine any object--a tree, post, pillar, even the wizard himself--or continue to squeeze a dead opponent. A grasping hold established by a tentacle remains until the tentacle is destroyed by some form of attack or until it disappears at the end of the spell's duration.

The component for this spell is a piece of tentacle from a giant octopus or giant squid.

Fire Charm

School: Enchantment/Charm

Range: 10 yds.

Components: V, S, M

Duration: 2 rds./level

Casting Time: 4

Area of Effect: 15-ft. radius

Saving Throw: Neg.

By means of this spell the wizard causes a normal fire source, such as a brazier, flambeau, or bonfire, to serve as a magical agent, for from this source he causes a gossamer veil of multihued flame to encircle the fire at a distance of 5 feet. Any creatures observing the fire or the dancing circle of flame around it must successfully roll a saving throw vs. spell or be charmed into remaining motionless and gazing, transfixed, at the flames. While so charmed, creatures are subject to suggestions of 12 or fewer words, saving vs. spell with a -3 penalty, adjusted for Wisdom. The caster can give one such suggestion to each creature, and the suggestions need not be the same. The maximum duration for such a suggestion is one hour, regardless of the caster's level.

The fire charm is broken if the charmed creature is physically attacked, if a solid object comes between the creature and the veil of flames so as to obstruct vision, or when the duration of the spell expires. Those exposed to the fire charm again may be affected at the DM's option, although bonuses may also be allowed to the saving throws. Note that the veil of flame is not a magical fire, and passing through it incurs the same damage as would be sustained from passing through its original fire source.

The material component for this spell is a small piece of multicolored silk of exceptional thinness that the spellcaster must throw into the fire source.

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Fire Shield

School: Evocation
Range: 0
Components: V, S, M
Duration: 2 rds. + 1 rd./level
Casting Time: 4
Area of Effect: The caster
Saving Throw: None

This spell can be cast in one of two forms: a warm shield that protects against cold-based attacks, or a chill shield that protects against fire-based attacks. Both return damage to creatures making physical attacks against the wizard. The wizard must choose which variation he memorizes when the spell is selected.

When casting this spell, the wizard appears to immolate himself, but the flames are thin and wispy, shedding no heat, and giving light equal to only half the illumination of a normal torch. The color of the flames is determined randomly (50% chance of either color)--blue or green if the chill shield is cast, violet or blue if the warm shield is employed. The special powers of each shield are as follows:

A) *Warm shield*. The flames are warm to the touch. Any cold-based attacks are saved against with a +2 bonus; either half normal damage or no damage is sustained. There is no bonus against fire-based attacks, and if the wizard fails to make the required saving throw (if any) against them, he sustains double normal damage.

The material component for this variation is a bit of phosphorous.

B) *Chill shield*. The flames are cool to the touch. Any fire-based attacks are saved against with a +2 bonus; either half normal damage or no damage is sustained. There is no bonus against cold-based attacks, and if the wizard fails to make the required saving throw (if any) against them, he sustains double normal damage.

The material component for this variation is a live firefly or glow worm or the tail portions of four dead ones.

Any creature striking the spellcaster with its body or hand-held weapons inflicts normal damage upon the wizard, but the attacker suffers the same amount of damage. An attacker's magical resistance, if any, is tested when the creature actually strikes the

wizard. Successful resistance shatters the spell. Failure means the creature's magic resistance does not affect that casting of the spell.

Fire Trap

School: Evocation
Range: Touch
Components: V, S, M
Duration: Until discharged
Casting Time: 1 turn
Area of Effect: Object touched
Saving Throw: ½

Any closeable item (book, box, bottle, chest, coffer, coffin, door, drawer, and so forth) can be warded by a *fire trap* spell. The spell is centered on a point selected by the spellcaster. The item so trapped cannot have a second closure or warding spell placed upon it (if such is attempted, the chance is 25% that the first spell fails, 25% that the second spell fails, or 50% that both spells fail). A *knock* spell does not affect a fire trap in any way--as soon as the offending party enters or touches the item, the trap discharges. Thieves and others have only half their normal chance to detect a fire trap (by noticing the characteristic markings required to cast the spell). They have only half their normal chance to remove the trap (failure detonates the trap immediately). An unsuccessful dispel does not detonate the spell. The caster can use the trapped object without discharging it, as can any individual to whom the spell was specifically attuned when cast (the exact method usually involves a keyword). When the trap is discharged, there is an explosion of 5-foot radius from the spell's center; all creatures within this area must roll saving throws vs. spell. Damage is 1d4 points plus 1 point per level of the caster, or half this (round up) for creatures successfully saving. (Under water, this ward inflicts half damage and creates a large cloud of steam.) The item trapped is not harmed by this explosion.

To place this spell, the caster must trace the outline of the closure with a bit of sulphur saltpeter and touch the center of the effect. Attunement to another individual requires a hair or similar object from that person.

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Fumble

School: Enchantment/Charm
Range: 10 yds./level
Components: V, S, M
Duration: 1 rd./level
Casting Time: 4
Area of Effect: 30-ft. cube
Saving Throw: Special

When a *fumble* spell is cast, the wizard creates an area in which all creatures suddenly become clumsy and awkward. Running creatures trip and fall, those reaching for an item drop it, those employing weapons likewise awkwardly drop them, etc. Recovery from a fall or picking up a fumbled object typically requires a successful saving throw and takes one round. Note that breakable items might suffer damage when dropped. A subject succeeding with his saving throw can act freely that round, but if he is in the area at the beginning of the next round, another saving throw is required.

Alternatively, the spell can be cast at an individual creature. Failure to save means the creature is affected for the spell's entire duration; success means the creature is slowed (see the 3rd-level spell).

The material component of this spell is a dab of solidified milk fat.

Ice Storm

School: Evocation
Range: 10 yds./level
Components: V, S, M
Duration: Special
Casting Time: 4
Area of Effect: 20 or 40 ft. radius
Saving Throw: None

This spell is only usable by Invokers.

This spell can have one of two effects, at the caster's option: Either great hail stones pound down for one round in a 40-foot-diameter area and inflict 3d10 points of damage to any creatures within the area of effect, or driving sleet falls in an 80-foot-diameter area for one round per caster level. The sleet blinds creatures within its area for the duration of the spell and causes the ground in the area to be icy, slowing movement by 50% and making it 50% probable that a creature trying to move in the area slips and falls. The sleet also extinguishes torches and small fires.

Note that this spell will negate a *heat metal* spell.

The material components for this spell are a pinch of dust and a few drops of water.

Lovesickness

School: Enchantment/Charm
Range: 6 feet
Components: V, S
Duration: Special
Casting time: 4
Area of Effect: One person
Saving Throw: Neg.

This spell is only usable by Enchantresses.

This spell makes its recipient become so much in love with the mage that as soon as he loses sight of the mage, the victim begins to waste away. The victim stops eating food, turns to drinking, and becomes a general wreck, fighting at a -5. As a result, he will die of malnutrition in a number of days equal to his Constitution score plus 10, and there is a 10% chance of him committing suicide.

What's more, if the mage tells him to go away, he is compelled to do so. This unpleasant condition may wear off as a charm person, but otherwise must be treated by cure disease.

Minor Globe of Invulnerability

School: Abjuration
Range: 0
Components: V, S, M
Duration: 1 rd./level
Casting Time: 4
Area of Effect: 5-ft. radius
Saving Throw: None

This spell creates an immobile, faintly shimmering magical sphere around the caster that prevents any 1st-, 2nd-, or 3rd-level spell effects from penetrating (i.e., the area of effect of any such spells does not include the area of the minor globe of invulnerability). This includes innate abilities and effects from devices. However, any type of spell can be cast out of the magical globe, and these pass from the caster of the globe to their subject without affecting the globe. Fourth and higher level spells are not affected by the globe.

The globe can be brought down by a successful *dispel magic* spell. The caster can leave and return to the globe without penalty. Note that spell effects are not actually disrupted by the globe unless cast directly through or into it: The caster would still see a mirror image created by a wizard outside the globe. If that wizard then entered the globe, the images would wink out, to reappear when the wizard exited the globe. Likewise, a

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wizard standing in the area of a *light* spell would still receive sufficient light for vision, even though that part of the *light* spell volume in the globe would not be luminous.

The material component of the spell is a glass or crystal bead that shatters at the expiration of the spell.

Magic Mirror

School: Divination

Range: Touch

Components: V, S, M

Duration: 1 rd./level

Casting Time: 1 hr.

Area of Effect: Special

Saving Throw: None

By means of this spell, the wizard changes a normal mirror into a scrying device similar to a crystal ball. The details of the use of such a scrying device are found in the DMG. The mirror used must be of finely wrought and highly polished silver and cost not less than 1,000 sp. This mirror is not harmed by casting the spell, but the other material components--the eye of a hawk, an eagle, or even a roc, and nitric acid, copper, and zinc--are used up.

The following spells can be cast through a magic mirror: *read magic*, and *infravision*. The following spells have a 5% chance per level of the caster of operating correctly: *detect magic*, *detect good or evil*, and *message*. The base chances for the subject to detect any *crystal ball*-like spell are listed in the DMG.

Otiluke's Resilient Sphere

School: Alteration, Evocation

Range: 20 yds.

Components: V, S, M

Duration: 1 rd./level

Casting Time: 4

Area of Effect: 1-ft. diameter/level

Saving Throw: Neg.

When this spell is cast, the result is a globe of shimmering force that encloses the subject creature--if it is small enough to fit within the diameter of the sphere and it fails to successfully save vs. spell. The resilient sphere contains its subject for the spell's duration, and it is not subject to damage of any sort except from a *rod of cancellation*, a *wand of negation*, or a *disintegrate* or *dispel magic* spell. These cause it to be destroyed without harm to the subject. Nothing can pass through the sphere, inside or out, though

the subject can breathe normally. The subject may struggle, but all that occurs is a movement of the sphere. The globe can be physically moved either by people outside the globe or by the struggles of those within.

The material components of the spell are a hemispherical piece of diamond (or similar hard, clear gem material) and a matching hemispherical piece of gum arabic.

Phantasmal Killer

School: Illusion/Phantasm

Range: 5 yds./level

Components: V, S

Duration: 1 rd./level

Casting Time: 4

Area of Effect: 1 creature

Saving Throw: Special

This spell is only usable by Illusionists.

When this spell is cast, the wizard creates the illusion of the most fearsome thing imaginable to the victim, simply by forming the fears of the victim's subconscious mind into something that its conscious mind can visualize--the most horrible beast. Only the spell recipient can see the phantasmal killer (the caster sees only a shadowy shape), but if it succeeds in scoring a hit, the subject dies from fright. The beast attacks as a 4 Hit Dice monster. It is invulnerable to all attacks and can pass through any barriers. Once cast, it inexorably pursues the subject, for it exists only in the subject's mind.

The only defenses against a phantasmal killer are an attempt to disbelieve (which can be tried but once), slaying or rendering unconscious the wizard who cast the spell, or rendering unconscious the target of the spell for its duration. To disbelieve the killer, the subject must specifically state the attempt and then roll an Intelligence check. This roll has a -1 penalty for every four levels of the caster.

Special modifiers apply to this attack:

Surprise -2

Subject previously attacked by this spell +1

Subject is an illusionist +2

Subject is wearing a *helm of telepathy* +3

Magic resistance, bonuses against fear, and Wisdom adjustments also apply. The subject's magic resistance is checked first; if the spell overcomes the resistance,

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the subject's fear/Wisdom bonuses (if any) then apply as negative modifiers to his Intelligence check. If the subject of a phantasmal killer attack succeeds in disbelieving, and he is wearing a *helm of telepathy*, the beast can be turned upon the wizard, who must then disbelieve it or be subject to its attack and possible effects. If the subject ignores the killer to perform other actions, such as attacking the caster, the killer may, at the DM's option, gain bonuses to hit (for flank or rear attacks, etc.). Spells such as *remove fear* and *cloak of bravery*, cast after the killer has attacked, grant another check to disbelieve the effect.

Polymorph Other

School: Alteration
Range: 5 yds./level
Components: V, S, M
Duration: Permanent
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: Neg.

This spell is only usable by Transmuters.

The *polymorph other* spell is a powerful magic that completely alters the form and ability, and possibly the personality and mentality, of the recipient. Of course, while a creature with a lower Intelligence can be polymorphed in form into something with a higher Intelligence, it will not gain that creature's mental ability. The reverse--polymorphing a higher Intelligence creature into one of significantly lower Intelligence--results in a creature much more intelligent than appearances would lead one to believe.

The polymorphed creature must succeed on a system shock (see Table 3) roll to see if it survives the change. After this, it must make a special Intelligence check to see if it retains its personality (see following). The polymorphed creature acquires the form and physical abilities of the creature it has been polymorphed into, while retaining its own mind. Form includes natural Armor Class (that due to skin toughness, but not due to quickness, magical nature, etc.), physical movement abilities (walking, swimming, and flight with wings, but not plane shifting, blinking, teleporting, etc.), and attack routines (claw/claw/bite, swoop, rake, and constriction, but not petrification, breath weapons, energy drain, etc.). Hit points and saving throws do not change from the original form. Non-corporeal forms cannot be assumed. Natural shapeshifters (lycanthropes, doppelgangers, higher level druids, etc.) are affected for but one round, and can then resume their normal form.

If slain, the polymorphed creature reverts to its original form, though it remains dead. (Note that most creatures generally prefer their own form and will not willingly stand the risk of being subjected to this spell!) As class and level are not attributes of form, abilities derived from either cannot be gained by this spell, nor can exact ability scores be specified.

When the polymorph occurs, the creature's equipment, if any, melds into the new form (in particularly challenging campaigns, the DM may allow protective devices, such as a *ring of protection*, to continue operating effectively). The creature retains its mental abilities, including spell use, assuming the new form allows completion of the proper verbal and somatic components and the material components are available. Creatures not used to a new form might be penalized at the DM's option (for example, -2 to attack rolls) until they practice sufficiently to master it. When the physical change occurs, there is a base 100% chance that the subject's personality and mentality change into that of the new form (i.e., a roll of 20 or less on 1d20). For each 1 point of Intelligence of the subject, subtract 1 from the base chance on 1d20. Additionally, for every Hit Die of difference between the original form and the form it is assuming, add or subtract 1 (depending on whether polymorphed form has more Hit Dice [or levels] or fewer Hit Dice [or levels] than original, respectively). The chance for assumption of the personality and mentality of the new form is checked daily until the change takes place.

A subject acquiring the mentality of the new form has effectively become the creature whose form was assumed and comes under the control of the DM until recovered by a *wish* spell or similar magic. Once this final change takes place, the creature acquires the new form's full range of magical and special abilities. For example: If a 1 Hit Die human of 8 Intelligence is polymorphed into a white dragon with 6 Hit Dice, it is 85% ($20 - 8 \text{ Intelligence} + 5 \text{ level difference} [6-1] = 17$ out of 20 = 85%) likely to actually become one in all respects, but in any case it has the dragon's physical and mental capabilities. If it does not assume the personality and mentality of a white dragon, it knows what it formerly knew as well. The wizard can use a *dispel magic* spell to change the polymorphed creature back to its original form, and this requires a system shock roll. Those who have lost their individuality and are then converted back maintain the belief that they are actually the polymorphed creature and attempt to return to that form. Thus, the human who comes to believe he is a white dragon, when converted back to his human form,

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steadfastly maintains he is really a white dragon polymorphed into the shape of an human. His companions will most likely consider him mad.

The material component of this spell is a caterpillar cocoon.

Polymorph Self

School: Alteration

Range: 0

Components: V

Duration: 2 turns/level

Casting Time: 4

Area of Effect: The caster

Saving Throw: None

This spell is only usable by Transmuters.

When this spell is cast, the wizard is able to assume the form of any creature, save those that are non-corporeal, from as small as a wren to as large as a hippopotamus. Furthermore, the wizard gains its physical mode of locomotion and breathing as well. No system shock roll is required. The spell does not give the new form's other abilities (attack, magic, special movement, etc.), nor does it run the risk of the wizard changing personality and mentality.

When the polymorph occurs, the caster's equipment, if any, melds into the new form (in particularly challenging campaigns, the DM may allow protective devices, such as a *ring of protection*, to continue operating effectively). The caster retains all mental abilities, including spell use, assuming the new form allows completion of the proper verbal and somatic components and the material components are available. A caster not used to a new form might be penalized at the DM's option (for example, -2 penalty to attack rolls) until he practices sufficiently to master it. Thus, a wizard changed into an owl could fly, but his vision would be human; a change to a black pudding would enable movement under doors or along halls and ceilings, but not the pudding's offensive (acid) or defensive capabilities. Naturally, the strength of the new form is sufficient to enable normal movement. The spellcaster can change his form as often as desired for the duration of the spell, each change requiring a round. The wizard retains his own hit points, attack rolls, and saving throws. The wizard can end the spell at any time; when voluntarily returning to his own form and ending the spell, he regains 1d12 hit points. The wizard also will return to his own form when slain or when the

effect is dispelled, but no hit points are restored in these cases.

Rainbow Pattern

School: Illusion/Phantasm

Range: 10 yds.

Components: S, M

Duration: Special

Casting Time: 4

Area of Effect: 30-ft. cube

Saving Throw: Neg.

By means of this spell, the wizard creates a glowing, rainbow-hued band of interweaving patterns. Any creature caught in it may become fascinated and gaze at it as long as the effect lasts. The spell can captivate a maximum of 24 levels, or Hit Dice, of creatures--24 creatures with 1 Hit Die each, 12 with 2 Hit Dice, etc. All creatures affected must be within the area of effect, and each is entitled to a saving throw vs. spell. An attack on an affected creature that causes damage frees it from the spell immediately.

Creatures that are restrained and removed from the area still try to follow the pattern. Once the rainbow pattern is cast, the wizard need only gesture in the direction he desires, and the pattern of colors moves slowly off in that direction, at the rate of 30 feet per round. It persists without further attention from the spellcaster for 1d3 rounds. All affected creatures follow the moving rainbow of light. If the pattern leads its subjects into a dangerous area (through flame, off a cliff, etc.), allow a second saving throw. If the view of the lights is completely blocked (by an *obscurement* spell, for instance), the spell is negated.

The wizard need not utter a sound, but he must gesture appropriately while holding a crystal prism and the material component, a piece of phosphor.

Remove Curse

School: Abjuration

Range: Touch

Components: V, S

Duration: Permanent

Casting Time: 4

Area of Effect: Special

Saving Throw: Special

Upon casting this spell, the wizard is usually able to remove a curse--whether it is on an object, on a person, or in the form of some undesired sending or evil presence. Note that the *remove curse* spell cannot affect

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a cursed shield, weapon, or suit of armor, for example, although it usually enables a person afflicted with a cursed item to be rid of it. Certain special curses may not be countered by this spell, or may be countered only by a caster of a certain level or higher.

The reverse of the spell is not permanent; the *bestow curse* lasts one turn for every experience level of the wizard casting the spell. It causes one of the following effects (roll percentile dice):

D100 Roll Result

1-50 Lowers one ability of the subject to 3 (the DM determines which by random selection)

51-75 Worsens the subject's attack rolls and saving throws by -4

76-00 Makes the subject 50% likely per turn to drop whatever it is holding (or simply do nothing, in the case of creatures not using tools)

It is possible for a wizard to devise his own curse, and it should be similar in power to those given (the DM has final say). The subject of a *bestow curse* spell must be touched.

If the subject is touched, a saving throw is still applicable; if it is successful, the effect is negated. The bestowed curse cannot be dispelled.

Shadow Monsters

School: Illusion/Phantasm

Range: 30 yds.

Components: V, S

Duration: 1 rd./level

Casting Time: 4

Area of Effect: 20-ft. cube

Saving Throw: Special

A wizard casting the *shadow monsters* spell uses material from the Demiplane of Shadow to shape semi-real illusions of one or more monsters. The total Hit Dice of the shadow monster or monsters thus created cannot exceed the level of experience of the wizard; thus, a 10th-level wizard can create one creature that has 10 Hit Dice, two that have 5 Hit Dice, etc. All shadow monsters created by one spell must be of the same sort.

The actual hit point total for each monster is 50% of the hit point total it would normally have. Those viewing the shadow monsters are allowed to disbelieve as per

normal illusions, although there is a -2 penalty to the attempt. The shadow monsters perform as the real monsters with respect to Armor Class and attack forms. Those who believe in the shadow monster suffer real damage from their attacks. Special attack forms such as petrification or level drain do not actually occur, but a subject who believes they are real will react appropriately.

Those who roll successful saving throws see the shadow monsters as transparent images superimposed on vague shadowy forms. These are Armor Class 10 and inflict only 50% of normal melee damage (biting, clawing, weapon, etc.), dropping fractional damage less than .4 as done with hit points.

For example: A shadow monster griffon attacks a person who knows it is only quasi-real. The monster strikes with two claw attacks and one bite, hitting as a 7-Hit Die monster. All three attacks hit; the normal damage dice are rolled, multiplied by .5 separately, and added together to get the total damage. Thus, if the attacks score 4, 2 and 11 points, a total of 4 points of damage is inflicted ($4 \times .5 = 2$; $2 \times .5 = 1$), $11 \times .5 = 5.5$ [rounded to 6]. The sum is $2 + 1 + 6 = 9$.

Shout

School: Evocation

Range: 0

Components: V, M

Duration: Instantaneous

Casting Time: 1

Area of Effect: 10 x 30 ft. cone

Saving Throw: Special

When a *shout* spell is cast, the wizard gives himself tremendous vocal powers. The caster can emit an ear-splitting noise that has a principal effect in a cone shape radiating from his mouth to a point 30 feet away. Any creature within this area is deafened for 2d6 rounds and suffers 2d6 points of damage. A successful saving throw vs. spell negates the deafness and reduces the damage by half. Any exposed brittle or crystal substance subject to sonic vibrations is shattered by a shout, while those brittle objects in the possession of a creature receive the creature's saving throw. Deafened creatures suffer a -1 penalty to surprise rolls, and those that cast spells with verbal components are 20% likely to miscast them.

The material components for this spell are a drop of honey, a drop of citric acid, and a small cone made from a bull or ram horn.

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Solid Fog

School: Invocation/Evocation

Range: 30 yds.

Components: V, S, M

Duration: 2d4 rds. + 1 rd./level

Casting Time: 4

Area of Effect: 20 x 10 x 10 ft. volume/level of caster

Saving Throw: None

When this spell is cast, the wizard creates a billowing mass of misty vapors similar to a *wall of fog* spell. The caster can create less vapor if desired, as long as a rectangular or cubic mass at least 10 feet on a side is formed. The fog obscures all sight, normal and infravision, beyond 2 feet. However, unlike normal fog, only a very strong wind can move these vapors, and any creature attempting to move through the solid fog progresses at a movement rate of 1 foot per round. A *gust of wind* spell cannot affect it. A fireball, flame strike, or wall of fire can burn it away in a single round.

The material components for the spell are a pinch of dried, powdered peas combined with powdered animal hoof.

Spirit Armor

School: Necromancy

Range: 0

Components: V, S

Duration: 2 rounds/level

Casting Time: 3

Area of Effect: The caster

Saving Throw: Special

This spell allows the wizard to surround himself with a portion of his own life essence, which takes the form of a shimmering aura. The *spirit armor* offers protection equivalent to splint mail (AC 4) and grants the wizard a +3 bonus to saving throws vs. magical attacks. The *spirit armor's* effects are not cumulative with other types of armor or magical protection, but Dexterity bonuses apply.

The *spirit armor* is effective against magical and non-magical weapons and attacks. It does not hinder movement or add weight or encumbrance. It does not interfere with spellcasting. When the spell ends, the aura dissipates and the caster temporarily loses a bit of his life essence, suffering 2d3 points of damage unless he succeeds at a saving throw vs. spell. No damage is sustained if the save is successful. The hit points lost can be regained only through magical healing.

Summon Creature IV

School: Conjuration/Summoning

Range: Special

Components: V, S, M

Duration: 2 rds. + 1 rd./level

Casting Time: 4

Area of Effect: 30-yd. radius

Saving Throw: None

This spell is only usable by Conjurers.

Within one round of casting this spell, the wizard magically conjures 2d4 4th-level monsters (selected by the DM, from his 4th-level encounter tables). The monsters appear anywhere within the spell's area of effect, as desired by the wizard. They attack the spell user's opponents to the best of their ability until either he commands that the attacks cease, the spell duration expires, or the monsters are slain. These creatures do not check morale, but they vanish when slain. Note that if no opponent exists to fight, summoned monsters can, if the wizard can communicate with them and if they are physically able, perform other services for the summoning wizard.

In rare cases, adventurers have been known to disappear, summoned by powerful spellcasters using this spell. Those summoned recall all the details of their trip.

The material components of this spell are a tiny bag and a small (not necessarily lit) candle.

Thunder Staff

School: Invocation/Evocation

Range: 0

Components: V, S, M

Duration: Instantaneous

Casting Time: 4

Area of Effect: 20'x40' cone

Saving Throw: ½

Upon completion of this spell, the wizard raps his staff on the ground and produces a thundering cone of force 5' wide at the apex, 20' wide at the base, and 40' long. All creatures wholly or partially within this cone must roll a successful saving throw or be stunned for 1d3 rounds. Stunned creatures are unable to think coherently or act during this time and are deafened for 1d3+1 rounds. Additionally, those who fail the save are hurled 4d4+4 feet by the wave of force, suffering 1 point of damage per two feet thrown.

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Intervening surfaces (walls, doors, etc.) may restrict this distance, but damage remains the same (4d4+4).

If the save is successful, the victim is not stunned, but is deafened for 1d3+1 rounds and is hurled only half the distance. Giant-sized or larger creatures who succeed at their saving throws are deafened but are not thrown, suffer no loss of hit points, and are not stunned. If the saving throw is failed, such creatures are hurled 2d4+2 feet, suffer one point of damage per two feet thrown, and are deafened and stunned. The cone of force is considered to have a Strength of 19 for purposes of opening locked, barred, or magically held doors. This spell can move objects weighing up to 640 pounds a maximum distance of 4d4+4 feet. Fragile items must make a saving throw vs. crushing blow or be destroyed. The material components are a vial of rain gathered during a thunderstorm and the wizard's staff, which must be made of oak. The staff is not destroyed during casting.

Vitriolic Sphere

School: Conjuraton/Summoning

Range: 120 yards

Components: V, S, M

Duration: Special

Casting Time: 4

Area of Effect: 5' radius

Saving Throw: ½

This spell conjures a one-foot sphere of glowing emerald acid that the caster can direct to strike any target within range. When it reaches its target, the sphere explodes and drenches the victim in potent acid. The victim suffers 1d4 points of damage per caster level (to a maximum damage of 12d4) and may attempt a saving throw vs. spell for half damage. If the victim fails his saving throw, he continues to suffer acid damage in the following rounds, sustaining two less dice of damage each round. For example, an 8th-level wizard inflicts 8d4 damage with this spell on the first round, 6d4 on the second round, 4d4 on the third round, 2d4 on the fourth round, and the spell ends in the fifth round. Each round, the subject is entitled to a saving throw-the spell ends when he succeeds, or when the acid damage runs its course. The acid can also be neutralized with soda, ash, lye, charcoal, or removed with a large quantity of water.

The *vitriolic sphere* also splashes acid in a 5-foot radius around the primary target. Any creatures within the splash radius must save vs. paralyzation or suffer a splash hit that inflicts 1d4 for every five levels of the caster. Splash hits do not cause continuing damage.

The material component for this spell is a drop of giant slug bile.

Wall of Fire

School: Evocation

Range: 60 yds.

Components: V, S, M

Duration: Special

Casting Time: 4

Area of Effect: Special

Saving Throw: None

The *wall of fire* spell brings forth an immobile, blazing curtain of magical fire of shimmering color--violet or reddish blue. The spell creates either an opaque sheet of flame up to one 20-foot square per level of the spellcaster, or a ring with a radius of up to 10 feet + 5 feet per two levels of experience of the wizard. In either form, the wall of fire is 20 feet high.

The wall of fire must be cast so that it is vertical with respect to the caster. One side of the wall, selected by the caster, sends forth waves of heat, inflicting 2d4 points of damage upon creatures within 10 feet and 1d4 points of damage upon those within 20 feet. In addition, the wall inflicts 2d6 points of damage, plus 1 point of damage per level of the spellcaster, upon any creature passing through it. Creatures especially subject to fire may take additional damage, and undead always take twice normal damage. Note that attempting to catch a moving creature with a newly-created wall of fire is difficult; a successful saving throw enables the creature to avoid the wall, while its rate and direction of movement determine which side of the created wall it is on. The wall of fire lasts as long as the wizard concentrates on maintaining it, or one round per level of experience of the wizard, in the event he does not wish to concentrate upon it.

The material component of the spell is phosphorus.

Wall of Ice

School: Evocation

Range: 10 yds./level

Components: V, S, M

Duration: 1 turn/level

Casting Time: 4

Area of Effect: Special

Saving Throw: None

This spell can be cast in one of three ways: as an anchored plane of ice, as a hemisphere, or as a

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horizontal sheet to fall upon creatures with the effect of an ice storm.

A) *Ice plane*. When this spell is cast, a sheet of strong, hard ice is created. The wall is primarily defensive, stopping pursuers and the like. The wall is 1 inch thick per level of experience of the wizard. It covers a 10-foot-square area per level (a 10th-level wizard can create a wall of ice 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, etc.). Any creature breaking through the ice suffers 2 points of damage per inch of thickness of the wall. Fire-using creatures suffer 3 points of damage per inch, while cold-using creatures suffer only 1 point of damage per inch when breaking through. The plane can be oriented in any fashion as long as it is anchored along one or more sides.

B) *Hemisphere*. This casting of the spell creates a hemisphere whose maximum radius is equal to 3 feet plus 1 foot per caster level. Thus, a 7th-level caster can create a hemisphere 10 feet in radius. The hemisphere

lasts until it is broken, dispelled, or melted. Note that it is possible, but difficult, to trap mobile opponents under the hemisphere.

C) *Ice sheet*. This casting of the spell causes a horizontal sheet to fall upon opponents. The sheet covers a 10-foot-square area per caster level. The sheet has the same effect as an ice storm's hail stones--3d10 points of damage inflicted to creatures beneath it. A wall of ice cannot form in an area occupied by physical objects or creatures; its surface must be smooth and unbroken when created. Magical fires such as fireballs and fiery dragon breath melt a wall of ice in one round, though this creates a great cloud of steamy fog that lasts one turn. Normal fires or lesser magical ones do not hasten the melting of a wall of ice.

The material component of this spell is a small piece of quartz or similar rock crystal.



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Advanced Illusion

School: Illusion/Phantasm

Range: 60 yds. + 10 yds./level

Components: V, S, M

Duration: 1 rd./level

Casting Time: 1 rd.

Area of Effect: One 40-ft. cube + one 10-ft. cube/level

Saving Throw: Special

This spell is only usable by Illusionists.

This spell is essentially a *spectral forces* spell that operates through a program (similar to a *programmed illusion* spell) determined by the caster. It is thus unnecessary for the wizard to concentrate on the spell for longer than the round of casting it, as the program has then started and will continue without supervision. The illusion has visual, audio, olfactory, and thermal components. If any viewer actively attempts to disbelieve the spell, he gains a saving throw vs. spell. If any viewer successfully disbelieves and communicates this fact to other viewers, each such viewer gains a saving throw vs. spell with a +4 bonus.

The material components are a bit of fleece and several grains of sand.

Animate Dead

School: Necromancy

Range: 10 yds.

Components: V, S, M

Duration: Permanent

Casting Time: 5 rds.

Area of Effect: Special

Saving Throw: None

This spell is only usable by Necromancers.

This spell creates the lowest of the undead monsters--skeletons or zombies—usually from the bones or bodies of dead humans, demi-humans, or humanoids. The spell causes existing remains to become animated and obey the simple verbal commands of the caster.

The skeletons or zombies can follow the caster, remain in an area and attack any creature (or just a specific type of creature) entering the place, etc. The undead remain animated until they are destroyed in combat or are turned; the magic cannot be dispelled. The following types of dead creatures can be animated:

A) *Humans, demi-humans, and humanoids with 1 Hit Die.*

The wizard can animate one skeleton for each

experience level he has attained, or one zombie for every two levels. The experience levels, if any, of the slain are ignored; the body of a newly dead 9th-level fighter is animated as a zombie with 2 Hit Dice, without special class or racial abilities.

B) *Creatures with more than 1 Hit Die.* The number of undead animated is determined by the monster Hit Dice (the total Hit Dice cannot exceed the wizard's level). Skeletal forms have the Hit Dice of the original creature, while zombie forms have one more Hit Die. Thus, a 12th-level wizard could animate four zombie gnolls (4 x [2+1 Hit Dice] =12), or a single fire giant skeleton. Such undead have none of the special abilities they had in life.

C) *Creatures with less than 1 Hit Die.* The caster can animate two skeletons per level or one zombie per level. The creatures have their normal Hit Dice as skeletons and an additional Hit Die as zombies. Clerics receive a +1 bonus when trying to turn these.

This spell assumes that the bodies or bones are available and are reasonably intact (those of skeletons or zombies destroyed in combat won't be!).

It requires a drop of blood and a pinch of bone powder or a bone shard to complete the spell. The casting of this spell is not a good act, and only evil wizards use it frequently.

Attraction

School: Alteration

Range: 10 yds.

Components: V, S, M

Duration: Permanent until dispelled

Casting Time: 5

Area of Effect: Up to a 10' cube

Saving Throw: Special

Attraction sets up a magnetic attraction between the affected metal object and other metals (including non-ferrous metals). Thus, any living creature with any type of metal on his body within 10' the affected object is attracted to it unless Strength checks are made. At 10' from the object, a normal Strength check is required. At 5' from the object, the Strength check is at -4. And finally, at 1' from the object, a half-strength Strength check is required (unless a -4 penalty is more difficult).

It takes a successful bend bars/lift gates roll to remove the enchanted object once it has adhered to an object or creature.

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The material component for the spell is a magnetized needle.

Avoidance

School: Alteration

Range: 10 yds.

Components: V, S, M

Duration: Permanent until dispelled

Casting Time: 5

Area of Effect: Up to 10-ft. cube

Saving Throw: Special

By means of this spell, the caster sets up a natural repulsion between the affected metal object and all other metals (even non-ferrous metals). Thus, any living creature with any type of metal on his body attempting to approach the affected object is repulsed (unable to come closer than 1 foot) unless Strength checks are made. At 10' from the object, a normal Strength check is required. At 5' from the object, the Strength check is at -4. And finally, at 1' from the object, a half-strength Strength check is required (unless a -4 penalty is more difficult).

The material component for the spell is a magnetized needle.

Bind Undead

School: Necromancy

Range: 10 yds.

Components: V, S, M

Duration: 2 rds./level

Casting Time: 5

Area of Effect: 1 undead/level

Saving Throw: None

This spell automatically affects all corporeal undead of 6+ HD or less with no saving throw. All such affected creatures curl into a ball, or gather into a sphere in the case where more than one is affected. These undead are helpless and immobile and even their special abilities, for example, a ghouls touch paralysis, are negated.

Non-corporeal undead get a saving throw to negate the spell's effects. If failed, these undead are slowed as per the spell *slow*.

The material component is a bone of any type.

Charm Man V

School: Enchantment/Charm

Range: 15' radius

Components: V, S

Duration: 1d4+1 turns

Casting time: 1

Area of Effect: 1d4+4 males of 5 HD/level or lower

Saving Throw: see below

This spell is only usable by Enchantresses.

The caster must have a Charisma score of at least 13 to cast this spell.

The spell affects victims the same as a charm person spell. If there is a leader with a group of men, he may dispel the charm if his Charisma plus a roll of 1d8 is six points or more higher than the caster's Charisma. If the spell is not dispelled by a leader, each man within the area of effect must attempt a save vs. spells. A successful save negates the effect of the spell for that man only. If there are more men within range than a maximum number who can be affected, the spell is directed against the lower-level men first. The spell won't work on any man who has taken damage from any other action by the same cleric during the current encounter.

Cloudkill

School: Evocation

Range: 10 yds.

Components: V, S

Duration: 1 rd./level

Casting Time: 5

Area of Effect: 40 x 20 x 20 ft. cloud

Saving Throw: None

This spell is only usable by Invokers.

This spell generates a billowing cloud of ghastly yellowish green vapors that is so toxic as to slay any creature with fewer than 4+1 Hit Dice, cause creatures with 4+1 to 5+1 Hit Dice to roll saving throws vs. poison with -4 penalties or be slain, and creatures with up to 6 Hit Dice (inclusive) to roll unmodified saving throws vs. poison or be slain. Holding one's breath has no effect on the lethality of the spell. Those above 6th level (or 6 Hit Dice) must leave the cloud immediately or suffer 1d10 points of poison damage each round while in the area of effect.

The cloudkill moves away from the spellcaster at 10 feet per round, rolling along the surface of the ground. A moderate breeze causes it to alter course (roll for

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direction), but it does not move back toward its caster. A strong wind breaks it up in four rounds, and a greater wind force prevents the use of the spell. Very thick vegetation will disperse the cloud in two rounds. As the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings; thus, the spell is ideal for slaying nests of giant ants, for example. It cannot penetrate liquids, nor can it be cast under water.

Cone of Cold

School: Evocation
Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 5
Area of Effect: Special
Saving Throw: ½

This spell is only usable by Invokers.

When this spell is cast, it causes a cone-shaped area of extreme cold, originating at the wizard's hand and extending outward in a cone 5 feet long and 1 foot in diameter per level of the caster. It drains heat and causes 1d4+1 points of damage per level of experience of the wizard. For example, a 10th-level wizard would cast a cone of cold 10 feet in diameter and 50 feet long, causing 10d4+10 points of damage.

Its material component is a crystal or glass cone of very small size.

Conjure Elemental

School: Conjuration/Summoning
Range: 60 yds.
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

This spell is only usable by Conjurers.

There are actually four spells in the *conjure elemental* spell. The wizard is able to conjure an air, earth, fire, or water elemental with this spell--assuming he has the material component for the particular elemental. (A considerable fire source must be in range to conjure a fire elemental; a large amount of water must be available to conjure a water elemental.) Conjured elementals have 8 Hit Dice.

It is possible to conjure successive elementals of different types if the spellcaster has memorized two or more of these spells. The type of elemental to be conjured must be decided upon before memorizing the spell. Each type of elemental can be conjured only once per day. The conjured elemental must be controlled by the wizard--the spellcaster must concentrate on the elemental doing his commands--or it turns on the wizard and attacks.

The elemental will not break off a combat to do so, but it will avoid creatures while seeking its conjurer. If the wizard is wounded or grappled, his concentration is broken. There is always a 5% chance that the elemental turns on its conjurer regardless of concentration. This check is made at the end of the second and each succeeding round.

An elemental that breaks free of its control can be dispelled by the caster, but the chance of success is only 50%. The elemental can be controlled up to 30 yards away per level of the spellcaster. The elemental remains until its form on this plane is destroyed due to damage or until the spell's duration expires. Note that water elementals are destroyed if they are ever more than 60 yards from a large body of water.

The material component of the spell (besides the quantity of the element at hand) is a small amount of one of the following:

Air Elemental--burning incense
Earth Elemental--soft clay
Fire Elemental--sulphur and phosphorus
Water Elemental--water and sand

Special protection from uncontrolled elementals is available by means of a *protection from evil* spell.

Contact Other Plane

School: Divination
Range: 0
Components: V
Duration: Special
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

When this spell is cast, the wizard sends his mind to another plane of existence in order to receive advice and information from powers there. As these powers resent such contact, only brief answers are given. (The DM answers all questions with "yes," "no," "maybe," "never," "irrelevant," etc.) Any questions asked are

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answered by the power during the spell's duration. The character can contact an elemental plane or some plane farther removed. For every two levels of experience of the wizard, one question may be asked. Contact with minds far removed from the plane of the wizard increases the probability of the spellcaster going insane or dying, but the chance of the power knowing the answer, as well as the probability of the being telling the correct answer, are likewise increased by moving to distant planes. Once the Outer Planes are reached, the Intelligence of the power contacted determines the effects.

The accompanying random table is subject to DM changes, development of extra-planar NPC beings, and so on. If insanity occurs, it strikes as soon as the first question is asked. This condition lasts for one week for each removal of the plane contacted, to a maximum of 10 weeks. There is a 1% chance per plane that the wizard dies before recovering, unless a *remove curse* spell is cast upon him. A surviving wizard can recall the answer to the question.

On rare occasions, this divination may be blocked by the action of certain lesser or greater powers.

	% Insanity *	% Knowledge	% Veracity **
Elemental	20%	55% (90%)	62% (75%)
Inner Plane	25%	60%	65%
Astral Plane	30%	65%	67%
Outer Plane, Int 19	35%	70%	70%
Outer Plane, Int 20	40%	75%	73%
Outer Plane, Int 21	45%	80%	75%
Outer Plane, Int 22	50%	85%	78%
Outer Plane, Int 23	55%	90%	81%
Outer Plane, Int 24	60%	95%	85%
Outer Plane, Int 25	65%	98%	90%

* For every point of Intelligence over 15, the wizard reduces the chance of insanity by 5%.

** If the being does not know an answer, and the chance of veracity is not made, the being will emphatically give an incorrect answer. If the chance of veracity is made, the being will answer "unknown." Percentages in parentheses are for questions that pertain to the appropriate elemental plane.

Optional Rule

The DM may allow a specific Outer Plane to be contacted. In this case, the difference in alignment

between the caster and the plane contacted alters the maximum Intelligence that can be contacted--each difference in moral or ethical alignment lowers the maximum Intelligence that can be contacted by 1. For example, an 18th-level lawful good caster could contact Mount Celestia (a lawful good plane) on the Intelligence 20" line, or Elysium (a neutral good plane) on the "Intelligence 19" line.

Demishadow Monsters

School: Illusion/Phantasm

Range: 30 yds.

Components: V, S

Duration: 1 rd./level

Casting Time: 5

Area of Effect: 20-ft. cube

Saving Throw: Special

This spell is similar to the 4th-level spell *shadow monsters*, except that the monsters created are effectively 80% of normal hit points. If the saving throw is made, their damage potential is 80% of normal and their Armor Class is 8. The monsters have none of the special abilities of the real creatures, although victims may be deluded into believing this to be so.

Dismissal

School: Abjuration

Range: 10 yds.

Components: V, S, M

Duration: Permanent

Casting Time: 1 rd.

Area of Effect: 1 creature

Saving Throw: Neg.

By means of this spell, a wizard on the Prime Material Plane seeks to force or enable a creature from another plane of existence to return to its proper plane. Magic resistance, if any, is checked if this spell is used to force a being home. If the resistance fails, the caster's level is compared to the creature's level or Hit Dice. If the wizard's level is higher, the difference is subtracted from the creature's die roll for its saving throw vs. spell. If the creature's level or Hit Dice is higher, the difference is added to the saving throw roll.

If the creature desires to be returned to its home plane, no saving throw is necessary (it chooses to fail the roll). If the spell is successful, the creature is instantly whisked away, but the spell has a 20% chance of actually sending the subject to a plane other than its own.

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The material component is any item that is distasteful to the subject creature.

Domination

School: Enchantment/Charm

Range: 10 yds./level

Components: V, S

Duration: Special

Casting Time: 5

Area of Effect: 1 person

Saving Throw: Neg.

This spell is only usable by Enchanters.

The *domination* spell enables the caster to control the actions of any person until the spell is ended by the subject's Intelligence (see the *charm person* spell).

When the spell is cast, the subject must roll a saving throw vs. spell at a penalty of -2, but Wisdom Adjustments apply. Failure means the wizard has established a telepathic link with the subject's mind. If a common language is shared, the wizard can generally force the subject to perform as the wizard desires, within the limits of the subject's body structure and Strength. Note that the caster does not receive direct sensory input from the subject.

Subjects resist this control, and those forced to take actions against their natures receive a new saving throw with a bonus of +1 to +4, depending on the type of action required. Obviously self-destructive orders are not carried out. Once control is established, there is no limit to the range at which it can be exercised, as long as the caster and subject are on the same plane.

A *protection from evil* spell can prevent the caster from exercising control or using the telepathic link while the subject is so warding, but it cannot prevent the establishment of domination.

Dream

School: Illusion/Phantasm

Range: Touch

Components: V, S

Duration: Special

Casting Time: 1 turn

Area of Effect: 1 creature

Saving Throw: None

The *dream* spell enables the caster, or a messenger touched by the caster, to send messages to others in the form of dreams. At the beginning of the spell, the caster

must name the recipient or identify him by some title that leaves no doubt as to his identity. As the caster completes the spell, the person sending the spell falls into a deep trancelike sleep, and instantaneously projects his mind to the recipient. The sender then enters the recipient's dream and delivers the message unless the recipient is magically protected. If the recipient is awake, the message sender can choose to remain in the trancelike sleep. If the sender is disturbed during this time, the spell is immediately cancelled and the sender comes out of the trance. The whereabouts and current activities of the recipient cannot be learned through this spell.

The sender is unaware of his own surroundings or the activities around him while he is in his trance. He is totally defenseless, both physically and mentally (i.e., he always fails any saving throw) while in the trance. Once the recipient's dreams are entered, the sender can deliver a message of any length, which the recipient remembers perfectly upon waking. The communication is one-way; the recipient cannot ask questions or offer information, nor can the sender gain any information by observing the dreams of the recipient. Once the message is delivered, the sender's mind returns instantly to his body. The duration of the spell is the time required for the sender to enter the recipient's dream and deliver the message.

Dream also enables the caster to send a hideous and unsettling vision to the recipient, who is allowed a saving throw vs. spell to avoid the effect. The nightmare prevents restful sleep and causes 1d10 points of damage. The nightmare leaves the recipient fatigued and unable to regain spells for the next day. A *dispel evil* spell cast upon the recipient stuns the caster of the nightmare for one turn per level of the cleric countering this evil sending.

Enhance Familiar IV

School: Enchantment

Range: 10 feet

Components: V, S, M

Duration: Instantaneous

Casting Time: 72 hours

Area of Effect: Caster's Familiar

Saving Throw: None

See *Enhance Familiar I* for basic features.

Enhancer IV Qualities

The familiar gains one power from Table 3 and +1 hp.

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Feeblemind

School: Enchantment/Charm
 Range: 10 yds./level
 Components: V, S, M
 Duration: Permanent
 Casting Time: 5
 Area of Effect: 1 creature
 Saving Throw: Neg.

This spell is used solely against people or creatures who use magic spells. The *feeblemind* causes the subject's intellect to degenerate to that of a moronic child. The subject remains in this state until a *heal* or *wish* spell is used to cancel the effects. Magic-using beings are very vulnerable to this spell; thus, their saving throws are made with Wisdom adjustments and with the following:

<u>Spell Use of Target</u>	<u>Saving Throw Adjustment</u>
Priest	+1
Wizard (human)	-4
Combination or nonhuman	-2

The material component of this spell is a handful of clay, crystal, glass, or mineral spheres, which disappears when the spell is cast.

Hold Monster

School: Enchantment/Charm
 Range: 5 yds./level
 Components: V, S, M
 Duration: 1 rd./level
 Casting Time: 5
 Area of Effect: 1-4 creatures in a 40-ft. cube
 Saving Throw: Neg.

This spell is only usable by Enchanters.

This spell immobilizes from one to four creatures of any type within spell range and in sight of the spellcaster. He can opt to hold one, two, three, or four creatures. If three or four are attacked, each saving throw is normal; if two are attacked, each saving throw suffers a -1 penalty; if only one is attacked, the saving throw suffers a -3 penalty.

The material component for this spell is one hard metal bar or rod for each monster to be held. The bar or rod can be as small as a three-penny nail.

Magic Jar

School: Necromancy
 Range: 10 yds./level
 Components: V, S, M
 Duration: Special
 Casting Time: 1 rd.
 Area of Effect: 1 creature
 Saving Throw: Special
 This spell is only usable by Necromancers.

The *magic jar* spell enables the caster to shift his life force into a special receptacle (a gem or large crystal). From there the caster can force an exchange of life forces between the receptacle and another creature, thus enabling the wizard to take over and control the body of another creature, while the life force of the host is confined in the receptacle. The special life force receptacle must be within spell range of the wizard's body at the time of spellcasting. The wizard's life force shifts into the receptacle in the round in which the casting is completed, allowing no other actions.

While in the magic jar, the caster can sense and attack any life force within a 10-foot per-level radius (on the same plane); however, the exact creature types and relative physical positions cannot be determined. In a group of life forces, the caster can sense a difference of four or more levels/Hit Dice and can determine whether a life force is positive or negative energy. For example, if two 10th-level fighters are attacking a hill giant and four ogres, the caster could determine that there are three stronger and four weaker life forces within range, all with positive life energy. The caster could try to take over either a stronger or a weaker creature, but he has no control over exactly which creature is attacked.

An attempt to take over a host body requires a full round. It is blocked by a *protection from evil* spell or similar ward. It is successful only if the subject fails a saving throw vs. spell with a special modifier (see following). The saving throw is modified by subtracting the combined Intelligence and Wisdom scores of the target from those of the wizard (Intelligence and Hit Dice in nonhuman or non-humanoid creatures). This modifier is added to (or subtracted from) the die roll.

<u>Difference</u>	<u>Die Adjustment</u>
-9 or less	+4
-8 to -6	+3
-5 to -3	+2
-2 to 0	+1
+1 to +4	0

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Difference Die Adjustment

+5 to +8	-1
+9 to +12	-2
+13 or more	-3

A negative score indicates that the wizard has a lower total than the target; thus, the host has a saving throw bonus. Failure to take over the host leaves the wizard's life force in the magic jar.

If successful, the caster's life force occupies the host body and the host's life force is confined in the magic jar receptacle. The caster can call upon rudimentary or instinctive knowledge of the subject creature, but not upon its real or acquired knowledge (i.e., the wizard does not automatically know the language or spells of the creature). The caster retains his own attack rolls, class knowledge and training, and any adjustments due to his Intelligence or Wisdom. If the host body is human or humanoid, and the necessary spell components are available, the wizard can even use his memorized spells. The host body retains its own hit points and physical abilities and properties. The DM decides if any additional modifications are necessary; for example, perhaps clumsiness or inefficiency occurs if the caster must become used to the new form. The alignment of the host or receptacle is that of the occupying life force. The caster can shift freely from the host to the receptacle if within the 10-foot-per-level range. Each attempt to shift requires one round. The spell ends when the wizard shifts from the jar to his own body. A successful *dispel magic* spell cast on the host can drive the caster of the *magic jar* spell back into the receptacle and prevent him from making any attacks for 1d4 rounds plus 1 round per level of the caster of the *dispel*. The base success chance is 50%, plus or minus 5% per level difference between the casters. A successful *dispel magic* cast against the receptacle forces the occupant back into his own body. If the wizard who cast the *magic jar* is forced back into his own body, the spell ends.

If the host body is slain, the caster returns to the receptacle, if within range, and the life force of the host departs (i.e., it is dead). If the host body is slain beyond the range of the spell, both the host and the caster die. Any life force with nowhere to go is treated as slain unless recalled by a *raise dead*, *resurrection*, or similar spell. If the body of the caster is slain, his life force survives if it is in either the receptacle or the host. If the receptacle is destroyed while the caster's life force occupies it, the caster is irrevocably slain.

Summon Creature V

School: Conjuration/Summoning
Range: Special
Components: V, S, M
Duration: 2 rds. + 1 rd./level
Casting Time: 5
Area of Effect: 30-yd. radius
Saving Throw: None

This spell is only usable by Conjurers.

Within one round of casting this spell, the wizard magically conjures 2d4 5th-level monsters (selected by the DM, from his 5th-level encounter tables). The monsters appear anywhere within the spell's area of effect, as desired by the wizard. They attack the spell user's opponents to the best of their ability until either he commands that the attacks cease, the spell duration expires, or the monsters are slain. These creatures do not check morale, but they vanish when slain. Note that if no opponent exists to fight, summoned monsters can, if the wizard can communicate with them and if they are physically able, perform other services for the summoning wizard.

In rare cases, adventurers have been known to disappear, summoned by powerful spellcasters using this spell. Those summoned recall all the details of their trip.

The material components of this spell are a tiny bag and a small (not necessarily lit) candle.

Telekinesis

School: Alteration
Range: 10 yds./level
Components: V, S
Duration: Special
Casting Time: 5
Area of Effect: 10 yds./level
Saving Throw: Neg.

This spell is only usable by Transmuters.

By means of this spell, the wizard is able to move objects by concentrating on moving them mentally. The spell can provide either a gentle, sustained force or a single short, violent thrust. A sustained force enables the wizard to move a weight of up to 25 pounds a distance up to 20 feet per round. The spell lasts two rounds, plus one round per caster level. The weight can be moved vertically, horizontally, or both. An object

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moved beyond the caster's range falls or stops. If the caster ceases concentration for any reason, the object falls or stops. The object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated and so on, if the force required is within the weight limitation. The caster might even be able to untie simple knots, at the discretion of the DM. Alternatively, the spell energy can be expended in a single round. The caster can hurl one or more objects within range, and within a 10-foot cube, directly away from himself at high speed, to a distance of up to 10 feet per caster level. This is subject to a maximum weight of 25 pounds per caster level. Damage caused by hurled objects is decided by the DM, but cannot exceed 1 point of damage per caster level. Opponents who fall within the weight capacity of the spell can be hurled, but they are allowed a saving throw vs. spell to avoid the effect. Furthermore, those able to employ as simple a counter-measure as an *enlarge* spell, for example (thus making the body weight go over the maximum spell limit), can easily counter the spell.

Tentacles

School: Conjuration/Summoning

Range: 0

Components: V, M

Duration: 1 turn/level

Casting Time: 1 round

Area of Effect: Caster

Saving Throw: None

This spell causes two ten-foot tentacles to grow out from each side of the wizard. The wizard can control these tentacles attacking with them or grasping weapons or other objects as desired. Tentacles attack for 1d6 damage plus they can entwine and hold victims on a score of 18 or better. Weapons and items can be activated by the tentacles as the tentacles are considered a part of the wizard.

Tentacles have an AC: 8 and each has as many hp as the caster has levels.

The material component is a piece of octopus, dried or otherwise, which is not consumed in the casting.

Wall of Force

School: Evocation

Range: 30 yds.

Components: V, S, M

Duration: 1 turn + 1 rd./level

Casting Time: 5

Area of Effect: 10-ft. square/level

Saving Throw: None

A *wall of force* spell creates an invisible barrier in the locale desired by the caster, up to the spell's range. The wall of force cannot move and is totally unaffected by most spells, including *dispel magic*. However, a *disintegrate* spell will immediately destroy it, as will a *rod of cancellation* or a *sphere of annihilation*. Likewise, the wall of force is not affected by blows, missiles, cold, heat, electricity, etc. Spells and breath weapons cannot pass through it in either direction, although *dimension door*, *teleport*, and similar effects can bypass the barrier. The wizard can, if desired, form the wall into a spherical shape with a radius of up to 1 foot per level or an open hemispherical shape with a radius of 1.5 feet per caster level. The wall of force must be continuous and unbroken when formed; if its surface is broken by any object or creature, the spell fails. The caster can end the spell on command.

The material component for this spell is a pinch of powdered diamond worth 5,000 sp.

Wall of Iron

School: Evocation

Range: 5 yds./level

Components: V, S, M

Duration: Permanent

Casting Time: 5

Area of Effect: 15 sq. ft./level or special

Saving Throw: None

When this spell is cast, the wizard causes a vertical iron wall to spring into being. This wall can be used to seal off a passage or close a breach, for the wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall of iron is ½ --inch thick per level of experience of the spellcaster. The wizard is able to create an iron wall of up to 15 square feet per experience level; thus, a 12th-level wizard can create a wall of iron with an area of 180 square feet. The wizard can double the wall's area by halving its thickness.

If the caster desires, the wall can be created vertically resting on a flat surface, so that it can be tipped over to fall on and crush any creature beneath it. The wall is

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50% likely to tip in either direction. This chance can be modified by a force of not less than 30 Strength and 400 pounds mass--each pound over 400 or Strength point over 30 alters the chance by 1% in favor of the stronger side. Creatures with room to flee the falling wall may do so by making successful saving throws vs. death. Those who fail are killed. Huge and gargantuan creatures cannot be crushed by the wall. The wall is permanent, unless successfully dispelled, but it is subject to all forces a normal iron wall is subject to--rust, perforation, etc.

The material component of this spell is a small piece of sheet iron.

Wall of Stone

School: Evocation

Range: 5 yds./level

Components: V, S, M

Duration: Permanent

Casting Time: 5

Area of Effect: Special

Saving Throw: None

This spell creates a wall of granite rock that merges into adjoining rock surfaces. It is typically employed to close passages, portals, and breaches against opponents. The wall of stone is 0.25 inch thick and up to 20 square feet per level of experience of the wizard casting the spell. Thus, a 12th-level wizard can create a wall of stone 3 inches thick and up to 240 square feet in surface area (a 12-foot-wide and 20-foot-high wall, for example, to completely close a 10-foot x 16-foot passage). The wall created need not be vertical, nor rest upon any firm foundation (see the *wall of iron* spell); however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the area of effect by half. Thus, a 20thlevel

caster can create a span with a surface area of 200 square feet. The wall can be crudely shaped to allow crenellations, battlements, and so forth by likewise

reducing the area. The stone is permanent unless destroyed by a *dispel magic* or *disintegrate* spell, or by normal means such as breaking or chipping.

The material component is a small block of granite.



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6th Tier

Bloodstone's Spectral Steed

School: Necromancy
Range: 10 yards
Components: V, S, M
Duration: 1 hour/level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

This spell allows a wizard to create a quasi-real, vulture-like creature. The flying steed can carry the caster and one other person per three levels of the wizard's experience (four at 12th level, five at 15th, etc.). All passengers must be specifically named during the casting.

The spectral steed looks like a huge, skeletal vulture with tattered wings. As it flies, it utters hideous screeches that echo through the sky. The spectral steed flies at a movement rate of 4 per level of the caster, to a maximum movement rate of 48. It appears with a bit and bridle, plus one saddle per passenger.

All normal animals shun the spectral steed and only monsters will attack it. The mount has AC 2 and 10 hit points plus 1 hit point per level of the caster. If it loses all of its hit points, the spectral steed disappears. It has no attack mode.

The material component is a hollow bone from a vulture's wing, which must be carved into a whistle and blown when the spell is cast.

Chain Lightning

School: Evocation
Range: 40 yds. + 5 yds./level
Components: V, S, M
Duration: Instantaneous
Casting Time: 5
Area of Effect: Special
Saving Throw: ½

This spell is only usable by Invokers.

This spell creates an electrical discharge that begins as a single stroke of lightning, 2 feet wide, commencing from the fingertips of the caster. Unlike a *lightning bolt* spell, chain lightning strikes one object or creature initially, then arcs to a series of other objects or creatures within range, losing energy with each jump.

The bolt initially inflicts 1d6 points of damage per level of the caster, to a maximum of 12d6 (half damage if the object or creature rolls a successful saving throw vs. spell). After the first strike, the lightning arcs to the next nearest object or creature. Each jump reduces the strength of the lightning by 1d6. Each creature or magical object hit receives a saving throw vs. spell. Success on this save indicates the creature suffers only half damage from the bolt.

The chain can strike as many times (including the first object or creature) as the spellcaster has levels, although each creature or object can be struck only once. Thus, a bolt cast by a 12th-level wizard can strike up to 12 times, causing less damage with each strike. The bolt continues to arc until it has struck the appropriate number of objects or creatures, until it strikes an object that grounds it (interconnecting iron bars of a large cell or cage, a large pool of liquid, etc.), or until there are no more objects or creatures to strike.

Direction is not a consideration when plotting chain lightning arcs. Distance is a factor--an arc cannot exceed the spell's range. If the only possible arc is greater than the spell's range, the stroke fades into nothingness. Creatures immune to electrical attack can be struck, even though no damage is taken. Note that it is possible for the chain to arc back to the caster!

The material components are a bit of fur, a piece of amber, glass, or crystal rod, and one silver pin for each experience level of the caster.

Charm Man VI

School: Enchantment/Charm
Range: 15' radius
Components: V, S
Duration: 1d4+1 turns
Casting time: 1
Area of Effect: 1d4+4 males of 6 HD/level or lower
Saving Throw: see below

This spell is only usable by Enchantresses.

The caster must have a Charisma score of at least 13 to cast this spell.

The spell affects victims the same as a charm person spell. If there is a leader with a group of men, he may dispel the charm if his Charisma plus a roll of 1d8 is six points or more higher than the caster's Charisma. If the spell is not dispelled by a leader, each man within the area of effect must attempt a save vs. spells. A successful

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save negates the effect of the spell for that man only. If there are more men within range than a maximum number who can be affected, the spell is directed against the lower-level men first. The spell won't work on any man who has taken damage from any other action by the same cleric during the current encounter.

Contingency

School: Evocation
Range: 0
Components: V, S, M
Duration: 1 day/level
Casting Time: 1 turn
Area of Effect: The caster
Saving Throw: None

By means of this spell, the wizard is able to place another spell upon his person so that the latter spell will come into effect under the conditions dictated during the casting of the *contingency* spell. The *contingency* spell and the spell it is to bring into effect are cast at the same time (the one-turn casting time indicated is the total for both castings).

The spell to be brought into effect by the prescribed contingency must be one that affects the wizard's person (*feather fall*, *levitation*, *feign death*, etc.) and be of a spell level no higher than 1/3 of the caster's experience level (rounded down), but not higher than the 6th spell level.

Caster Level	Contingency Spell Level
12-14	4th
15-17	5th
18+	6th

Only one *contingency* spell can be placed on the spellcaster at any one time; if a second is cast, the first one (if still active) is cancelled. The conditions needed to bring the spell into effect must be clear, although they can be rather general. For example, a *contingency* spell cast with an *water breathing* spell might prescribe that any time the wizard is plunged into or otherwise engulfed in water or similar liquid, the *water breathing* spell will instantly come into effect. Or a contingency could bring a *feather fall* spell into effect any time the wizard falls more than 2 feet. In all cases, the contingency immediately brings into effect the second spell, the latter being "cast" instantaneously when the prescribed circumstances occur. Note that if complicated or convoluted conditions are prescribed, the whole spell complex (the *contingency* spell and the companion magic) may fail when called upon.

The material components of this spell are (in addition to those of the companion spell) 100 sp worth of quicksilver and an eyelash of a spell-using creature. In addition, the spell requires a statuette of the wizard carved from elephant ivory (which is not destroyed, though it is subject to wear and tear), which must be carried on the person of the spellcaster for the *contingency* spell to perform its function when called upon.

Death Fog

School: Evocation
Range: 30 yds.
Components: V, S, M
Duration: 1d4 rds. + 1/level
Casting Time: 6
Area of Effect: Two 10-ft. cubes/level
Saving Throw: None

The casting of a *death fog* spell creates an area of solid fog that has the additional property of being highly acidic. The vapors are deadly to living things, so that vegetation exposed to them will die--grass and similar small plants in two rounds, bushes and shrubs in four, small trees in eight, and large trees in 16 rounds. Animal life not immune to acid suffers damage according to the length of time it is exposed to the vapors of a death fog, as follows:

1st round: 1 point
2nd round: 2 points
3rd round: 4 points
4th and each succeeding round: 8 points

The death fog otherwise resembles the 2nd-level *fog cloud* spell: rolling, billowing vapors that can be moved only by a very strong wind. Any creature attempting to move through the death fog progresses at a rate of 1 foot per unit of normal movement rate per round. A *gust of wind* spell cannot affect it, but a fireball, flame strike, or wall of fire can burn it away in a single round.

The material components are a pinch of dried and powdered peas, powdered animal hoof, and strong acid of any sort (including highly distilled vinegar or acid crystals), which must be obtained from an alchemist.

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Death Spell

School: Necromancy
Range: 10 yds./level
Components: V, S, M
Duration: Instantaneous
Casting Time: 6
Area of Effect: 30-ft. cube/level
Saving Throw: None

This spell is only usable by Necromancers.

When a *death spell* is cast, it snuffs out the life forces of creatures in the area of effect instantly and irrevocably. Such creatures cannot be raised or resurrected, but an individual slain in this manner might be brought back via a *wish*. The number of creatures that can be slain is a function of their Hit Dice.

Maximum # of Creatures' Hit Dice	Creatures Affected
Under 2	4d20
2 to 4	2d20
4+1 to 6+3	2d4
6+4 to 8+3	1d4

If creatures of differing Hit Dice are attacked with a *death spell*, roll the dice (4d20) to determine how many creatures of under 2 Hit Dice are affected. If the number rolled is greater than the actual number of sub-2 Hit Dice creatures, apply the remainder of the roll to the higher Hit Dice creatures by consulting the following table.

Creatures' Hit Dice Conversion Factor (CF)	
Under 2	1
2 to 4	2
4+1 to 6+3	10
6+4 to 8+3	20

In other words, from the 4d20 roll subtract the number of creatures of less than 2 Hit Dice (these creatures die). If there are any remaining points from the 4d20 roll, subtract 2 for each creature of 2 to 4 Hit Dice (these creatures also die). If this still doesn't use up all the 4d20 roll, subtract 10 for each creature of 4+1 to 6+3 Hit Dice, and so on. Stop when all the creatures are dead, all the 4d20 roll is used up, or the remainder is less than half the CF of any remaining creatures. (If the remainder is one-half or more of the CF of a creature, that creature dies.)

For example, a mixed group of 20 men, eight war dogs, and four war horses, led by a 12th-level lord, are caught

in the area of a *death spell*. The 4d20 roll gives a total of 53 points; 20 of this eliminates the men (20 x 1 CF), 16 kills the war dogs (8 x 2 CF), and the remaining 17 kills two war horses (10 points to kill one horse, and the remaining 7 points are enough to kill one more horse). The other two war horses and the lord are unharmed.

A *death spell* does not affect lycanthropes, undead creatures, or creatures from planes other than the Prime Material.

The material component of this spell is a crushed black pearl with a minimum value of 1,000 sp.

Demi-Shadow Magic

School: Illusion/Phantasm
Range: 60 yds. + 10 yds./level
Components: V, S
Duration: Special
Casting Time: 6
Area of Effect: Special
Saving Throw: Special

This spell is similar to the 5th-level *shadow magic* spell, but this spell enables the casting of partially real 4th- and 5th level evocations (*cone of cold*, *wall of fire*, *wall of ice*, *cloudkill*, etc.). If recognized as demi-shadow magic (if a saving throw vs. spell is successful), damaging spells inflict only 40% of normal damage, with a minimum of 2 points per die of damage. A demi-shadow magic cloudkill slays creatures with fewer than 2 Hit Dice and inflicts 1d2 points of damage per round.

Disintegrate

School: Alteration
Range: 5 yds./level
Components: V, S, M
Duration: Instantaneous
Casting Time: 6
Area of Effect: 1 creature or 10 x 10 x 10 ft. cube
Saving Throw: Neg.

This spell is only usable by Transmuters.

This spell causes matter to vanish. It affects even matter (or energy) of a magical nature, but not a globe of invulnerability or an anti-magic shell. Disintegration is instantaneous, and its effects are permanent. Any single creature can be affected, even undead. Nonliving matter, up to a 10-foot x 10-foot x 10-foot cube, can be obliterated by the spell. The spell creates a thin, green ray that causes physical material touched to glow and vanish, leaving traces of fine dust. Creatures that

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successfully save vs. spell have avoided the ray (material items have resisted the magic) and are not affected. Only the first creature or object struck can be affected.

The material components are a lodestone and a pinch of dust.

Enhance Familiar V

School: Enchantment

Range: 10 feet

Components: V, S, M

Duration: Instantaneous

Casting Time: 72 hours

Area of Effect: Caster's Familiar

Saving Throw: None

See *Enhance Familiar I* for basic features.

Enhancer V Qualities

The familiar gains one power from Table 1, one from Table 3, and +1 hp.

Ensnarement

School: Conjuration/Summoning

Range: 10 yds.

Components: V, S, M

Duration: Special

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: Neg.

Casting this spell attempts a dangerous act: to lure a powerful creature from another plane to a specifically prepared trap, where it will be held until it agrees to perform one service in return for freedom from the *ensnarement* spell. The type of creature to be ensnared must be known and stated, and if it has a specific, proper, or given name, this must be used in casting the *ensnarement* spell. The spell causes an awareness of a gate-like opening on the plane of the creature to be ensnared. A special saving throw is then made to determine if the creature detects the nature of the planar opening as a trap or believes it to be a gate. To save, the creature must roll equal to or less than its Intelligence score on 1d20. The score is modified by the difference between the creature's Intelligence and that of the spellcaster. If the creature has a higher score, the difference is subtracted from its dice roll to save. If the spellcaster has a higher score, the difference is added to the dice roll.

If the saving throw succeeds, the creature ignores the spell-created opening, and the spell fails. If the saving throw fails, the creature steps into the opening and is ensnared. When so trapped, the otherplanar creature can freely attack the ensnaring wizard, unless the caster has created a warding circle. Such circles may be temporary (drawn by hand) or permanent (inlaid or carved). Even with such protection, the entrapped creature may break free and wreak its vengeance upon the spellcaster. A hand-drawn circle has a base failure chance of 20%, while one inlaid or carved has a base of 10% (and that is for the first time it is used, to determine whether or not the job was done properly). The base chance is modified by the difference between the wizard's combined Intelligence and experience level and the Intelligence and the experience level or Hit Dice of the creature ensnared. If the spellcaster has a higher total, that difference in percentage points is subtracted from the chance for the creature to break free. If the creature has a higher total, that difference is added to its chance to break free.

The chance can be further reduced by careful preparation of the circle. If the handmade circle is drawn over a longer period of time, using specially prepared pigments (1,000 gp value per turn spent drawing), the chance of breaking free is reduced by 1% for every turn spent in preparation. This can bring the base chance to 0%. Similarly, an inlaid or carved design can be brought to a 0% chance of the creature breaking free by inlaying with various metals, minerals, etc. This cost will require a minimum of one full month of time and add not less than 50,000 sp to the basic cost of having the circle inlaid or carved into stone. Any break in the circle spoils the efficacy of the spell and enables the creature to break free automatically. Even a straw dropped across the line of a magic circle destroys its power. Fortunately, the creature within cannot so much as place a straw upon any portion of the inscribed ward, for the magic of the barrier absolutely prevents it. Once safely ensnared, the creature can be kept for as long as the spellcaster dares. (Remember the danger of something breaking the ward!) The creature cannot leave the circle, nor can any of its attacks or powers penetrate the barrier. The caster can offer bribes, use promises, or make threats in order to exact one service from the captive creature.

The DM will then assign a value to what the wizard has said to the ensnared creature, rating it from 0 to 6 (with 6 being the most persuasive). This rating is then subtracted from the Intelligence score of the creature. If the creature rolls a successful Intelligence check against

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its adjusted Intelligence, it refuses service. New offers, bribes, etc., can be made, or the old ones re-offered 24 hours later, when the creature's Intelligence has dropped by 1 point due to confinement. This can be repeated until the creature promises to serve, until it breaks free, or until the caster decides to get rid of it by means of some riddance spell. Impossible demands or unreasonable commands are never agreed to. Once the single service is completed, the creature need only so inform the spellcaster to be instantly sent from whence it came. The creature might later seek revenge.

Eyebite

School: Enchantment/Charm

Range: 20 yds.

Components: V, S

Duration: 1 round/3 levels

Casting Time: 6

Area of Effect: 1 creature

Saving Throw: Special

An *eyebite* spell enables the caster to merely meet the gaze of a creature and speak a single word to cause an effect. This gaze attack is in addition to any other attacks allowed to the wizard. The wizard selects one of four possible gaze attacks at the time the spell is cast, and this attack cannot be changed. For example, a 12th-level caster who chose *fear* would have four opportunities to make gaze attacks causing fear, one for each round of the spell's duration. Any gaze attack is negated by a successful saving throw vs. spell, with Wisdom adjustments. The four effects of the spell are as follows:

Charm: The wizard can charm a single person or monster by gaze and by uttering a single word. The effect is to make the charmed subject absolutely loyal and docile to the caster, even to the point of personal danger. It is otherwise the same as a *charm monster* spell. All creatures other than humans, demi-humans, and humanoids save with +2 bonuses.

Fear: The wizard can cause fear by gaze and by speaking a single word. The subject flees in blind terror for 1d4 rounds. After this, the creature refuses to face the caster and cowers or bolts for the nearest cover if subsequently confronted by the caster (50% chance of either). The latter effect lasts one turn per caster level. This attack can be negated by spells that counter fear.

Sicken: This power enables the caster to merely gaze, speak, a word, and cause sudden pain and fever to sweep over the subject's body. Creatures with ability

scores function at half effectiveness; others inflict only one-half damage with physical attacks. Movement is at one-half normal rate. The subject remains stricken for one turn per level of the caster, after which all abilities return at the rate of one point per turn of complete rest or one point per hour of moderate activity. The effects cannot be negated by a *cure disease* or *heal* spell, but a *remove curse* or successful *dispel magic* spell is effective. Creatures other than humans, demi-humans, and humanoids save with +2 bonuses versus this attack.

Sleep: The wizard can cause any individual to fall into a comatose slumber by means of a gaze and a single word, unless the subject successfully rolls its saving throw vs. spell. Creatures normally subject to a 1st-level *sleep* spell save with -2 penalties. An affected creature must be shaken or otherwise shocked back to consciousness. In all cases, the gaze attack has a speed factor of 1. This spell does not affect undead of any type, or extend beyond the plane occupied by the caster. Note that the caster is subject to the effects of his reflected gaze and is allowed any applicable saving throw. In the case of a reflected *charm* gaze, the caster is paralyzed until it wears off or is countered.

Flesh to Stone

School: Alteration

Range: 10 yds./level

Components: V, S, M

Duration: Permanent Casting Time: 6

Area of Effect: 1 creature

Saving Throw: Special

Flesh to stone turns flesh of any sort to stone. All possessions on the person of the creature likewise turn to stone. The intended subject of the spell receives a saving throw vs. spell to avoid the effect. If a statue created by this spell is subjected to breakage or weathering, the being (if ever returned to his original, fleshy state) will have similar damage, deformities, etc. The DM may allow such damage to be repaired by various high-level clerical spells, such as *regenerate*.

The material components of the spell are lime, water, and earth.

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Forest's Fiery Constrictor

School: Conjuration/Summoning

Range: 10 yards/level

Components: V, S, M

Duration: 1 round/level

Casting Time: 6

Area of Effect: One source of fire

Saving Throw: Special

This spell causes a tentacle of magical flame to snake forth from any existing source of natural or magical fire. The flaming tendril is 10 feet long, has AC 7, can be hit only by magical weapons of +2 or better, and has hit points equal to double the caster's level.

Any creature within 20 feet of the tentacle is subject to attack as directed by the caster. The victim must attempt a saving throw; if successful, the subject has avoided entanglement, but suffers 1d6 points of fire damage from contact with the tendril. If the saving throw is failed, the victim is entangled by the flaming serpent and suffers 3d6 points of fire damage each round until the tendril is destroyed or the spell expires. If the fire source from which the tentacle emanates is extinguished, the remaining time that the fiery constrictor may exist is cut in half.

The material component is a red dragon's scale.

Geas

School: Enchantment/Charm

Range: 10 yds.

Components: V

Duration: Special

Casting Time: 4

Area of Effect: 1 creature

Saving Throw: None

A *geas* spell places a magical command upon a creature (usually human or humanoid) to carry out some service, or to refrain from some action or course of activity, as desired by the spellcaster. The creature must be intelligent, conscious, under its own volition, and able to understand the caster. While a geas cannot compel a creature to kill itself or perform acts that are likely to result in certain death, it can cause almost any other course of action. The geased creature must follow the given instructions until the geas is completed. Failure to do so will cause the creature to grow sick and die within 1d4 weeks. Deviation from or twisting of the instructions causes a corresponding loss of Strength points until the deviation ceases. A geas can be done

away with by a *wish* spell, but a *dispel magic* or *remove curse* spell will not negate it. Your DM will decide any additional details of a geas, for its casting and fulfillment are tricky, and an improperly cast geas is ignored.

Ghoul Gauntlet

School: Necromancy

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 6

Area of Effect: Special

Saving Throw: Neg.

This spell is only usable by Necromancers.

This rare and horrible spell slowly transforms its victim into a flesh-eating ghoul. The transformation process usually begins at an extremity though the initial touch could be anywhere. The victim takes 10% hit points of damage based on total hit points, so that by round 10, the victim has lost 100% of his hp, at which time, the transformation is complete. Limbs may be severed to stop the spread of the transformation. The DM will adjudicate where the initial touch happened, the rate of spread per round, etc.

Once the transformation is complete, only a *restoration* can reverse the condition. A *dispel magic* or *remove curse* will reverse the condition if cast within three rounds of the transformation's start.

One full day after the transformation is complete, the victim awakens as a ghoul.

The material components are a freshly harvested fingernail from a corpse and a mandrake root, both of which are consumed.

Guards and Wards

School: Evocation, Alteration, Enchantment/Charm

Range: 0

Components: V, S, M

Duration: 1 hr./level

Casting Time: 3 turns

Area of Effect: Special

Saving Throw: None

This special and powerful spell is primarily used to defend the wizard's stronghold. The ward protects a one-story stronghold, with a base dimension of 400 feet x 400 feet. The wizard can ward a multistory area by

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reducing the base area proportionately. The following take place in the warded area upon casting the spell:

1. All corridors become misty; visibility is reduced to 10 feet.
2. All doors are wizard locked.
3. Stairs are filled with webs from top to bottom. These act as the 2nd-level *web* spell, except that they regrow within one turn if destroyed.
4. Where there are choices in direction--such as a cross or side passage--a minor confusion-type spell functions so as to make it 50% probable that intruders believe they are going in the exact opposite direction.
5. The whole area radiates magic. The normal use of the *detect magic* spell becomes impossible for those of less than the caster's level and difficult for others.
6. One door per level of experience of the wizard is covered by an illusion to appear as if it were a plain wall.
7. The wizard can place one of the following additional magical effects:

- A. *Dancing lights* in four corridors.
- B. A *magic mouth* in two places.
- C. A *stinking cloud* in two places.
- D. A *gust of wind* in one corridor or room.
- E. A *suggestion* in one place.

Note that items 6 and 7 function only when the wizard is totally familiar with the area of the spell's effect. *Dispel magic* can remove one effect, at random, per casting. A *remove curse* spell will not work.

The material components of the spell are burning incense, a small measure of sulphur and oil, a knotted string, a small amount of umber hulk blood, and a small silver rod.

Legend Lore

School: Divination
Range: 0
Components: V, S, M
Duration: Special
Casting Time: Special
Area of Effect: Special
Saving Throw: None

The *legend lore* spell is used to determine legendary information regarding a known person, place, or thing. If the person or thing is at hand, or if the wizard is in the place in question, the likelihood of the spell producing results is far greater and the casting time is only 1d4 turns. If only detailed information on the person, place, or thing is known, casting time is 1d10 days. If only rumors are known, casting time is 2d6 weeks. During

the casting, the wizard cannot engage in activities other than the routine: eating, sleeping, etc. When completed, the divination reveals if legendary material is available. It often reveals where this material is--by place name, rhyme, or riddle. It sometimes gives certain information regarding the person, place, or thing (when the object of the *legend lore* is at hand), but this data is always in some cryptic form (rhyme, riddle, anagram, cipher, sign, etc.). Naturally, a *legend lore* spell reveals information only if the person, place, or thing is noteworthy or legendary.

For example, suppose Delsenora came across an extremely well-made sword. It radiates magic, but when she used an *identify* spell, she could not learn any information. Even giving it to a trusted fighter didn't work, as the sword did not reveal any special powers. Finally, she casts a *legend lore* spell, hoping to gain more information. Since the sword is at hand, she completes the spell in three turns. In her mind comes the message, "Once this was the sword of he who waits till Albion's time of greatest peril, when unto his hand it shall fly again. Fair was the hand that gave me and fair was the hand that reclaimed me." Clearly, Delsenora realizes, this must be a very powerful item, since her spell gave only a cryptic answer. But who is he who waits? And where is Albion? For more information, Delsenora is going to have to cast more spells. But now the process will take much longer, since she has only the vaguest of clues to follow.

The *legend lore* spell is cast with incense and strips of ivory formed into a rectangle, but some item of value to the caster must be sacrificed in addition--a potion, magical scroll, magical item, etc.

Lorn's Shadowy Transformation

School: Illusion
Range: Touch
Components: V, S
Duration: 1d4 rounds+1 round/level
Casting Time: 6
Area of Effect: Special
Saving Throw: Neg.

When this spell is cast, the illusionist transforms one creature or a specified amount of non-living material into shadow, making it insubstantial. Thus, a door could be turned to shadow and entered. The maximum amount of inanimate material that may be transformed is one cubic foot per level of the caster.

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Unwilling creatures are allowed a saving throw to resist the *shadowy transformation*. Magical items and the magical effects of spells (such as a *wall of stone*) cannot be affected. A transformed creature and all its gear become insubstantial. The creature can pass through small holes, narrow openings, and the smallest cracks. The creature cannot fly without additional magic. No form of attack is possible when in shadow form except against creatures that exist on the Ethereal plane. In this case, all attacks are normal; however, the shadowy creature may be harmed only by magical weapons of +1 or greater or by creatures able to affect those struck only by magical weapons. Spells and special attacks have normal effects.

Most undead creatures will ignore a creature in shadow form, believing it to be a wraith or spectre; however, lichs and powerful undead may save vs. spell with a -4 penalty to recognize the spell. A successful *dispel magic* spell forces the creature in shadow form back to normal form.

Mass Suggestion

School: Enchantment/Charm

Range: 30 yds.

Components: V, M

Duration: 4 turns + 4 turns/level

Casting Time: 6

Area of Effect: 1 creature/level

Saving Throw: Neg.

The *mass suggestion* spell enables the wizard to influence the actions of one or more chosen creatures in the same way as the *suggestion* spell. Up to one creature per experience level of the caster can be influenced, provided that all subject creatures are within the 30-yard range. Undead are not subject to this spell. The suggestion must be reasonably worded and understood by the creatures, and must be the same for all hearing it. Creatures successfully saving vs. spell are unaffected. Saving throws against the spell suffer a penalty of -1, and if a single creature is to be affected, its saving throw suffers a -4 penalty. Note that a very reasonable mass suggestion can cause the saving throw to be made with an additional penalty (such as -1, -2, etc.), at the discretion of your DM. A mass suggestion can continue in effect for a considerable duration, at the DM's discretion. Conditions that will trigger a special action can also be specified; if the condition is not met before the spell expires, the action will not be performed.

The material components of this spell are a snake's tongue and either a bit of honeycomb or a drop of sweet oil.

Otiluke's Freezing Sphere

School: Evocation

Range: Special

Components: V, S, M

Duration: Special

Casting Time: 6

Area of Effect: Special

Saving Throw: Special

Otiluke's Freezing Sphere is a multipurpose spell of considerable power. If the caster opts, he may create any of the following:

A) *Frigid globe*. A small globe of matter at absolute zero temperature that spreads upon contact with water, or a liquid that is principally water, freezing it to a depth of 6 inches over an area equal to 100 square feet per level of the spellcaster. This ice lasts for one round per level of the caster.

The material component is a thin sheet of crystal about an inch square.

B) *Cold ray*. The spell can be used as a thin ray of cold that springs from the caster's hand to a distance of 10 yards per level of the wizard; this ray inflicts 1d4+2 points of damage per level of the caster upon the first creature struck. A saving throw vs. spell is applicable; all damage is negated if it is successful (as the ray is so narrow a save indicates it missed). If the first creature is missed, the path of the ray is plotted to its full distance, and anything else in its path must save (if applicable) or suffer appropriate damage.

The material component is a white sapphire of not less than 1,000 sp value.

C) *Globe of cold*. This creates a small globe about the size of a sling stone, cool to the touch, but not harmful. This globe can be hurled, either by hand to a distance of 40 yards (considered short range), or as a sling bullet. The globe shatters upon impact, inflicting 6d6 points of cold damage upon all creatures within a 10-foot radius (one-half damage if a saving throw vs. spell is successful). Use the Grenade-like Missile Table in the *Dungeon Master Guide* to find where misses strike. Note that if the globe is not thrown or slung within one round per level of the spellcaster, it shatters and causes cold damage as stated above. This timed effect can be employed against pursuers, although it can prove hazardous to the spellcaster and his associates as well.

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The material component is a 1,000-sp diamond.

Permanent Illusion

School: Illusion/Phantasm

Range: 10 yds./level

Components: V, S, M

Duration: Permanent

Casting Time: 6

Area of Effect: 20-ft. cube + 10-ft. cube/level

Saving Throw: Special

This spell is only usable by Illusionists.

When this spell is cast, the wizard creates an illusion with visual, auditory, olfactory, and thermal elements. The spell can create the illusion of any object, creature, or force, as long as it is within the boundaries of the spell's area of effect. It affects all creatures that view the illusion, even to the extent of them suffering damage from falling into an illusory pit full of sharp spikes. Creatures that attempt to disbelieve the illusion gain a saving throw vs. spell and, if successful, they see it for what it is and add +4 bonuses to associates' saving throws, if this knowledge can be communicated effectively. Creatures not sensing the spell effect are immune until they become aware of it. The permanent illusion is subject to a *dispel magic* spell, of course.

The material component of the spell is a bit of fleece.

Programmed Illusion

School: Illusion/Phantasm

Range: 10 yds./level

Components: V, S, M

Duration: Special

Casting Time: 6

Area of Effect: 20-ft. cube + 10-ft. cube/level

Saving Throw: Special

This spell is only usable by Illusionists.

This spell creates a *spectral force* spell that activates upon command or when a specific condition occurs. The illusion has visual, auditory, olfactory, and thermal elements. It can be of any object, creature, or force, as long as it remains within the boundaries of the spell's area of effect. The occurrence that begins the illusion can be as general or as specific and detailed as desired, such as the following: "Begin only when a venerable female human carrying a sack of groat clusters sits cross-legged within one foot of this spot." Such visual triggers can react to a character using the *disguise* ability. Command range is 5 yards per level of the

wizard, so a 12th-level wizard can command the programmed illusion to occur at a maximum encounter range of 60 yards. A programmed illusion cannot distinguish invisible creatures, nor alignment, level, Hit Dice, or class, except by external garb. If desired, the effect can be keyed to a specific noise or spoken word. The spell lasts until the illusion occurs; thus, the spell duration is variable. The illusion will last for a maximum of one round per level of the spellcaster. Creatures that attempt to disbelieve the illusion gain a saving throw vs. spell and, if successful, see it for what it is and add +4 bonuses to associates' saving throws, if this knowledge can be communicated effectively. Creatures not sensing the spell effect are immune until they become aware of it. The illusion is subject to a *dispel magic* spell.

The material component of the spell is a bit of fleece.

Project Image

School: Illusion/Phantasm

Range: 10 yds./level

Components: V, S, M

Duration: 1 rd./level

Casting Time: 6

Area of Effect: Special

Saving Throw: None

By means of this spell, the wizard creates a nonmaterial duplicate of himself, projecting it to any spot within spell range. This image performs actions decided by the wizard--walking, speaking, spellcasting--conforming to the actual actions of the wizard unless he concentrates on making it act differently (in which case the wizard is limited to half movement and no attacks).

The image can be dispelled only by means of a successful *dispel magic* spell (or upon command from the spellcaster); attacks pass harmlessly through it. The image must be within view of the wizard projecting it at all times, and if his sight is obstructed, the spell is broken. Note that if the wizard is invisible at the time the spell is cast, the image is also invisible until the caster's invisibility ends, though the wizard must still be able to see the image (by means of a *detect invisibility* spell or other method) to maintain the spell. If the wizard uses *dimension door*, *teleport*, *plane shift*, or a similar spell that breaks his line of vision, the *project image* spell ends.

The material component of this spell is a small replica (doll) of the wizard.

Wizard Spells 6th Tier

Repulsion

School: Abjuration

Range: 0

Components: V, S, M

Duration: 1 round/2 levels

Casting Time: 6

Area of Effect: 10 ft./level x 10 ft.

Saving Throw: None

When this spell is cast, the wizard is able to cause all creatures in the path of the area of effect to move directly away from his person. Repulsion occurs at the speed of the creature attempting to move toward the spellcaster. The repelled creature continues to move away for a complete round even if this takes it beyond spell range. The caster can designate a new direction each round, but use of this power counts as the caster's principal action in the round. The caster can, of course, choose to do something else instead of using the repulsion attack.

The material component for this spell is a pair of small magnetized iron bars attached to two small canine statuettes, one ivory and one ebony.

Summon Creature VI

School: Conjuration/Summoning

Range: Special

Components: V, S, M

Duration: 2 rds. + 1 rd./level

Casting Time: 5

Area of Effect: 30-yd. radius

Saving Throw: None

This spell is only usable by Conjurers.

Within one round of casting this spell, the wizard magically conjures 2d4 6th-level monsters (selected by the DM, from his 6th-level encounter tables). The monsters appear anywhere within the spell's area of effect, as desired by the wizard. They attack the spell user's opponents to the best of their ability until either he commands that the attacks cease, the spell duration expires, or the monsters are slain. These creatures do not check morale, but they vanish when slain. Note that if no opponent exists to fight, summoned monsters can, if the wizard can communicate with them and if they are physically able, perform other services for the summoning wizard.

In rare cases, adventurers have been known to disappear, summoned by powerful spellcasters using

this spell. Those summoned recall all the details of their trip.

The material components of this spell are a tiny bag and a small (not necessarily lit) candle.

Transmute Bone to Steel

School: Necromancy

Range: 30 yards

Components: V, S, M

Duration: Permanent

Casting Time: 1 round

Area of Effect: 1 creature or object

Saving Throw: Special

By means of this spell, the caster transmutes one bone object, which would include a complete skeleton, into a bone as hard as steel. The bones do not actually change in appearance. Skeletons become AC 3. Such skeletons are still vulnerable to holy water as well as spells or creatures that affect metal, such as a rust monster.

Transmute Steel to Bone

School: Necromancy

Range: 30 yards

Components: V, S, M

Duration: Permanent

Casting Time: 1 round

Area of Effect: 1 creature or object

Saving Throw: Special

By means of this spell, the caster makes one metal object as brittle as dry bone. Such items can make a saving throw vs disintegration to avoid this transmutation. Metal armor becomes AC 7 and must save vs crushing blow with each attack that hits it. Weapons subtract 2 from the damage they inflict and must save to avoid shattering with successful hits. Metal creatures sustain +2 damage when hit.

The material components are metal filings and powdered bone.

Wizard Spells 6th Tier

Veil

School: Illusion/Phantasm

Range: 10 yds./level

Components: V, S

Duration: 1 turn/level

Casting Time: 6

Area of Effect: 20-ft. cube/level

Saving Throw: None

The *veil* spell enables the wizard to instantly change the appearance of his surroundings and party or create hallucinatory terrain so as to fool even the most clever creatures (unless they have the a *gem of seeing*, or a similar magical aid). The veil can make a sumptuous room seem like a filthy den; even tactile impressions conform to the visual illusion. Likewise, a party might be made to resemble a mixed pack of dogs. If hallucinatory terrain is created, touch does not cause it to vanish.



