

THE
GREAT NET
SPELLBOOK

sixth edition

*Compiled and edited by
Boudewijn Wayers*

Prologue

As I promised over a year ago, I am now — finally! — posting the *Great Net Spellbook*, currently at its sixth edition. This version has a lot of new spells, compared to the fifth edition of the *Spellbook*. Almost all spells were edited by me to make them somewhat more legible (for example: SOME OF THEM WERE COMPLETELY CAPITALISED, some of the spells contained lines that did not fit on one line, while others contained much spelling missteaks). Please, read this prologue completely before continuing to read on. It contains an introduction to the *Great Net Spellbook*.

Copyrights and Other Legal Stuff

Note that a lot of the spells contained in the *Great Net Spellbook* have been copyrighted by their respective authors. Starting this edition, these authors — when known — have been mentioned along with the spells they contributed. Permission has been granted by these authors to copy the spells for your personal use. Also, you may freely distribute copies of their work, so long as you do not prevent others from doing the same, and no commercial or barter considerations are obtained in exchange for such copies.

When you distribute these spells, you must distribute them in whole, unchanged. Specifically, this file containing the copyright conditions, and the names of the editors must be included. Make sure that you distribute the entire package the way you have received it yourself. You may not claim these spells as having originated from yourself.

Once in a while, the *Great Net Spellbook* will be updated. Because of the large amount of work this involves, and the few spare time we all have, this will normally take quite a while. For example, it took me about two years to finish the sixth edition after I published the fifth edition. Note, however, that since the fifth edition, the entire layout has been changed, so these two years of work have not been in vain. I have never committed myself to a publishing date, and my successor (see the epilogue for more information) will not likely commit himself to a date either. Please, be gentle with him: don't rush him. Only the fact that he has taken much of the attention off my back over the last half year or so has provided me with the time needed to finish this sixth edition. Whenever he thinks he has accumulated enough new spells to warrant a next edition, there will be a subsequent one, and it *will* be posted, and most probably put on various ftp and www sites.

Another remark about copyrights: the spellbook has been checked as thoroughly as possible *not* to contain any spells that have been published in any official TSR publication before. The fifth edition of the *Great Net Spellbook* appeared to contain no less than six of these copyrighted spells, which have been duly removed. If we want to retain our own copyrights, we must respect those of others.

D&D, Dungeons & Dragons, AD&D, Advanced Dungeons & Dragons, TSR, Dragonlance, Greyhawk and probably lots of other words used here are either registered or non-registered trademarks owned by TSR, Inc. They are used in this work without permission, but this should not be regarded as an attempt to challenge their rights.

Note that this work can and should not be used without TSR's excellent *Player's Handbook* and *Dungeon Master's Guide*, which have inspired a whole generation of roleplayers. Let me quote a passage from the *Player's Handbook*, which says:

"The AD&D game is continually evolving — each player and each DM adds his own touch to the whole. No list of special thanks can be complete without recognizing the most important contributors of all — the millions of players who, over the years, have made the AD&D game what it is today."

Let's all cooperate to make the game even greater! See below, under *contributors*, for an attempt to thank at least a few of the millions mentioned above.

Other Net Resources

This edition of the *Great Net Spellbook* now includes all spells from the *Net Carnal Knowledge Guide* and the *Net Guide to Alcohol*, both edited by Reid Bluebaugh <c2mxblue@fre.fsu.umd.edu>, and all spells from the first edition of the *Net Dark Sun Resource Book*, edited by John Martz <john_martz@unc.edu>. Note that this means that you will sometimes have to refer to these sources to look up terms. Some spells that were written for the Dark Sun world might have to be adjusted when used on another world. This is, of course, up to individual DMs.

Note further that spells from the *Tome of Mighty Magic* (another Internet resource, not the TSR book) have not been included in this edition. One reason for this is that all these spells were lacking most second-edition terms and were often too high or low level, the other reason was that its copyright status is uncertain. Anyway, the *Tome of Mighty Magic* can easily be used on its own, if necessary.

Contributors

Many thanks to Jim Lewallen <csccon113@uoft02.utoledo.edu> and Michael Lerner <cl115826@ulkuvx.bitnet>, who respectively accumulated and posted the starting lot of these spells. When they started out, they were going to put each author's name next to each spell. Then they started getting two or more copies of the same spell, and decided to just put their names in one big list. Unfortunately, this meant that when I took over, I was unable to trace most of the spells back to their original authors. The following people *have* contributed to the *Great Net Spellbook*, but I have been unable to link them to any specific spell. Still, I would like to thank them for posting or e-mailing their spells (there must probably be some people whose names are missing even here: my apologies to them all):

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Special thanks should go to Glen Barnett <barnett@agsm.unsw.edu.au>, who didn't contribute any spells, but instead sent me some 60 kByte of constructive criticism, which has proven very helpful in my editing work.

On some ftp-sites, you might find some of these spells as they have originally appeared, including the name of the one who posted them first. Lots of spells have been e-mailed to me directly, and won't be found on the ftp-sites, except for in this or another edition of the *Great Net Spellbook*. Note that where you found this collection of spells, you should also find a file containing all spells in their original form, if I could trace it back.

Editor's Notes

After receiving these spells, I read them all, edited them to get a uniform format, and to make them more legible. Also, note that, starting the fifth edition, I did a lot of editing, and not only in a lot of obvious cases of spelling errors.

Especially, from the fifth edition on, I have tried to remove all traces that were left over from first edition AD&D, and to change everything to second edition terms and format. Should you find any remains of or references to the first edition, please send the editor e-mail saying so, so it can be corrected in a subsequent edition.

Note that — even though they aren't in the second edition — I did retain the cantrips. There are also some 10th-level spells, which have been introduced into second edition AD&D in the *Dragon Kings* book (Dark Sun setting).

Where no level was indicated, I just guessed what level the spell was to be in. Furthermore, in those many cases where either school, range, area of effect, or anything the like were missing, I just used my own brilliant mind and made them up.

Disclaimers

- All references to gender have been generalized, where the text allowed for this (I have removed all references to "her" and "she" for uniformity reasons, since "he" can, in English, refer to both men and women).
- Hopefully, all first-edition notations, most notably the "segments" and the infamous "yards"-notation have been removed.
- The use of capitals is as uniform as I could manage in the little time I have (if you notice, for example, any capitalized names of spells, or spells that have not been *italicized*, please drop me a line).
- All spelling has been and will be changed to British English, not American English (at least, according to my speller).
- Talking about spelling: everything should have been spell-checked. If you still notice any errors, again, please don't hesitate to write the editor.
- The use of abbreviations has been made more uniform; have a look at the standards I try to keep to get an impression how exactly.
- I've tried to uniformise the references to foot/feet etc.

Terminology Used, often Confused

Note that the *Player's Handbook* clearly mentions that if a spell does not mention otherwise, its range is always limited to the wizard's *sight*, next to any other restrictions. Furthermore, when there is a reference to a *person*, what is meant is any bipedal human, demihuman, or humanoid of man-size or smaller, such as dwarves, elves, gnolls, halflings, and kobolds. Only intelligent undead should be considered persons.

I have used the following two notations when naming spells: *II* and *[2]*. Let me explain why I make this distinction. When a spell is named, for example, *magic bolt [2]*, the *[2]* indicates that this is a spell of about the same strength of an already existing spell of the same name. The corresponding *[1]* spell can be found in either the *Great Net Spellbook* or in an official TSR publication. In the latter case, the original spell obviously has no *[1]* to its name. Spells that were almost exact copies of existing spells have not been included. When a spell is labeled *magic bolt II*, the *II* indicates that this is greater-strength version of an already existing spell. Again, if the original spell was from an official publication, the original won't have a *I* attached. Note that most of these spells just increase the range, damage, or something like that, and thus aren't very interesting. Sometimes, however, one of these spells is really original. Since I don't want to be a judge on which spells to include and which to exclude, I have decided not to remove any spells at all.

A Final Remark

Dungeon Masters, you should be sure to check these spells before introducing them into your campaign (preferably before even showing them to your players), and make sure they are right for the way you run your campaign. Some are awfully powerful (if not munchkin-like) but others could use a little more kick, that is for you to decide. If you find that some spells seem far too powerful as given, but you don't have time to adjust the range, duration, area of effect, material components and the spell effects as carefully as you would like, you might consider just increasing the level of the spell, to be more in accord with spells of similar power. Similarly, you may want to reduce the level of other spells. Don't let your players talk you into introducing a spell at too low a level.

Boudewijn Wayers, Keeper of the *Great Net Spellbook* and the *Great Net Prayerbook*.
March, 1995.

Table of Contents

Prologue	2
Table of Contents	6
Cantrips	7
First-Level Spells	14
Second-Level Spells	49
Third-Level Spells	92
Fourth-Level Spells	141
Fifth-Level Spells	194
Sixth-Level Spells	242
Seventh-Level Spells	281
Eighth-Level Spells	312
Ninth-Level Spells	336
Tenth-Level Spells	370
Alphabetical Spell Index	377
Epilogue	386

Cantrips

Arousal (Enchantment)

Reversible

Range: 0
 Components: V, S, M
 Duration: 1 turn + 1 round per level
 Casting Time: 1
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: Mario R. Borelli <mario.r.borelli.3@nd.edu>

This spell creates a state of extreme horniness in the affected creature, including both biological and physiological effects, although said horniness is not directed towards anyone or anything in particular. The reverse of this spell, *disinterest*, completely snuffs out any lust the recipient might be feeling. The material component for this spell is a sprig of mistletoe.

Blank (Illusion/Phantasm)

Range: 0
 Components: V, S
 Duration: 1 hour per level
 Casting Time: 1
 Area of Effect: Book touched
 Saving Throw: None
 Author: Thomas Weigel <nsbos0340@nsula.edu>

This cantrip covers the print on the pages of a book and replaces it with the illusion of blank pages. For the blank pages to be convincing, the pages in the book must be seen by the caster during the casting, otherwise the blank pages might not match up with the real ones. Also, individual pages may not be blanked. This is an all or nothing spell. The caster concentrates on blankness while passing her left hand over the book and muttering the proper words. Katrine developed this one, to her master's chagrin, while she was still an apprentice.

Boil Water (Evocation)

Range: 1 foot
 Components: V, S
 Duration: Permanent
 Casting Time: 1 minute
 Area of Effect: One container
 Saving Throw: None
 Author: Unknown

With this cantrip, the wizard can heat the water (or water-based liquid) in a container of up to a quart to boiling. The wizard must concentrate on the container during the entire casting. The cantrip is used mainly by herbalists, who use it to create poultices and draughts quickly.

Buggery (Conjuration/Summoning, Illusion/Phantasm)

Range: 30 feet
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: Negates
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

The wizard creates a number of small bugs equal to his level. In the illusionist's case, these bugs are only illusionary, but with the conjurer, they are real. If they are made to appear within the pockets (or open orifice) of an individual, a saving throw versus spell may apply to negate the cantrip's effects.

Clean [1] (Alteration)

Range: 0
 Components: V
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: 10x10x10 foot pile of cloth touched
 Saving Throw: None
 Author: Thomas Weigel <nsbos0340@nsula.edu>

This spell removes all small particles from most cloths instantly. All that is required is that the caster touch the pile of cloths and mutter the short verbal component.

Compass (Divination)

Range: 0
 Components: V, M
 Duration: 1d6 seconds
 Casting Time: 4
 Area of Effect: Special
 Saving Throw: None
 Author: Unknown

This cantrip causes a glowing arrow to appear in the cupped palm of the wizard. It is a light green in colour, and wavers around in the general direction of north. The spell will work underground, as well as at sea, and is not affected by a *lodestone*, but it is only exactly right about 25% of the time and may sometimes be completely off (10% chance). The material component is a sliver of iron.

Contraception (Abjuration)

Range: 0
 Components: S, M
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: Person touched
 Saving Throw: None
 Author: Mario R. Borelli <mario.r.borelli.3@nd.edu>

An alternative to the *sterility* cantrip for DMs that don't like 100% protection, this cantrip significantly decreases the probability of fertilization following coitus. The cantrip is cast after any sexual activity. In some cases this may not be lawful, and in some may not be considered good. The cantrip is also not entirely perfect, offering only 95% certainty, according to the following table:

D100 Roll	Result
01-96	no fertilization
97	one zygote
98	two zygotes (possibly identical)
99	1d6 zygotes
00	both partners pregnant (magic gone awry)

The material component for this spell is a red cape or a red riding hood.

Count (Divination)

Range: 0
 Components: V, S
 Duration: Permanent
 Casting Time: 1 minute
 Area of Effect: 1-yard per level cube touched
 Saving Throw: None
 Author: Unknown

Count verbally announces the number of objects in the specified area (with a minimum of one cube yard), like grains of sand or pieces of silver. *Count* can count $10^{\text{level}+1}$ things, i.e., a 1st-level wizard can

Wizard Spells (Cantrips)

count 100 things, a 2nd-level one 1000 things, a 3rd-level one 10,000 things, and so on.

Delay Orgasm (Alteration)

Range: 10 yards
 Components: V, S
 Duration: 1 round per level
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Mike Parasich <mp@alpha.sunquest.com>

This cantrip delays any orgasm by one round per level of the caster. Thus, if the TTC (see *The Net Carnal Knowledge Guide*) indicates an orgasm, it doesn't go into effect until +1 round per level.

Fart (Enchantment/Charm)

Range: 10 feet
 Components: V, S
 Duration: 2d6 seconds
 Casting Time: 1
 Area of Effect: One person
 Saving Throw: Negates
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

This spell causes the recipient to emit a loud, raunchy, obnoxiously odoriferous fart for 2d6 seconds. The victim must make a Dexterity check to avoid distraction.

Ferment Grape (Evocation)

Range: 0
 Components: S
 Duration: Permanent
 Casting Time: 1
 Area of Effect: One grape
 Saving Throw: None
 Author: Ronald Jones (Greymoon) <jonesrd@sjsuvm1.bitnet>

By use of this spell an apprentice can convert the contents of a grape into fermented wine. It will not change the skin of the grape, so it will keep its shape. This spell is mostly used by apprentices tired of the same old food from teachers who do not approve of alcohol, but it could also be good in an emergency for use against alcohol-sensitive monsters.

Firefinger (Evocation)

Range: 0
 Components: V, M
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: The wizard's finger
 Saving Throw: None
 Author: Unknown

When cast, the *firefinger* cantrip causes flame to spurt several inches from the wizard's outstretched finger. Combustibles will be ignited by the flame if they are dry. The material component is pitch, which must be rubbed on the finger prior to casting.

Impersonation (Illusion)

Range: 0
 Components: V, S, M
 Duration: 1 round
 Casting Time: 1
 Area of Effect: The caster
 Saving Throw: None
 Author: Unknown

This cantrip allows the wizard to impersonate any speaker with nearly perfect ability. The wizard can only speak in languages he knows, and must possess a small item recently in close proximity to the original speaker (for example, an article of clothing). The wizard's audience will probably be greatly amused if they can see who is speaking, or completely fooled if not. The material component is a mirror, which is consumed in the casting.

Invisible Scribe (Conjuration/Summoning)

Range: 3 feet
 Components: V, S, M
 Duration: Concentration
 Casting Time: 4
 Area of Effect: Special
 Saving Throw: None
 Author: Unknown

By casting this cantrip, the wizard brings into existence a field of force able to write on normal materials with a quill pen. The wizard must sit quietly for the duration of the writing, and simply speaks what is to be written. The *invisible scribe* writes in a handwriting vaguely like the wizard's in any language the wizard knows how to read. It is fairly slow. The material component for the spell is ink, which is consumed in the casting.

Jamye's Appearing Ink (Alteration)

Reversible

Range: 0
 Components: V
 Duration: Special
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: None
 Author: D.J. McCarthy <dmccart@modl01.intel.com>

This cantrip turns a small amount of ink (up to one pint) into water. The ink remains clear and colourless until it dries, at which time it reverts to its normal state. The reverse, *Jamye's disappearing ink*, turns up to a pint of water into an inky liquid that evaporates like water, leaving no trace when it dries.

Katrine's Mirth (Illusion/Phantasm)

Range: 20 yards
 Components: S
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: 100 yards
 Saving Throw: None
 Author: Thomas Weigel <nsbos0340@nsula.edu>

This cantrip causes a high-pitched, girlish giggle to come into existence somewhere within 20 yards of the caster. The caster controls where it will sound. It only lasts for a second or two, and requires the caster to point at the location.

Wizard Spells (Cantrips)

Katrine's Quick Makeover (Conjuration/Summoning)

Reversible

Range: 0
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: Person touched
 Saving Throw: None
 Author: Thomas Weigel <nsbos0340@nsula.edu>

This spell arranges the target's hair, cleans the face and skin, applies some minimal amounts of make-up, sprays the target with any desired perfumes, fixes the target's clothing or minor bits of apparel, etc. The spell cannot dress the target. The caster must have all the objects needed to perform these operations on hand (make-up, perfumes, bits of apparel, etc.) and must mime the initial actions desired while muttering the appropriate arcane words. It doesn't have to be a great mime, however. Upon casting the spell, the desired objects begin flying around the target and fixing her up. This spell applies equally well to males as to females, and can be reversed to muss the target up (*Katrine's quick muss*). For either use, the target must be willing.

Know Quality (Divination)

Range: 0
 Components: S, M
 Duration: Permanent
 Casting Time: 1
 Area of Effect: Equivalent of one bottle or less
 Saving Throw: None
 Author: Ronald Jones (Greymoon) <jonesrd@sjsuvm1.bitnet>

By casting this spell, an apprentice or wizard is able to tell what quality of wine or champagne he is drinking. This spell will let the caster know by quickly flashing a colour, on the surface of the drink, corresponding to the level of quality. It will also warn of possible spoilage (but not of poison). The colour black means poor or bad quality. Blue means good or average quality. A light blue means very good and white means excellent. If the flash is black and red, the wine is spoiled. This spell was developed by apprentices who were tired of getting poor-quality wines for dinner. They also didn't want to keep being ripped off in pubs. The material component for this spell is a white feather.

Know Sexual Preference (Divination)

Reversible

Range: 10 yards
 Components: V, S
 Duration: 1 round per level
 Casting Time: 1
 Area of Effect: One creature per 2 rounds
 Saving Throw: Negates
 Author: Morgan Blackheart of the Chaotic Realm <ecz5tan@mvs.oac.ucla.edu>

This cantrip enables the wizard to read the aura of a creature. The caster must remain stationary and concentrate on the subject for two full rounds. A creature is allowed a saving throw versus spell and, if successful, the caster learns nothing about the particular creature from the casting. Certain magical devices negate this cantrip.

The reverse, *undetachable sexual alignment*, conceals the sexual preference of a creature for 24 hours — even from a know sexual preference cantrip.

Know Vintage (Divination)

Range: 0
 Components: S, M
 Duration: Permanent
 Casting Time: 1
 Area of Effect: Equivalent of one bottle or less
 Saving Throw: None
 Author: Ronald Jones (Greymoon) <jonesrd@sjsuvm1.bitnet>

By use of this spell, an apprentice or wizard is able to tell the vintage (year) of one single bottle of wine or champagne. It is also possible to tell, with a 10% chance of failure, the vineyard or winery where the wine came from. This spell is very useful for those who are not sure about a particular bottle of wine. A small drop of wine from the bottle is necessary to cast the spell.

Mend (Alteration)

Range: 0
 Components: V
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: Piece of cloth touched
 Saving Throw: None
 Author: Thomas Weigel <nsbos0340@nsula.edu>

This spell rejoins parted fabric, whether it was torn, cut, ripped, or shredded. It does not affect leather, nor will it affect a tear that has been subsequently altered significantly (sewn to something else, or hemmed). The caster must touch the cloth pieces while muttering arcane words.

Mini Missile (Evocation)

Range: 1 yard + 1 yard per 3 levels
 Components: S
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: Special
 Author: Max Becherer <becherer@sun0.cs.uiuc.edu>

This cantrip is a weaker version of *magic missile*. Casting generates one missile plus one per level. Each is sufficient to kill creatures typically affected by an *exterminate* cantrip; i.e., those that normally have zero hit points. Ten mini missiles will inflict 1 point of damage if a saving throw versus spell is failed.

Mordenkainen's Lubrication (Conjuration)

Range: 1 foot
 Components: V, S
 Duration: 10 minutes per level
 Casting Time: 1
 Area of Effect: 10×3-inch area
 Saving Throw: None
 Author: The Carnal Knowledge Guide <c/o c2mxblue@fre.fsu.umd.edu>

This cantrip covers an organic surface with a slippery layer of a greasy nature. Rumour has it that the area of effect was barely enough for Mordenkainen's purposes.

Wizard Spells (Cantrips)

Mount (Conjuration/Summoning)

Range: 10 yards
 Components: V, S
 Duration: 2 hours per level
 Casting Time: 1 turn
 Area of Effect: Special
 Saving Throw: None
 Author: The Carnal Knowledge Guide <c/o c2mxblue@fre.fsu.umd.edu>

By means of this cantrip, the caster conjures a very attractive person of the opposite sex to serve him or her. The person serves willingly and well, but at the expiration of the cantrip duration it disappears, returning to its own place. The mount does not come with any gear or clothes. It can't do anything but perform basic sexual acts.

This cantrip was created by conjurer apprentices to practice their art. It is only a cantrip because the conjured being only serves one purpose (a fun purpose, but not a practical purpose).

Narek's Shears (Alteration) Reversible

Range: 0
 Components: V, S
 Duration: Concentration
 Casting Time: 2
 Area of Effect: One target
 Saving Throw: Negates
 Author: Narek

Narek's shears causes hair, fur, or fur-like growth on the target to shorten by up to an inch, possibly causing it to disappear. Its effect on nearly bare skin is to completely prevent growth for 2 days. The reverse of this spell, *augmented hairiness*, causes hair or fur to thicken and lengthen by up to two inches. This increase is permanent until the hair is trimmed or cut. Neither form affects rugs, furs, or any other hair or fur not on a living body. Unwilling targets get a saving throw versus spell.

Narin's Mask (Illusion)

Range: 0
 Components: V, M
 Duration: 10 minutes
 Casting Time: 3
 Area of Effect: The caster
 Saving Throw: Special
 Author: Narin

This spell causes others to not see the details of the wizard's face. Anyone paying attention to the wizard is entitled to a saving throw versus spell. If the saving throw succeeds, they realise that they cannot discern some detail in the wizard's face; careful attention will then negate the spell. A *dispel illusion* will cancel the spell entirely. The material component of this spell is a blindfold.

Notice (Enchantment/Charm)

Range: 0
 Components: V
 Duration: Concentration
 Casting Time: 1 round
 Area of Effect: The caster
 Saving Throw: None
 Author: Unknown

With this cantrip, the wizard can put himself into a trance-like state in which he is highly aware of the details of his surroundings. For the duration of the trance, the wizard is at +2 perception (or +4 if there is something particular he is looking for), but cannot take any actions. Also, he loses any Dexterity bonus to Armour Class and takes a

further -2 penalty, and is likely to ignore most attempts at communicating with him. The wizard can break the trance at any time, and can do so in response to a remark he "didn't hear", an impending attack, or whatever — it is assumed that his subconscious will snap him out if really necessary.

Pillow Talk (Alteration)

Range: 10 feet
 Components: V, S
 Duration: 1 turn per level
 Casting Time: 1
 Area of Effect: One pillow
 Saving Throw: None
 Author: Morgan Blackheart of the Chaotic Realm <ecz5tan@mvs.oac.ucla.edu>

When this cantrip is cast, the wizard imbues the chosen pillow with an enchanted mouth. The mouthed pillow will only speak about sexual topics. The wizard at casting time has the option to decide the level of vulgarity. The level varies from perverse smut to intellectual discussions on sexual techniques.

Pitch (Evocation)

Range: 0
 Components: V
 Duration: 2 rounds
 Casting Time: 1
 Area of Effect: The caster
 Saving Throw: None
 Author: Martin Ott <p581mao@mpifr-bonn.mpg.de>

This cantrip sounds a perfectly-tuned note from out of nowhere. The note is centred on the wizard, and can be heard from a distance of 20 feet. Things that block normal noise (walls, curtains, *silence*, *15-foot radius*, etc.) block this as well.

This spell is useful for tuning instruments "by ear", or with the help of a *tune* cantrip. It is also slightly disturbing to those around the wizard, as any single note would be if held out for two rounds.

To cast this cantrip, the bard must speak out loud the name of the note he wishes to hear, such as "middle C", "B flat", or "quarter-step above the first F sharp above high C".

Protection from Sun (Abjuration) Reversible

Range: 0
 Components: V, M
 Duration: 3 hours + 1 hour per level
 Casting Time: 2
 Area of Effect: Person touched
 Saving Throw: None
 Author: Unknown

This cantrip protects the target from suffering sunburn even under very adverse conditions. It does not protect against sun stroke, snow-blindness, or heat exhaustion. The reverse of the spell, *tan*, allows the target to get a nice tan by staying in the sun for only an hour or so in any clime and on all but the cloudiest days. The material component is a small amount of coconut milk, which the wizard must rub on a patch of bare skin.

Wizard Spells (Cantrips)

Remove (Alteration)

Range: 0
 Components: V, S
 Duration: Permanent
 Casting Time: 1 minute
 Area of Effect: 1-yard per level cube touched
 Saving Throw: None
 Author: Unknown

Like *sort*, *remove* can remove a number of things from a pile of things. The objects removed are not gone, but placed on a pile adjacent to the original pile. This cantrip has the same restrictions and capacities as *sort* (q.v.).

Restore (Alteration)

Range: 0
 Components: V
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: Piece of clothing touched
 Saving Throw: None
 Author: Thomas Weigel <nsbos0340@nsula.edu>

This spell regenerates worn out cloth, returning it to its original strength and texture. Faded jeans, for example, would unfade. Any holes in the cloth must be fixed first, however, for it will not fix anything worse than wear and rubbing. The caster must touch the article of clothing while muttering the appropriate words.

Sanh's Harmless Ray of Light (Evocation)

Range: 6 yards + 1 yard per level
 Components: V, S
 Duration: One second
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Special
 Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

When cast, a ray of light is emitted from the wizard's index finger, lasting about a second. The colour is up to the wizard (sunlight cannot be duplicated, as the ray is monochromatic, like a laser). If aimed at a creature, a saving throw versus spell is required. If the saving throw succeeds, the ray missed. If it fails, the ray hits, inflicting no damage.

Only a critical failure (1) can result in any ill effect. In that case, the victim was struck in the eyes, and is dazzled for 1d6 tenths of a round (-2 on all rolls). Of course, if the creature in question is blind, or immune to such attacks, there is no effect. At the DM's option, creatures particularly sensitive to light may be dazzled for a longer period of time. Note: while the spell is magical, the light generated is not, and therefore is not subject to magic resistance.

Scratch (Illusion/Phantasm)

Range: 10 feet
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

The victim of this cantrip will experience an annoying itch on some portion of his body and must save versus spell or involuntarily attempt to scratch the itch.

Sexual Attraction (Enchantment/Charm)

Reversible

Range: 10 feet
 Components: V, S
 Duration: 30 minutes per level
 Casting Time: 1
 Area of Effect: One person
 Saving Throw: None
 Author: The Carnal Knowledge Guide <c/o c2mxblue@fre.fsu.umd.edu>

This cantrip causes the recipient to gain a +1 modifier to Charisma for every three levels of the wizard with respect to having sex. Thus, this spell won't affect any other aspects of Charisma: only sex. Most wizards cast the cantrip on their partner, so the partner is more desirable, thus making it easier for the wizard to perform. The reverse of this cantrip is *sexual disgust*. The modifier is -1 for every three levels of the wizard rather than +1.

Shoo (Abjuration)

Range: 0
 Components: V, S
 Duration: 1 hour per level
 Casting Time: 1
 Area of Effect: 30-foot radius
 Saving Throw: None
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

This spell allows the wizard to "shoo" away annoying bugs and small pests.

Silvadel's Magic Feather (Enchantment)

Range: 10 feet
 Components: V, S, M
 Duration: Concentration
 Casting Time: 1
 Area of Effect: One feather
 Saving Throw: None
 Author: Silvadel

This spell simply allows the wizard to control a feather. This is very useful for writing things secretly, or for tickling someone. It is related to the *unseen servant* spell. The material component for this spell is a feather. It lasts until concentration is broken.

Slap (Illusion/Phantasm)

Range: 10 feet
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

The victim of this spell feels a forceful slap across the cheek. Creatures must save versus spell or lose concentration and be distracted for one round, dazed by the blow.

Wizard Spells (Cantrips)

Sobriety (Alteration)

Reversible

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 2
 Area of Effect: Person touched
 Saving Throw: Negates
 Author: Unknown

Casting this cantrip removes all effects of alcohol from the wizard or any one other person he touches. It also instantly cures hangovers. The material component is a fresh lemon, whose juice must be squeezed on the wizard's fingers before the casting. Unwilling targets are granted a saving throw versus spell. The duration of this cantrip is permanent, until the subject gets drunk again. If the spell is cast on the wizard himself, a saving throw at -5 is required, since concentration is very difficult.

The reverse cantrip, *drunkenness*, makes the wizard or his chosen target drunk for about an hour with no hangover. The wizard must wave his hand before the chosen targets eyes for the spell to take effect. The material component is a sip of alcoholic drink.

Sort (Alteration)

Range: 0
 Components: V, S
 Duration: Permanent
 Casting Time: 1 minute
 Area of Effect: 1-yard per level cube touched
 Saving Throw: None
 Author: Unknown

This cantrip separates the specified amount of any mixture of dry materials: salt and pepper, for example, or gold, platinum, and bronze. The cantrip does not affect living things, and cannot be used to separate materials bound together, i.e., mortar, plaster or stone.

Sparks (Evocation)

Range: 1d4 feet
 Components: S
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: A few square feet
 Saving Throw: Special
 Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

When this cantrip is cast, a shower of sparks sprays forth from the wizard's hand. These sparks are harmless unless cast in the presence of highly flammable or explosive substances.

Creatures particularly susceptible to fire damage, such as trolls, may, at the DM's option, suffer a point or two of damage from the sparks. Such injury can be avoided with a successful saving throw versus breath weapon at +4.

Stepping Stones (Evocation)

Range: 0
 Components: V, S
 Duration: 1 round per 4 levels
 Casting Time: 1
 Area of Effect: Four spheres, 1-foot diameter each
 Saving Throw: None
 Author: Unknown

This cantrip creates 4 spheres of force of approximately 1 foot in diameter. They can be placed anywhere within 20 feet of each other, and last approximately 1 round per 4 levels of the wizard. Combat of just about any sort will destroy these very useful discs, so they are

not useful in combat. Furthermore, these disks cannot inflict any damage to anything, since they are made by a cantrip.

Sterility (Abjuration)

Range: 10 feet
 Components: V, S
 Duration: 30 minutes per level
 Casting Time: 1
 Area of Effect: One person
 Saving Throw: None
 Author: The Carnal Knowledge Guide <c/o c2mxblue@fre.fsu.umd.edu>

This cantrip is the wizards' form of birth control. It is 100% accurate and can be performed on anybody who consents to it prior to sexual activity. Priests have high level spells to accomplish this, but only wizards have such a simplistic form of birth control.

Stone (Conjuration/Summoning)

Range: 20 feet
 Components: V, S
 Duration: Instantaneous
 Casting Time: 3
 Area of Effect: One pebble
 Saving Throw: Special
 Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

This cantrip conjures up a small pebble in any desired location within 20 feet of the wizard. The verbal component is a short phrase describing the desired location ("in John's shoe", for example). If the pebble is to affect another creature in any way, as in the above example, a saving throw is permitted to resist the spell.

Styrmán's Luminous Eyes (Alteration)

Range: 0
 Components: S
 Duration: 1 round
 Casting Time: 1
 Area of Effect: The caster
 Saving Throw: None
 Author: Styrmán <maurin@leland.stanford.edu>

This cantrip causes the caster's eyes to become luminous (not a light source worth a damn, but pretty impressive).

Taster's Choice (Illusion/Phantasm)

Range: 30 feet
 Components: V, S
 Duration: 1 round per level
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

Under the influence of this cantrip, an individual eating will taste whatever taste is desired.

Wizard Spells (Cantrips)

Tune (Alteration)

Reversible

Range: 0

Components: V or M

Duration: Instantaneous

Casting Time: 1

Area of Effect: 5-foot radius sphere

Saving Throw: None

Author: Martin Ott <p581mao@mpifr-bonn.mpg.de>

With this cantrip, the bard can bring one note of an instrument in tune with either a hummed note, the equivalent note played by a second instrument (in which case the component of the spell is that other instrument, which is obviously not consumed in the casting; what good would that do?), or the result of a preceding *pitch* cantrip (q.v.). The one note will end up perfectly in tune with the reference note. As many instruments as are in the area of effect can be brought into tune at once.

A well-tuned instrument (with two or more tuned notes) has the effect of making the bard's songs more melodious and enjoyable; this has the game effects of reducing the saving throws of hostile creatures versus the bard's mood-altering story telling by 1, as well as making the bard's morale-boosting song affect the listeners for an additional 50% longer (i.e., one-and-a-half rounds per level) than it usually does.

Too many notes perfectly tuned on an instrument, however, will have a negative effect on other bards in the area, who will realise that the tuned instrument has been magically tampered with to sound so perfect. For each note above one that the instrument has been tuned, the hostile bard personally gets a +1 to his saving throw versus the playing bard's influencing reactions effects.

Although the tuning is instantaneous, the effects of the cantrip last for a while. In perfect conditions (humidity on the low side, comfortable temperature, no rough handling), the instrument will stay tuned for a week. In less than perfect conditions (typical adventuring abuse, for example), the instrument will have to be re-tuned every day. If the instrument is taken apart for storage, such as flutes or other woodwinds are, the instrument will have to be re-tuned every time it is reassembled.

The reverse of this cantrip, *untune*, causes one note of the specified instrument to become horribly out of tune. It also has the side effect of turning the wizard's hands a brilliant red for one turn after the cantrip is cast, unfortunately.

Tweak (Illusion/Phantasm)

Range: 10 feet

Components: V, S

Duration: Instantaneous

Casting Time: 1

Area of Effect: One creature

Saving Throw: Special

Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

This cantrip causes the victim to feel the sensation of being tweaked by an unseen forefinger and thumb. The portion of the body being tweaked must be seen by the wizard and be uncovered by armour. The wizard must either save versus spell or make an Intelligence check (whichever is more difficult) to avoid losing concentration. Other intelligent, small and medium sized creatures must make the same saving throw or check, or be distracted for one round. The wizard must make a tweaking motion with his hand in order to affect the spell.

Umbrella (Abjuration)

Range: 0

Components: V, S

Duration: 1 hour per level

Casting Time: 1

Area of Effect: The caster

Saving Throw: None

Author: Unknown

As with all cantrips, this one can be very useful, but not very powerful. It manifests itself as a field of force that resembles an umbrella. It lasts for up to one hour per level of the wizard at most, but if the concentration of the wizard is broken for more than one round, it will fade away. It actually does have some form and is "worth" 6 HP, but only magical weapons will affect it.

Unbutton (Alteration)

Reversible

Range: 10 feet

Components: V, S

Duration: Instantaneous

Casting Time: 1

Area of Effect: One object

Saving Throw: None

Author: Morgan Blackheart of the Chaotic Realm <ecz5tan@mvs.oac.ucla.edu>

By means of this cantrip, the caster can magically cause the object of the magic to unbutton itself. The reverse, *button*, buttons an object. A stronger spell in the works is *power word, disrobe*.

Untie (Alteration)

Reversible

Range: 10 feet

Components: V, S

Duration: Instantaneous

Casting Time: 1

Area of Effect: One object

Saving Throw: None

Author: Morgan Blackheart of the Chaotic Realm <ecz5tan@mvs.oac.ucla.edu>

By means of this cantrip, the caster can magically cause the object of the magic — thread, string, cord, rope — to untie itself. The reverse, *tie*, ties an object. A stronger spell in the works is *power word, disrobe*.

Vision (Alteration)

Range: 0

Components: V, S

Duration: 1 turn

Casting Time: 1

Area of Effect: The caster

Saving Throw: None

Author: Unknown

This cantrip allows the wizard to see things in the distance up to three times better for the duration of this spell. It also allows him to see things more clearly as they appear to be only one third of the distance away. It does, however, cause some problems when trying to see things close-up. The spell's duration may be ended at any time.

Wizard Spells (1st level)

Wash (Invocation/Evocation)

Range: 0
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One 10×10×10 foot cube
 Saving Throw: None
 Author: Thomas Weigel <nsbos0340@nsula.edu>

This spell removes dirt from all smooth surfaces in the area of effect. This includes skin, dishes, and stone walls, but not wood (unless highly polished), a dirt floor, etc. The caster sweeps her arm in a wide arc while muttering the arcane phrase.

Wet Dream (Illusion, Invocation)

Range: Special
 Components: V, M
 Duration: Special
 Casting Time: 1 round
 Area of Effect: One person
 Saving Throw: None
 Author: Mario R. Borelli <mario.r.borelli.3@nd.edu>

This cantrip consists of a whispered word to another individual, who will not remember hearing the word, but who will experience a dream erotic enough to produce orgasm the next time that person falls asleep. The material component is a feather tinged with blood.

First-Level Spells

Acid Hands (Alteration)

Range: 0
 Components: V, S
 Duration: 1 round
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: None
 Author: Unknown

This spell is very similar to the 1st-level wizard spell *burning hands* (q.v.), except that the wizard's hands eject a corrosive acid. Damage is one hit point per level of the wizard.

Ahrvar's Forgery (Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 1
 Area of Effect: The caster
 Saving Throw: None
 Author: Tim Prestero <ez003387@george.ucdavis.edu>

With this spell, the wizard is able to perfectly duplicate the any style of handwriting of which he has a sizable sample. The forgery is good enough to fool even the closest scrutinisation, although it does radiate faint magic.

The wizard merely casts the spell, and begins writing. His handwriting will perfectly match that of the sample, for the length of the spell's duration. Those watching the wizard write will believe that the handwriting on the page is actually that of the wizard, unless of course they witness the casting of the spell, which may make them rather suspicious. The wizard need not be writing the entire duration of the spell; he is free to stop and resume writing any number of times within the duration. Also, the wizard only needs the handwriting sample to be copied during the initial casting of the spell.

The material component of this spell is the sample of the handwriting to be copied (containing an example of every letter in the alphabet to be used), and a writing instrument. The latter is not consumed in the casting.

Alenman's Ritual of Minor Burning Hands (Alteration)

Range: 0
 Components: V, S
 Duration: 1 round
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: None
 Author: Thomas Weigel <nsbos0340@nsula.edu>

Once cast, a fan of flame shoots from the wizard's touching thumbs and outstretched hands. The fan reaches three feet forward from the thumbs, and extends 60° to the right and left, gradually shortening until the fan slopes into the wrists. The flames change colour depending on the power the wizard is able to put into them, and follow this chart:

Wizard's Level	Colour of Flames	Damage per level	Will Ignite
1-2	Yellow	1	easily flammables (paper, thin cloth)
3-5	Orange	1½	flammables (cloth, hair, kindling)
6-8	Red	2	difficult flammables (wood)
9-12	Violet	3	semi-flammables (wet wood)
13+	Blue	5	many non-flammables (flesh)

The verbal component of this spells are syllables of power, the somatic ones are touching your thumbs and spreading the fingers of each hand.

Alpha's Acid Stream (Conjuration)

Range: 30 yards
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Special
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

The spell causes a thin stream of purplish, hissing acid to shoot forth from the wizard's outstretched hand, out to the maximum range of the spell. This acid causes 1d4 points of damage per level of the wizard, up to a maximum of 8d4. The intended target may attempt a saving throw versus petrification to dodge the jet of acid (save at -4 if size G, -2 if size H, -1 if size L, +1 if size S, and +3 if size T), and if successful the jet of acid will have been avoided, and will continue on in a straight line out to the extent of its range. Any creature in the path of the acid must save as above or be struck by the spell. The *acid stream* can affect only one target in any event. The material component is a drop of any acid.

Alpha's Electric Arc (Evocation)

Range: 10 yards + 10 yards per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Special
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

This spell causes an arc of electricity to leap from the wizard's extended fingertip. This electricity unerringly strikes one target of the

Wizard Spells (1st level)

wizard's choice, inflicting 1d4 HP + 1 HP per level of the wizard (up to a maximum of +12), with no saving throw. A target in metal armour or wielding a large, mostly metallic weapon (any sword or battle axe, for example) must save versus spell and, if the saving throw is failed, the bonus (i.e., per-level) damage inflicted by the spell is doubled.

Alpha's Hunting Hound (Conjuration/Summoning)

Range: 10 yards
 Components: V, S, M
 Duration: 12 turns + 6 turns per level
 Casting Time: 1 round
 Area of Effect: One creature
 Saving Throw: None
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

This spell calls a canine creature to be a helper and boon companion to the wizard for the duration of the spell. The type of hound summoned depends upon the wizard's level, but the hound will always understand verbal commands given it, so long as they are 12 words or less and relatively simple. The hound will further also be capable of tracking as a ranger of half the level of the summoner, and can hunt sufficiently well to feed the wizard for one day, provided there is game existant in the wizard's area.

The type of hound summoned is as follows:

Wizard's Level	Hound
1-3	jackal
4-7	wild dog
8-12	wolf
13*	dire wolf

If the wizard takes a lower-level hound (or a dire wolf when he is eighteenth level or higher), it will have maximum hit points, gain a +1 to-hit and on damage, track at +1 level, and can understand even relatively complex commands of up to 50 words in length. The material component is a piece of fresh meat.

Alpha's Sparkle Beam (Evocation)

Range: 0
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: 20-foot long cone, 5-foot diameter at end, 1 foot at base
 Saving Throw: Special
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

This spell draws upon the power of the positive material plane and calls forth a ray of golden light. Anyone in the area of effect of the spell must save versus petrification or be blinded for 1 round. The true function of this spell, however, is its use against undead, creatures of the lower planes, and those drawing power from the negative material plane or the plane of shadow. Such creatures suffer 1d4 points of damage, plus an additional 1d4 at every even level of the wizard (eg., 4d4 at eighth level), up to a maximum of 8d4. These creatures may save versus spell to halve this damage. The material component is a bit of crushed *sunstone*.

Alpha's Starlight (Evocation, Illusion)

Range: 5 yards per level
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 1 round
 Area of Effect: 10 square feet per level
 Saving Throw: None
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

This spell illuminates an area as a cloudless outdoor night sky filled with stars. This light is pale and wan, and dilutes vision mostly to black and white. Full visual acuity is possible only out to a range of 10 yards, but general identification can be made out to 20 yards.

Stationary figures can be made out at 40 yards, and movement detected out to 80 yards. Intervening cover will, of course, reduce sighting distances accordingly. This light does not interfere with infravision, and there are ample shadows within the area of effect to hide in. The illusionary component of the spell creates the appearance of an actual starry night sky. The area of effect is stationary. The material component is a piece of black velvet and a few bits of glass.

Alpha's Wall of Darkness (Alteration)

Range: 60 yards
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 2
 Area of Effect: 10 feet per level long square
 Saving Throw: None
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

This spell brings into being a wall of blackness which cannot be seen through, even with infravision or ultravision. It is dispelled instantly by a *light* or *continual light* (q.v.) spell. It has no physical existence, and does not hinder nor harm those passing through it. It does, however, block the passage of sound from one side to the other, assuming that the spell is not cast in such a way (such as in a field of grass) which would otherwise allow sound to move around the edges of the wall. The material component is some pitch and soot, or a lump of coal.

Alter Taste (Alteration) Reversible

Range: 0
 Components: S
 Duration: 1 turn per level
 Casting Time: 1
 Area of Effect: One pint per level
 Saving Throw: None
 Author: Philippe Goujard <ppg@oasis.icl.co.uk>

This spell allows the wizard to give an alcoholic flavour (taste and smell) to any liquid. It does not turn the liquid to alcohol. It merely gives it the taste of beer, ale, wine, mead, or liquor. Also, it only changes the flavour and not its appearance.

Now, a wizard can buy a glass of water (cheap), cast this spell, and enjoy an alcohol flavoured drink without suffering the negative effects of swigging the real thing. A wizard could also improve the flavour of a drink. For example, cheap beer can now taste like elegant wine, but the alcohol level is that of beer. A normally bad tasting potion will taste quite nice as well.

The flavour (cider, ale, wine, etc.) is chosen by the caster. However, there is always a 100% - 10% per level chance of the spell screwing up. In this case, the DM chooses the taste. Note that, since the component is only somatic, the spell can be cast unnoticed easily.

The reverse of this spell, *disguise alcohol*, allows the caster to remove the alcoholic flavour of a drink, but without removing the alcohol itself. It can also be used to restore its normal taste to a previously altered drink.

Wizard Spells (1st level)

Analyze Drink (Divination)

Range: 0
 Components: S
 Duration: Instantaneous
 Casting Time: 3
 Area of Effect: One drink
 Saving Throw: None
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell requires the caster to sip a drink of any sort. The spell will then analyze all the components of the drink and make them known to the caster.

The various liquids which make up the drink are revealed specifically, as well as the proportions in which they are existant. Specific brews, vintages, or brands (if applicable) are known exactly, and any dilution of the drink with water is also revealed.

Since the casting requires actually tasting the drink, it is not really useful in safely identifying poisons (although the caster will instantly know the kind of poison that just hit him!).

Animal (Illusion/Phantasm)

Range: 3 yards + 1 yard per level
 Components: V, S
 Duration: Special
 Casting Time: 1
 Area of Effect: One animal formed per level
 Saving Throw: Special
 Author: Brian Dawson

An illusion of one or more small animals can be brought into being by means of this spell. The animals must be of a sort very familiar to the wizard, and each can be no larger than a fox, a rabbit, or a medium hawk. Animals created can be of more than one type. The illusion is visual and auditory, being much like a specialised form of the 2nd-level wizard spell *improved phantasmal force*.

Animate Mist (Alteration)

Range: 30 yards
 Components: V, S, M
 Duration: 2d4 rounds + 1 round per level
 Casting Time: 1
 Area of Effect: 20-foot + 10-foot per level cube of mist or fog
 Saving Throw: Special
 Author: Unknown

This spell allows a wizard to shape a dense mist or fog into any shape within the confines of the area of effect. The shape can then be animated.

The details of the shape and the complexity of the animation are poor at lower wizard levels, but increase with experience. A 1st-level wizard may be able to make a humanoid shape of a given size, but couldn't make it look like a dwarf. Similarly, he couldn't animate it, but could displace it within the spell's range. By third level, the wizard could animate the shape to the point where it would resemble a dwarf (but not a particular dwarf) and could talk.

The material component is a bit of dense mist, fog or smoke. The spell can add more mist, but it can't create mist out of nothing. For example, the smoke from a fire or a fog spell would be sufficient.

Mist mages: when cast by a mist mage, *animate mist* has the metamagic ability of increasing the effect or potency of other spells. If *animate mist* is cast prior to *spook*, the *spook* can affect more creatures — usually 1 HD more —, or a -2 penalty on the victim's saving throws can be added.

Anti-Magic Aura (Abjuration, Enchantment, Metamagic)

Range: 70 yards
 Components: S, M
 Duration: 1d4 rounds + 1 round per level
 Casting Time: 9
 Area of Effect: One creature
 Saving Throw: Special
 Author: K. Yavuz Ozbay <e73857@vm.cc.metu.edu.tr>

The origin of the spell is still unknown, but it is said that it was found accidentally by a magic student who was killed by a powerful wizard a few days later. That wizard is said to have been his teacher. The distinction of this spell is that only a small number of wizards has heard of or used it. It is said that it travels from one wizard to another with a spellbook with a cost of the death of the last wizard carrying it.

When the spell is cast, a bright grey light occurs on the wizard's finger. As the wizard points the target, a grey aura covers the victim but gives no harm. The victim is unaware of this, but every round the spell sucks the enchantments from every item carried, including swords, armour, cloaks, potions, rings, staves, wands or anything else that is magical. Items that do not have bonuses in the form of plusses or percentages immediately become useless, until the spell ends. The ones having bonuses lose one point each round. For example, Ayala has a *broad sword*, +4. When he is under the spell's effect, the sword is +4 in the first round, +3 in the second round, +2 in the third round, +1 in the fourth round, and an ordinary broad sword after that, until the spell's duration expires.

The enchantments never go negative and negative ones stay the same. At the instant the spell expires, the bonuses return by one point per round. Items having an ego are allowed to save versus spell, but they suffer a -1 penalty for every two levels of the caster. Other items are not allowed to save. Also, there is a 20% chance that a wizard will fail casting a spell when surrounded by the aura, even if he is casting *dispel magic*. By the way, *dispel magic* negates the effects. The material component of this spell is an ornate fan, worth at least 10 gp.

Association (Divination)

Range: 0
 Components: V, S
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: Two surfaces
 Saving Throw: None
 Author: Geoffrey Edward Fagan <gefagan@uokmax.ecn.uoknor.edu>

When casting this spell, the wizard must bring two surfaces into contact with one another. Possibilities include the surface of a jewel and that of a safe, or the surface of an arrow and that of a bow. If the two surfaces were ever before adjacent, the spell so indicates, and if the surfaces were ever directly connected as a single item, an even stronger reading results.

Aura of Lawfulness or Chaos (Divination)

Range: 30 yards
 Components: V, S
 Duration: 2 rounds + 1 round per level
 Casting Time: 1 round
 Area of Effect: One humanoid
 Saving Throw: None
 Author: Daniel Gelinis <gelinas@cam.org>

This spell was originally created for the "lawmaker" class. It allows the caster to see an aura about his subject. By observing this aura he can tell how far along the lines of lawfulness or chaos the person is. In general, a lawful character will have a steady, bright, close-to-white aura, while a chaotic character would have a shimmering, dim, dark aura. This spell is mainly used in the ceremony of change, when a lawmaker must be judged on his past deeds. This spell helps eliminate people who are not fit to be in the

lawmaker class. This spell can be cast on any humanoid, not only on lawmakers.

Autopsy (Divination, Necromancy)

Range: 0
 Components: V, M
 Duration: Special
 Casting Time: 1 turn
 Area of Effect: One corpse touched per level
 Saving Throw: None
 Author: Al Singleton (Isaac Winthrop) <eaay@catcc.bitnet>

With this spell a wizard can determine the cause of death of a corpse. No language restrictions apply, this is not a communication with the deceased. At higher levels, the spellcaster can learn more of the target's actions immediately prior to death.

Wizard's Level	Maximum Time Dead	Maximum Time Frame Allowable
up to 5	1 week	1/10 round
6-7	1 month	1 round
8-10	1 year	1 turn
11-13	10 years	½ hour
14-17	1000 years	1 hour
18+	any age	1 hour

The maximum time frame allowable is the amount of time that the caster may learn about from the corpse. One question every two levels, starting at the 2nd, is allowable (none at 1st, one at 2-3, two at 4-5, etc.). The questions must be answered analytically, locations, actions of others; questions about intent, feelings of participants, etc. are not allowed. To facilitate this, the DM should answer as tersely as possible.

The material component is the corpse (or fragment thereof). The wizard must touch the corpse for the duration of the spell and concentrate deeply. Any interruption will waste the spell and spell charge.

Awaken (Evocation)

Range: 0
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1 round
 Area of Effect: 10-foot radius
 Saving Throw: Negates
 Author: August Neverman <gitzlaff@uxa.cso.uiuc.edu>

This spell will wake a one or more characters to full alertness instantaneously. It can be set to trigger on a specific action, such as a word or action. The material component is a horn (which can be reused). Each being to be woken must be named when the spell is cast.

Azalldam's Fabricated Bridge

(Conjuration/Summoning)

Range: 0
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 1
 Area of Effect: 10-yard per level long, 5-yard wide bridge
 Saving Throw: None
 Author: Azalldam

Using this spell, the wizard conjures material from the plane of shadows and uses it to shape a semi-real bridge. This bridge is 5 yards wide and 10 yards long per level of the wizard; both ends of the bridge must rest on solid ground. The bridge will support 100 pounds per level of the wizard; any additional weight will cause it to

collapse. The bridge will normally last for 2 rounds per level of the wizard, but the wizard may end the spell with a single word.

The bridge is not an illusion per se, and so cannot be disbelieved; it may however, be dispelled normally.

The material component for this spell is a small wooden carving of a bridge; this carving is not consumed when the spell is cast.

Bending (Illusion)

Range: 100 feet
 Components: V, M
 Duration: 3 rounds per level
 Casting Time: 3
 Area of Effect: One object or person
 Saving Throw: None
 Author: Vegard Hamar (Ellothinel Silverstar) <vegard.hamar@nhidh.nki.no>

This spell makes an object or person appear 10 feet away from its actual location. If the object or person attacks, the illusion is broken (as *invisibility*). The material component is a piece of a mirror.

Bleeding Touch (Necromancy)

Range: 10 yards
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Robert A. Howard <ssa94isa06@rcnvms.rcn.mass.edu>

This spell causes a bleeding wound to appear on the victim. Wizards do not have to attack their chosen victim to hit. The victim must save versus death magic or suffer 1d6 points of damage for every two levels of the caster. The material component of this spell is a needle.

Blown Kiss (Enchantment/Charm, Metamagic)

Range: 0
 Components: S
 Duration: 1 round
 Casting Time: 1
 Area of Effect: One spell
 Saving Throw: None
 Author: John Daniel <c548285@umcvmb.missouri.edu>

This spell enhances any "kiss" spell by extending its range to 12 feet instead of 0. This spell must be cast one 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. Problems with physical contact during combat and such are thus eliminated.

Campfire (Alteration)

Range: 10 yards
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One fire
 Saving Throw: None
 Author: Thomas Weigel <nsbos0340@nsula.edu>

This spell lights small fires easily, and ignites anything up to kindling (cloth, kindling wood, oil, etc.). The caster points at the target materials and mutters "Fire" in an arcane tongue. If cast directly on the clothing or hair of a person, it does 1d2 points of damage each round until put out. A particularly fun use of this spell (and one the lady-like Katrine would never consider) is to light the rope someone else is climbing.

Cat Spirit (Alteration)

Range: 0
 Components: S, M
 Duration: 1 turn per level
 Casting Time: 5
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: Unknown

Cat spirit grants many of the abilities traditionally associated with cats, though it does not significantly alter the features of the recipient. The spell grants a +2 bonus to stealth, as the recipient's tread will be absolutely quiet for the duration. The spell also halves all damage taken from falls and allows the recipient to land on his feet. Finally, it grants the ability to grow claws, allowing each hand to do 1d3 points of damage. It does not, however, improve singing ability. The material component is whiskers from a cat.

Catapult (Alteration)

Range: 0
 Components: V, S
 Duration: 1 round
 Casting Time: 1
 Area of Effect: One object
 Saving Throw: None
 Author: Perry Horner <aopch@acvax.inre.asu.edu>

By means of this magic, the caster causes any single, small (i.e. of less than 30 gp weight) object touched to immediately flash in a straight line along the caster's pointing finger to a maximum of 15 yards (when it reaches that maximum, the object will fall harmlessly straight down to the ground). Although this spell is sometimes used to move harmful objects away or transfer keys, coins, and the like to other beings, it is most often employed as an offensive weapon. If any being is struck by the flying object, it does whatever its normal damage would be (i.e. normal sling stone, bullet, dart, or dagger damage, or 1d2 for small stones, and 1d3 for larger stones) plus 1 point due to its velocity. It strikes as a +3 magic missile weapon, considering the base hit chance as equal to the spellcaster's when striking directly. This spell can only affect one object. If the object touched is heavier than the spell's limitations, it quivers, but does not fly, and the spell is lost.

Change Sexual Preference (Enchantment/Charm)

Range: 120 yards
 Components: V, S
 Duration: Special
 Casting Time: 1
 Area of Effect: One person
 Saving Throw: Negates
 Author: The Carnal Knowledge Guide <c/o c2mblue@fre.fsu.umd.edu>

The victim of this spell receives a saving throw to avoid the effect, with any adjustment due to Wisdom. If the person receives damage from the caster's group in the same round the spell is cast, an additional bonus of +1 per hit point of damage received is added to the victim's saving throw.

If the victim fails his saving throw, his sexual preference is changed to the opposite. Thus a man who liked women would now prefer other men.

The duration of the spell is a function of the charmed person's Intelligence and is tied to the saving throw. The spell may be broken if a successful saving throw is rolled, and this saving throw is checked on a periodic basis, according to the creature's Intelligence (see the following table).

Intelligence Score	Time Between Checks
up to 3	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+	1 day

The DM must make sure that the spell recipient adheres to the effects of the spell, but it isn't necessary to go into detail.

Charm Man I (Enchantment/Charm)

Range: 16 feet
 Components: V, S
 Duration: 1d4+1 turns
 Casting Time: 1
 Area of Effect: 1d4 men per level of 3 HD or less
 Saving Throw: Negates
 Author: John Daniel <c548285@umcvm.missouri.edu>

This spell is used by witches and houris, but other clever wizards, including male ones, should be able to adjust the spell for their needs. One must have a Charisma score of at least 11 to cast this spell.

The spell affects victims like a *charm person*. If there is a leader with a group of men, he may negate the charm if his Charisma plus a roll of 1d8 surpasses the witch's Charisma by six points or more. If the spell is not dispelled by a leader, each man within the area of effect must attempt a saving throw versus spell. A successful saving throw negates the effect of the spell for that man only. If there are more men within range than the maximum number that 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 action of the caster before: they automatically make their saving throw.

Chill (Alteration)

Range: 10 yards per level
 Components: V, S
 Duration: 1 round per level
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell chills the victim, lowering its body temperature and slowing reactions. Any creature that fails its saving throw suffers a -2 penalty to initiative and a -1 to-hit. Any creature without a normal, living body is immune to this spell (golems, undead, elementals, etc.). Creatures immune or resistant to cold are also immune to this spell.

Chip (Alteration)

Range: 30 feet
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1
 Area of Effect: One cubic yard of ice per level
 Saving Throw: None
 Author: Perry Horner <aopch@acvax.inre.asu.edu>

This spell causes a volume of ice to crack and chip away. This spell starts at the point closest to the caster, and chips one cubic yard every half round. Note that the pieces remaining can be rather sharp. The wizard can also use this spell to loosen densely packed snow into powdery snow. The spell will affect one five foot cube of snow per level, each cube taking half a round to loosen. If used against an ice based creature (para-elemental), it will do 1d3+1 points of damage per level of the caster, save for half (duration instantaneous). Note that a non-solid snow based creature would take only 1 point of

damage per level, save for half. Cold related creatures (white puddings, white dragons, etc.) take no damage from this spell. The material component is a hand sized ice pick, which must have a metal head, which is unharmed by the casting of this spell.

Note that the Katti'n tribes had access to native copper, as well as very basic metal working skills (they had copper swords, axes, and arrow heads, so hand sized ice picks were available). This spell is useful for creating a storage niche or even an impromptu shelter in a large ice mass, but it does not guarantee structural integrity. Still, a 10-foot cube hole in a one-mile long glacier will generally be safe.

Clean [2] (Alteration)

Range: 0
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 4
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: Unknown

This particular version of *clean* was researched by Carlene the Rose a few years earlier in her career, to maintain her appearance with care.

When cast, the recipient is immediately relieved of any dirt or filth from the body and clothes. The skin is softened as if washed by the finest soap and spiced perfumes. The hair is set back to a current fashionable style as envisioned by the wizard. These effects normally last until nature takes its toll upon the recipient.

This spell also has a 5% chance per level, applicable once, of cleaning the recipient of any non-magical skin disease or parasites.

The material components are a small piece of soap and a fairly freshly plucked rose or similar flower.

Coloration (Alteration)

Range: 1 yard per level
 Components: V, S, M
 Duration: 1 day per level
 Casting Time: 1
 Area of Effect: 10 square feet per level maximum
 Saving Throw: Negates
 Author: Brian Dawson

This spell causes a chosen surface to change colour, glow, or both, be it a section of wall, a box, a sword, or a creature (a saving throw versus spell will negate the effect if the subject is unknowing or unwilling). Multiple colours can be chosen (up to 256 different colours and shades). If made to glow, the object will emit light for a range of five feet. The material component for colour is a small amount of dye or ink of the appropriate colour, and to cause a glow, the spell consumes a bit of phosphorus or a glowworm.

Comeliness (Illusion/Phantasm)

Reversible

Range: 0
 Components: V, S
 Duration: 1 hour per level
 Casting Time: 1 round
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: Brian Dawson

A *comeliness* spell will increase a creature's Comeliness score (or decrease it if the reverse, *ugliness*, is cast) by means of illusion. The change in points depends on the recipient's present Comeliness:

Comeliness		Ugliness	
Present Score	Change in Comeliness	Present Score	Change in Comeliness
up to 6	2d8	up to 6	-1

7-12	2d6	6-7	-1d2
13-15	1d6	8-9	-1d4
16-17	1d4	10-12	-1d6
18-19	1d2	13-16	-2d6
20*	1	17*	-2d8

An unwilling victim receives a saving throw, which, if successful, will negate.

Condense Water (Alteration)

Range: 60 yards
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: 10 square feet + 1 square foot per level
 Saving Throw: None
 Author: Ronald Jones (Greymoon) <jonesrd@sjsuvm1.bitnet>

When casting this spell, the caster condenses water out of the air, the water collects as dew on any appropriate surface or in a specially prepared container. The water is not magical, it is simply condensed out of the surrounding air the amount of water condensed is related to the relative humidity. The centre of the spell can be located at any point up to the maximum range of the spell. The spell creates 2 ounces of water per 10 square feet of the area of the spell, assuming up to 10% relative humidity (see the table below for higher humidity). If the area of effect is not at an even number such, as at fifth level (15 square feet), the caster should get, at 10% humidity, 3 ounces of water, or 2.2 ounces at sixth level, etc., until you get 4 ounces with 20 square feet, at tenth level. Consult the following table:

Humidity	Water Condensed
up to 10%	2 ounces
11-20%	4 ounces
21-30%	6 ounces
31-40%	8 ounces (1 cup)
41-50%	10 ounces
51-60%	12 ounces
61-70%	14 ounces
71-80%	16 ounces (2 cups)
81-90%	20 ounces
91-100%	24 ounces (3 cups)

The material component is a pinch of very fine river or sea silt, tossed into the air when the spell is cast. The water simply condenses on all nearby surfaces (trees, rocks, ground, characters, and especially metal). At fifth level, the condensed water can be directed into a specially constructed flask or jar. The somatic component is tracing the square in the air and then pointing toward where the centre of the spell will be.

This spell can only be cast once in any particular area as it does drain the liquid out of the air. The air around the spell's area of effect will decrease in relative humidity by 10%. It may take two to eight (2d4) turns for the moisture level to return to a level where the spell could be cast again.

Note: Athas is a very dry place, normal humidity runs at less than 10%, Athas is similar to a high dry desert. A lucky character might meet 20% to 40% humidity near a large river or lake, not a well, stream, or even a geyser. The only place that a character might find humidity over 50% would be in the Halfling Jungle of the Ringing Mountains' forest ridge. Needless to say if this spell was cast by a high level preserver in one of these areas of high humidity, it could be dangerous.

Wizard Spells (1st level)

Confuse Self (Charm)

Range: 0
 Components: V, S
 Duration: 1d8 rounds + 1 round per level
 Casting Time: 2
 Area of Effect: The caster
 Saving Throw: None
 Author: The Wizard <ier101@psuvm.psu.edu>

This low-level curse developed by the wizard Merlin, causes the caster to be confused to the point of being incapacitated. This prevents the caster from doing anything that requires conscious thought during the duration of the spell, but also prevents enemies from gaining any useful information from the caster. Also, there is a 50% chance that the caster is rendered unconscious for 2d8 rounds, following the spells completion. This spell can only be removed by a *remove curse* followed by *dispel magic*.

Conjure Drink I (Conjuration/Summoning)

Range: 10 feet
 Components: S
 Duration: Permanent
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: None
 Author: Kai Rottenbacher <o uwagner@orville.zdv.uni-mainz.de>

This spell conjures beer or ale, the quantity being determined by the caster's level. This spell will conjure one mug per 5 levels. The components are only the desire to have the desired drink in the container in hand and a snap of the fingers of the other hand.

Conjure Fundamental (Conjuration/Summoning)

Range: 60 yards
 Components: V, S, M
 Duration: 30 rounds
 Casting Time: 2 rounds
 Area of Effect: Special
 Saving Throw: None
 Author: Kris <simonis@stpc.wi.leidenuniv.nl>

With this spell the wizard brings forth the weakest kind of elemental possible: the fundamental (see the D&D Creature Catalog). Since it's a weaker version of *conjure elemental*, everything else is the same except that the amount of material to conjure the creature with is much less. A shovel of earth, a bucket of water or a decent burning torch would suffice.

Cramps (Enchantment/Charm)

Range: 30 yards
 Components: V, S
 Duration: 2 rounds per level
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell forces the victim to save versus death magic or suffer from severe stomach cramps which will cut that creature's movement rate in half and put it at -1 on all to-hit rolls. Creatures without a normal metabolism (such as undead and elementals) are not affected by this spell.

Create Outhouse (Conjuration/Summoning)

Range: 10 feet
 Components: V, S, M
 Duration: 5 rounds per level
 Casting Time: 1 turn
 Area of Effect: 6 square feet per 3 levels
 Saving Throw: None
 Author: Kai Rottenbacher <o uwagner@orville.zdv.uni-mainz.de>

This spell creates a small wooden outhouse (including the walls, floor, and ceiling) which can be used for the obvious reason of — ahem, well, let's say disposal of bodily wastes. It is furnished with a wooden sitting board, a small wad of toilet-paper, a small bowl of water, and a small towel. Anything which is usually deposited in an outhouse vanishes with it at the end of the duration. This outhouse cannot be used to hide in combat (whether hiding in or behind it is irrelevant); if tried it will vanish with a puff of smoke. The same goes if someone tries to sell it or if someone tries to take money for using the outhouse.

The material component is a piece of wood taken from the usual outhouses carved into a small heart shape (yes, your outhouse has a small heart-shaped opening in its door).

Crier's Boon (Alteration, Evocation)

Range: 0
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 1
 Area of Effect: Creature touched
 Saving Throw: None
 Author: David E. Brooks Jr. and Elizabeth H. Brooks <dbj@central.keywest.mpgn.com>

This simple spell grants the recipient the ability to effortlessly speak in a loud clear voice for the duration. Persons as far away as 200 feet can hear the recipient of *crier's boon* over a normal crowd as if they were standing next to him. Exceptionally noisy areas can reduce the distance the recipient's voice will travel, as determined by the DM.

Crier's boon has been used for countless years by town criers and nobility alike to address large numbers of persons. Many times, this spell is used in conjunction with *power word, attention* (q.v.) to great effect. To cast this spell, the wizard is required to take a piece of fine vellum and roll it into a cone-like shape during the casting of the spell.

Cure Hangover (Abjuration)

Reversible

Range: 0
 Components: V, S
 Duration: Special
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: None
 Author: The Net Alcohol Guide Creator and E. Wade Bluebaugh <o c2mxbblue@fre.fsu.umd.edu>

This spell enables the wizard to relieve a person of intoxication. Once cast, a person does not need to recover from intoxication or suffer the effects of recovery. Note: It may be difficult for a wizard to cast this cantrip upon himself if intoxicated, given the chance of spell failure.

The reverse of this spell is *cause hangover*. The wizard must make a successful attack roll to touch a person in combat. If successful, the victim gets a hangover. Roll on the Hangover Effects Table in the *Net Alcohol Guide*, to get the effects of the hangover.

Wizard Spells (1st level)

Cyril's Attempted Enhancement (Alteration, Wild Magic)

Range: 0
 Components: V, S, M
 Duration: 1 round
 Casting Time: 5
 Area of Effect: One spell
 Saving Throw: None
 Author: Craig Allen Campbell <craig@csd4.csd.uwm.edu>

With this spell, a wild mage can attempt to enhance one aspect of the next spell he casts. This second spell must be cast in the round immediately following the casting of *Cyril's attempted enhancement*. However, due to the randomness of the spell, the wild mage only has a 50% chance of enhancing the second spell.

The wild mage first casts this spell and states the aspect of the second spell he wishes to enhance. Possible aspects include the area of effect, range, duration, damage, or a -2 penalty to targets' saving throws. At the end of casting, the wizard is covered in a green glow. This glow is the latent energy he will direct into the second spell to attempt to enhance it. On the second round, the wizard casts his chosen spell.

After *Cyril's attempted enhancement* is cast, the DM rolls 1d6. On a roll of 4-6, the chosen aspect of the second spell is doubled. On a roll of 1-3, the second spell still functions, but the chosen aspect is halved (or a +2 bonus is applied to the targets' saving throw) and a wild surge is generated from the uncontrolled magical energies. Regardless of the 1d6 roll, the level variation roll (see the *Tome of Magic*) must be applied before modifying. If the second spell is not cast in the round immediately after this spell is cast, *Cyril's attempted enhancement* is wasted. If the casting of either spell is interrupted, both spells are lost (the second spell is, in fact, tied into the first one when casting the first spell).

The material components for this spell are identical to the spell to be enhanced. Note that this requires the mage to expend *two* of each material component in order to cast both spells. For example, to double the duration of a *light* spell, the caster needs two fireflies or two pieces of phosphorescent moss. If the second spell has no material component, no material component is needed for this spell.

Dainty Screaming Wake-Up Call (Illusion/Phantasm)

Range: 10 feet
 Components: S
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Special
 Author: Thomas Weigel <nsbos0340@nsula.edu>

This spell causes the target, and only the target, to hear a piercing scream of utter terror and anguish for a split second. The sound is sufficient to waken most slumbering pretties, or to require a Wisdom check (roll under Wisdom -2 on 1d20) for wizards casting a spell. A wizard failing the check will have his spell casting interrupted. The caster must point his finger at the target.

Katrine originally devised this spell for those party members who weren't responding to buckets of water in the morning.

Darklight's Fashion Whim (Alteration)

Range: 0
 Components: V, S
 Duration: Special
 Casting Time: 1
 Area of Effect: The caster
 Saving Throw: None
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

Created during the dark one's social days, it was designed to relieve a budget strained by money spent on fashion changes. This

spell instantly transforms the clothes which the wizard is currently wearing to another design of the caster's imagining. However, low-price, shoddy raiment may not be transformed into finery, but the opposite is possible (and the cheap rags resulting may be reverted to their original, expensive state). The clothes are also mystically cleansed and freshened with each transformation. The clothes will maintain their altered state while in the possession of the wizard or until dispelled. Each new transformation requires a recasting of the spell.

Darklight's Illusion of Taste (Illusion)

Range: 0
 Components: V, S
 Duration: Special
 Casting Time: 1
 Area of Effect: Meal touched
 Saving Throw: Special
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

Designed to be used with *Darklight's universal digestion* (q.v.), this spell creates the culinary illusion that the meal being eaten is very tasty indeed. The nature of the taste mimicked is up to the caster, so a nasty taste could be simulated, but in practice is rarely done. The texture of the food is not changed much, either, so the taste must be logically connected somehow. If this spell is used to mask poison, the person eating gets a saving throw versus spell to notice the taste of the poison. The illusion may affect enough "food" to feed 1 creature per level of the caster, and this effect lasts for 1 turn per five levels of the wizard.

Darklight's Mystic Bolt (Evocation)

Range: 0
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: 10-foot per level long bolt
 Saving Throw: ½
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell conjures a bolt of pure magical energy, which leaps from the caster's outstretched hand out to the stated range instantly. It is coloured as the wizard desires (normally the wizard's chosen colour). It is impossible to damage inanimate matter with this spell, as it can affect only two sorts of targets: living beings and magical effects.

Living beings are automatically struck by the spell, but can save versus spell for half damage. The base damage of this spell is a flat 3 points per level of the caster. It does not leave a physical wound, as it directly attacks the life energy of the victim (not in a necromantic way, but through mystic energy damage). In this regard, it ignores armour and shields.

Magical effects, including conjured matter, magical shields, golems, and other magical effects with physical existence, can be targeted. Golems and magically animated things can be dealt damage directly, with no saving throws. Magical shielding spells are reduced in duration by ¼ per 10 points of *mystic bolt* damage inflicted if no spell damage threshold is listed in the description of the shielding spell.

This spell will not damage a *wall of force* or *prismatic sphere*. Effects of a *mystic bolt* on lesser protective spells and magical armour are left to the judgement of the DM.

Wizard Spells (1st level)

Darklight's Mystic Shield (Abjuration)

Range: 0
 Components: V, S
 Duration: 4 rounds per level
 Casting Time: 1
 Area of Effect: 6-inch per level radius
 Saving Throw: None
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell can be used to block magical attacks, being a shield of pure protective energy. It is coloured as the wizard desires (usually the wizard's chosen colour), and can be manoeuvred to block any portion of the wizard's body.

Area effect spells cannot be blocked unless the wizard is at the centre (targeted point) of the spell's area, in which case it is treated as a normal spell. The shield can absorb up to 5 points of magical damage per two levels of the caster before being destroyed. Magical missiles, bolts, rays, and so forth can be blocked with a successful Intelligence check, and do full damage to the shield (any excess damage penetrates to the caster). Other spells do 8 points of damage to the shield per level of the spell (for example, a blocked *flesh to stone* does 48 points to the shield; if such a spell penetrates with "excess damage", the caster saves versus its effect with a +4 bonus).

The *mystic shield* will not block physical attacks at all. A magical bolt of force, although it has a physical manifestation, is magical energy, and would be blocked. An arrow enchanted with *flame arrow* would not be blocked, but any targeting bonuses gained from magical energy (including plusses on magical arrows) are only half as effective when blocked by a shield (round down).

Darkness (Alteration, Illusion/Phantasm)

Range: 0
 Components: V, S, M
 Duration: 1 hour + 1 turn per level
 Casting Time: 1
 Area of Effect: 40-foot radius around one object touched
 Saving Throw: None
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

This spell can be cast upon an object to create a temporary forty-foot sphere of darkness. Non-magical light will not penetrate. Infravision will not work. Ultravision will work, however. The spell may be used to cancel a *light* spell. The material component for this spell is a red blindfold.

Darkray's Irresistible Tickling (Evocation)

Range: 20 yards per level
 Components: V, S
 Duration: 1 round + 1 round per level
 Casting Time: 1
 Area of Effect: One person
 Saving Throw: None
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

Upon casting this rather humorous spell, a pair of disembodied hands appear and are directed at the target. The hands start tickling the victim around their waist. The victim must be humanoid (undead excluded). No saving throw is allowed, but he can make a Wisdom check to avoid the effect, with a -1 penalty for every 2 levels of the caster. Failing that, the tickling has the following effects:

On the first round the victim suffers a -1 penalty on his attack rolls and saving throws and any magical concentration is broken. On the second and third he has a penalty of -3. On the following rounds, until the spell expires, he can do nothing but trying to avoid the small hands that disturb him, laughing and crying at the same time. Every three rounds the victim rolls another Wisdom check to get rid of the spell.

If a person is affected for a number of rounds that exceed his Constitution score, he must roll a Constitution check each round or fall unconscious for 2d4 rounds. The caster can end the spell at will.

Davenet's Seduction (Enchantment/Charm)

Range: Special
 Components: V, S, M
 Duration: Permanent (until dispelled)
 Casting Time: 1 hour
 Area of Effect: One person
 Saving Throw: Special
 Author: Dave

The spellcaster may affect one individual of the opposite sexual orientation to become enamoured with the spellcaster and willingly subject to all of his or 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 material component is not consumed, of course.

The victim is allowed a special Intelligence check: the roll is modified by adding the victim's Wisdom and subtracting the spellcaster's Charisma (Comeliness if that statistic is used). The spell is effective until dispelled.

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

Deforest (Necromancy)

Range: 0
 Components: V, S
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: Special
 Author: Keith C. McCormick (Darktooth) <dunkelza@twain.ucs.umass.edu>

This spell causes all normal, stationary plants in an area to turn to grass. The affected area's topography remains unaltered, and many stones still need to be removed before crops can be planted.

Deforest can affect a region of up to 100 square feet or a 5-foot per level radius area. Thus, a 1st-level wizard can clear a circle ten feet across, and so on. The dimensions of the area can be altered to make elongated rectangles, so that straight paths and roadways can also be cleared by this method. Any plant whose roots are inside the area of effect are also considered inside, so a well placed casting could actually clear several large trees instead of one or two.

The spell, if used in radius format, centres on the caster, and if in square or rectangular format, begins directly in front of the caster and clears an area as wide as desired (up to the limits) for as far as it can go in a straight line.

Mobile plant-like monsters, such as shambling mounds, are unaffected by the spell. However, plant-like monsters which have a root system, such as the snapper saw or tri-flower frond, must save versus spell or receive 1d4 points of damage per level of the caster. For every 8 points the plant loses, it also permanently loses one Hit Die. If the plant is killed by the spell, it is also turned to grass. If not, it remains and may heal damage up to its new Hit Die total.

Wizard Spells (1st level)

Destroy Barrier (Alteration, Metamagic)

Range: 120 yards
 Components: V, S
 Duration: Permanent
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell breaks a *protection from evil* or *good* spell, unless the victim saves versus death magic at -1 . If used against an area protection (*protection from evil* or *good*, 10-foot radius), it must be cast against the person who cast the spell. Any protection spell broken is totally destroyed.

Detect Poisoning (Divination, Necromancy)

Range: 0
 Components: V, S
 Duration: 1 turn
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: Geoffrey Edward Fagan <gefagan@uokmax.ecn.uoknor.edu>

With this spell, the wizard can determine if a corpse has been poisoned. One corpse can be checked each round. The wizard can determine the means by which the poison was administered and the place at which it entered the body, and he has a 5% chance per level of being able to identify exactly the poison.

Detho's Delirium (Necromancy)

Range: 0
 Components: V, S, M
 Duration: 1 round + 1 round per level
 Casting Time: 2
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: Perry Horner <aopch@acvax.inre.asu.edu>

The caster of this spell touches a being who is drugged, drunken, sleeping, or unconscious, while speaking the mystic words and ringing a small silver or brass bell. The touched creature receives a saving throw against spells at -2 ; if the saving throw is failed, the creature will begin to speak (a creature feigning drunkenness or unconsciousness will never be affected by the spell). The affected being speaks at random, in all languages known to it, and on random topics, rambling. It cannot hear questions and cannot be forced by mental or magical control to give specific answers — any attempt to use such control is 96% likely to awaken the creature. While the creature speaks, there is a 22% chance per round (not cumulative) that it will reveal names, true names, passwords, words of activation, codes, directions, and other useful information. Note that the speaker will rarely identify such fragments of speech for what they truly are, and hearers must speculate themselves on meanings. Dreams, rumours, jokes and fairy tales may be mumbled by a speaking creature, not merely factual information. The spell will be broken before its expiry if the affected creature is awakened.

Diminutive Darkness (Alteration)

Range: 1 yard per level
 Components: V, S
 Duration: 2d4 rounds + 1 round per level
 Casting Time: 1
 Area of Effect: 2-foot radius sphere
 Saving Throw: Negates
 Author: Brian Dawson

This spell is very similar to the reversed 1st-level priest *light* spell. It has only a 2-foot radius, however. This gives the spell many different uses. For example, it can be used to block the light of a torch, lantern, magic sword, etc. This would prevent all sorts of vision only within the 2-foot radius, so one could still see about with infravision or ultravision (or normal vision, if there is another light source). It can blind a creature as a light spell would without creating light that could alert others, and also without obscuring the wizard's own sight as would a normal *darkness* spell (if cast upon a creature or its possessions carried, the creature gets a saving throw, and if the throw is made, the darkness appears 5 feet behind it). The spell can cancel a *light* spell, but has no effect on *continual light* or *ambient light*.

Divine Sexual Orientation (Divination) Reversible

Range: 10 yards
 Components: S, M
 Duration: Special
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: None
 Author: Mario R. Borelli <mario.r.borelli.3@nd.edu>

This spell reveals the hetero- or homosexuality of a given creature of a species with two genders. The material component is a clear, colourless gem, which is not consumed in the casting, and changes colour as follows:

Colour	Sexual Orientation
red	totally heterosexual
orange	strongly heterosexual
yellow	bisexual leaning towards heterosexual
green	50-50 bisexual
blue	bisexual leaning towards homosexual
violet	strongly homosexual
ultraviolet	totally homosexual

Sage's note: this is simply the Kinsey scale of sexuality.

In normal daylight, of course, ultraviolet will not show clearly, and will appear to anyone without infravision as lavender. The creature being scried must be alive and visible to the caster. The method of sight (infravision, *scrying*, *clairvoyance*, etc.) does not matter. Portraits, illusions, or statues, however, will not suffice. The gem will remain white, indicating spell failure, if the creature is asexual, its attractions are completely unrelated to gender, or is magically protected, as by the reverse spell, *hide sexual orientation*, which conceals sexual orientation from magical or psionic detection for 24 hours.

Sage's note: although psionics are still a young discipline in the Realms, it has been demonstrated that the psionic science of *aura sight* can reveal sexual orientation, especially when the subject has expended a great deal of psychic energy on sex or sexuality.

Wizard Spells (1st level)

Dog Call (Conjuration/Summoning)

Range: 30 yards
 Components: V, S
 Duration: 2 rounds per level
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: None
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell summons a number of dogs to fight for the wizard. The dogs summoned will only fight, they cannot be used for other tasks. The wizard can summon 1½ HD of dogs per level, selected from the following chart:

Wizard's Level	Summoned Dogs
1-4	wild dogs (1 HD)
5-7	war dogs (2 HD)
8+	blink (4 HD) or death (2 HD)

The wizard can always chose the dogs from a lower level. Only one type of dog can be summoned, and any remainders are dropped. A maximum of 10 dogs can be summoned.

Don Juan's Irresistible Kiss (Enchantment/Charm)

Range: 0
 Components: S
 Duration: Special
 Casting Time: 1
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Hugo M. Nijhof <sbbehn@hlerul57>

When a wizard casts this spell, he must kiss the intended victim and the victim must be able to receive a kiss (cannot be in combat). The wizard is in control and can decided how long to kiss. After the kiss, both the wizard and the victim are stunned for one tenth of a round per round of kissing.

Ecstasy (Enchantment/Charm)

Range: 5 yards
 Components: V, S
 Duration: 1 round + 1 round per level
 Casting Time: 1
 Area of Effect: One person
 Saving Throw: Negates
 Author: The Carnal Knowledge Guide <c/o c2mxblue@fre.fsu.umd.edu>

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

The person receives a saving throw versus spell to avoid the effect, with any adjustment to Wisdom. If the person fails the saving throw, he loses all Dexterity bonuses to Armour 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.

Eldron's Secret Writing (Enchantment)

Range: 0
 Components: V, S
 Duration: Special
 Casting Time: 1
 Area of Effect: One piece of paper
 Saving Throw: None
 Author: The Wizard <ier101@psuvm.psu.edu>

Eldron's secret writing allows the wizard to enchant a piece of paper with two key words. The wizard then writes a message on the paper

and evokes the first key word, rendering the papers contents illegible even to the writer. The paper remains in this condition until the second key word is spoken, either by the caster or the paper's designated recipient. A *comprehend languages* will not reveal the nature of the paper. *Dispel magic* removes the second key word permanently and prevent decryption forever.

Electric Blades (Evocation)

Range: 0
 Components: V
 Duration: Special
 Casting Time: 1
 Area of Effect: Two blades
 Saving Throw: None
 Author: Unknown

This spell must be cast with a metal blade of some sort in each hand. Both blades then acquire a flickering blue glow. When a hit by either blade is scored it causes 1d4 extra hit points of electrical damage. If both blades hit the same target in the same round the victim must save versus petrification or be stunned for one round. Each blade only shocks once and then is normal again.

Energy Beam (Evocation)

Range: 60 yards + 10 yards per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: None
 Author: François Menneteau <mennetea@acri.fr>

This spell is a variation to the 1st-level *magic missile*. Instead of magical energy, the missiles are made of pure light drawn from the quasi-elemental plane of radiance. An attack roll versus AC 10, adjusted for Dexterity and magical bonuses is needed to touch the target. Undead creatures must save versus rod to avoid taking maximum damage.

Far Sight (Alteration)

Range: 0
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 1 round
 Area of Effect: Creature touched
 Saving Throw: Special
 Author: Brian J. Toleno <brian@opus.chem.psu.edu>

This spell allows the target's sight to be increased up to five times (the target has control over this, and can change it during the spell's duration). The spell can be cancelled at any time. While the spell is in effect, the target cannot see anything close; after the spell is cancelled, the target is disoriented for 1d4 rounds and has a 5% chance per sight multiplier used to fall unconscious for 1d6 rounds unless a Constitution check is made. The material component for this spell is a small round piece of glass which is consumed in the casting.

Wizard Spells (1st level)

Fascination (Enchantment/Charm)

Range: 12 feet
 Components: V, S, M
 Duration: 20 turns
 Casting Time: 1
 Area of Effect: One person
 Saving Throw: Negates
 Author: John Daniel <c548285@umcvm.missouri.edu>

The affected person will be unable to do anything at all except follow the wizard wherever he (or she) goes, unable to take his (her) eyes off him (her). If attacked, the affected will try to beat off any opponents, including his (her) own comrades, in a berserk fury (+1 to-hit, -1 to Armour Class) in order to continue moving towards the wizard. The material component is a *lodestone*, which is not consumed in the casting.

Fellstar's Flame Finger (Evocation)

Range: 25 yards
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: ½
 Author: Fellstar

When this spell is cast, a thin bolt of searing flames shoots forth from the caster's index finger. This bolt will automatically hit a single target inflicting 1d10 points of damage, plus 1 point per level of the caster, up to a maximum of 1d10+10. A successful saving throw versus spell reduces this damage by half. If a saving throw is failed, possessions do not have to make a saving throw, unless they were targeted specifically by the spell, in which case the owner suffers no damage, but the object must save versus magical fire (at +2) or be destroyed (only one object may be targeted per casting).

Find the Chair (Evocation)

Range: 0
 Components: V
 Duration: instantaneous
 Casting Time: 1
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Nemesis <gitzlaff@uxa.cso.uiuc.edu>

When cast, this spell will help an intoxicated person to sit steadily. When there is a brawl going on, it will automatically summon the nearest chair within the area of effect so the wizard may be comfortable in watching the battle.

Find Water (Divination)

Range: 1 mile, depth 10 feet per level
 Components: S
 Duration: 2 rounds per level
 Casting Time: 1 turn
 Area of Effect: One twig
 Saving Throw: None
 Author: Geoffrey Edward Fagan <gefagan@uokmax.ecn.uoknor.edu>

When casting this spell, the diviner grasps two ends of a Y-shaped twig. The remaining end twists around to point in the direction of the nearest source of fresh water within the spell range. The branch can twist but twenty degrees, and then the diviner will feel a tug in the direction of the water. The diviner can specify a minimum amount of water to seek (greater than the amount in a human body, for example). Also, he can restrict the depth at which to seek the water.

Fire Burst (Alteration, Evocation)

Range: 0
 Components: V, S, M
 Duration: 24 hours
 Casting Time: 1 round
 Area of Effect: One creature
 Saving Throw: ½
 Author: Joe Colleran <jnc4p@uva.pcm.virginia.edu>

This spell, when cast brings into being a protection field one foot distant from the caster's body. When detonated, the spell produces a burst of flame around the caster's body, doing 1d4+1 points of flame damage for every two levels of the caster (cf. *magic missile*). The flame does not affect the caster, his items, or any creatures immune to fire. The spell is set off when something attempts to cover up, engulf, grapple, or other wise engage the caster in unarmed combat (eg., green slime falling on the caster). The spell is not set off by weapon attacks, be they melee or ranged, nor is it set off by other spells (although it can, of course, be *dispelled* or end up in an *anti-magic shell* or the like). All damage from the *fire burst* is resolved before the grappling attack is made, and the target gets a saving throw for half damage. The material component is a pinch of sulphur.

Flash [1] (Evocation)

Range: 12 yards
 Components: V
 Duration: 3 rounds
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Unknown

Victims failing their saving throw are blinded for the next round due to a flash of light that appears in their eyes. All to-hit rolls for the next two rounds are made at -2 due to spots in their eyes.

Flash [2] (Enchantment)

Range: 10 yards per level
 Components: V, S
 Duration: 1 round per level
 Casting Time: 1
 Area of Effect: One creature per level of the caster
 Saving Throw: Special
 Author: A.C. <ac001@freenet.carleton.ca>

In casting this spell, the wizard must expose a body part (knee, thigh, shoulder, or something more sensitive, as the caster desires) and call out something appropriate. It will only affect members of the opposite sex or homosexuals. It will cause all creatures affected to be stunned by the incredible attractiveness of the body part they have just seen exposed. If the victim makes its saving throw, the duration of the spell is halved.

Flicker (Illusion/Phantasm)

Range: 60 yards + 10 yards per level
 Components: V, M
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One creature or object
 Saving Throw: Special
 Author: S. W. Marshall <u9116878@muss.cis.mcmaster.ca>

When this spell is cast, the target creature or object undergoes a momentary flickering or blurring. This flickering is not automatically noticed by observers and all creatures viewing the target must make a saving throw versus spell. Those who make the saving throw fail to notice the flicker and are unaffected by the spell. Those who fail,

Wizard Spells (1st level)

however, must immediately make an illusion disbelief roll with a +4 modifier.

Those passing this second saving throw think that the target is probably illusionary and will react accordingly. For example, those seeing a rolling boulder flicker might not move out of the way, suffering full damage, or may ignore the illusionary thief circling them for a backstab. While the flicker itself lasts for but a moment, the belief that the target is an illusion persists, until it behaves in a way that is evidentially non-illusory, such as supporting weight or causing damage. This instantly reveals the true nature of the target, but any damage done in this manner cannot be saved against.

The target of the flicker must be a creature or object which could fit in a 30-foot cube. Thus a castle or a great wyrm dragon could not be flickered while a small tower or an ogre could be affected. Any one target, up to the area of effect restrictions, including (but not limited to) bonfires, pits, monsters, and walls can be affected. The spell cannot be used to affect purely magical effects such as a *wall of force* or spells with an instantaneous duration, such as *fireball*. It does work on real objects or creatures summoned or created by magic, however.

Individuals that know or suspect that an illusionist is present, or have recently encountered illusion magic, suffer a -2 penalty to their initial saving throw versus the flicker. The material component for this spell is a small lump of candle wax.

Flu (Alteration)

Range: 1 feet per level
 Components: V, M
 Duration: 1d6 days + 1 day per level
 Casting Time: 2
 Area of Effect: One creature
 Saving Throw: Negates
 Author: August Neverman <gitzlaff@uxa.cso.uiuc.edu>

This spell will cause the victim to get the flu, which will last 1d6 + the level of the wizard in days. *Flu* is very contagious: anyone within 1 yard of the victim will also get the flu. With subsequent victims, the flu is no longer contagious, however. *Flu* reduces surprise by 5%, and combat attack and defense rolls by 5% for the duration of the spell. The flu will start 1d4 hours after the victim has failed his saving throw. The material component for this spell is a handkerchief.

Fools (Alteration, Metamagic)

Range: 0
 Components: S
 Duration: Special
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: None
 Author: Phill Hatch <phatch@slc.mentorg.com>

A wizard can cast *fools* prior to casting any other spell in a given round; it costs the caster a +1 to initiative. When the spell's power is called upon, it makes the next spell cast by the wizard appear to be another spell. An example: a wizard casts *fools* followed by *domination* in a court of law. Since other wizards are watching, he makes *domination* look like *comprehend languages*. Only *spell tell*, or other dedicated divinatory methods (detect lie) can detect the use of the *fools* spell.

Force Bolt [2] (Invocation/Evocation)

Range: 40 yards + 10 yards per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One creature or object
 Saving Throw: None
 Author: Jason Riek (Karaieith) <jriek@shs.mv.com>

This spell causes a small sphere of force to spring from the caster's hand and fly toward any target desired. If used as a weapon, it causes 1d6 points of damage. It has a Strength of 18/00 for purposes of breaking down doors, etc. It can also be used to set off traps, or for many other uses: be creative.

Freeze [1] (Enchantment)

Range: 30 feet
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: 8 cubic feet per level (2x2x2 feet cube)
 Saving Throw: None
 Author: Joseph Delisle <jdelisle@loyola.edu>

This spell instantly freezes a quantity of water in any shape the wizard desires. If a living creature has any part of it inside the area of effect, it can make a saving throw versus paralysis (with a +4 bonus) to escape, or be stuck in the ice. The ice is non-magical and can be affected normally.

Freudian Thoughts (Illusion, Invocation)

Range: Hearing
 Components: V, M
 Duration: 1 turn per level
 Casting Time: 1
 Area of Effect: One person
 Saving Throw: None
 Author: Mario R. Borelli <mario.r.borelli.3@nd.edu>

Sage's note: this is a great roleplaying vehicle for some players, if one of their characters gets this spell cast on him (or her). It could be real fun having a pervert for a character.

A person subject to this spell begins consciously and subconsciously to interpret everything in sexual terms. For example, the subject would perceive a sword attack not only as melee but also as an attempted rape by a male, and would experience eating a taco as... well, you get the idea. The material component is a magic wand, and the verbal component is a lewd innuendo.

Friendspeak (Alteration)

Range: 10 feet
 Components: V
 Duration: 1 round
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: None
 Author: Thomas Weigel <nbsbos0340@nsula.edu>

This spell allows the caster to speak with one person at a time completely understandable by subvocalizing (whispering under your breath) the message. Who she is talking to can be changed, as long as all of the talking takes place within the one-minute time limit.

I recommend that DMs actually time the message to one minute. This will eliminate hassles about whether or not there is enough time or not to say something (like "the solution is...").

Wizard Spells (1st level)

Frost Hands (Alteration)

Range: 0
 Components: V, S
 Duration: 1 round
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: None
 Author: Unknown

This spell is very similar to the 1st-level wizard spell *burning hands* (q.v.), except that ice is ejected. Damage is one hit point per level of the wizard.

Frost Touch (Evocation)

Range: 0
 Components: V, S
 Duration: 1 round per level
 Casting Time: 1
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Johnny Lydon <jensenjp@clutx.clarkson.edu>

This spell delivers 1d6 points of damage. In addition to this, add 1 point of damage for every level above first. Cold based creatures are immune to this spell, while fire based creatures take double damage.

Fyltar's Phomonal Force (Illusion/Phantasm)

Range: 10 yards
 Components: S, M
 Duration: 1 round per level
 Casting Time: 1
 Area of Effect: 10-yard radius
 Saving Throw: Negates
 Author: Mario R. Borelli <mario.r.borelli.3@nd.edu>

This spell functions as the *arousal* cantrip, with two minor adjustments. First, creatures which cannot smell are automatically unaffected. Secondly, it raises the morale of all affected creatures by 1d4. The material component is a rose petal, crushed during the casting.

Gem Access (Divination)

Range: 10 feet per level
 Components: V, S, M
 Duration: 3 turns per level
 Casting Time: 1
 Area of Effect: The caster
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell allows the wizard to read anything which is stored within a single gem by another spell called *gem write* or *gem store*. This spell allows the character access to one gem per 3 levels. The gems have to be determined during casting. This spell may be made permanent with a *permanency*. In that case, all gems which contain information or other material may be accessed.

The material component is a single gem worth at least 100 gp per level of the caster. This gem has to cut exactly in half, hollowed out and then to be filled with a single drop of blood from the caster per gem which is to be accessed (up to the maximum of one per three levels).

Gizmo's Sticky Fingers (Alteration)

Range: 0
 Components: V, S
 Duration: 1 turn + 1 round per level
 Casting Time: 1 round
 Area of Effect: One pair of hands
 Saving Throw: None
 Author: ElvnShadow <elvnshadow@aol.com>

This spell makes the caster's hands very sticky, like being dunked in honey and let dry. This stickiness will add a +10% to climbing percentages and a +15% to pick pockets skills (this is added to thieves only, it does not convey the ability to pick pockets). The spell can be activated and deactivated through out the duration of the spell. Uses for this spell include picking up powders, palming small objects, and better grips on weapons.

Glow (Alteration)

Range: 2 feet per level
 Components: V, S, M
 Duration: 1 hour per level
 Casting Time: 5
 Area of Effect: One creature
 Saving Throw: Negates
 Author: August Neverman <gitzlaff@uxa.cso.uiuc.edu>

This spell causes the object or person affected to emit an eerie glow. The colour ranges from blue to green. It cannot be dispelled but it can be negated by a *darkness* spell. The saving throw is made at +1 per level (or Hit Die) of the victim, but at a -1 per level of the wizard. The glow is not bright enough to read by, but is easy to spot in the dark. The material components of this spell are some fireflies.

Glowstone (Alteration)

Range: 0
 Components: V, M
 Duration: 1 hour
 Casting Time: 1
 Area of Effect: Pebble touched
 Saving Throw: None
 Author: Thomas Weigel <nbsbos0340@nsula.edu>

This spell causes any smoothed, ordinary pebble to glow with enough light to see about 20 feet well. The spell requires a pebble held in the caster's hand while arcane words are muttered. Unfortunately, this spell works only on small, rounded stones, which are consumed by the spell (imagine yourself in the middle of a desert or sea and all you have is a small, uncut diamond: agony).

Good Grooming (Alteration) Reversible

Range: 0
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One creature touched per level
 Saving Throw: None
 Author: Barbara Haddad <melchar@shakala.com>

This spells cleans the individual and its clothing; it gives a shave and trim (à la personal style), scenting them with the scent agent used. The reverse, *poor grooming*, renders the person filthy. The material components for this spell is some scent agent.

Wizard Spells (1st level)

Guilda's Treacherous Tripwire (Enchantment/Charm)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 1
 Area of Effect: Tripwire touched
 Saving Throw: Negates
 Author: Colin Roald <hobbit@ac.dal.ca>

One wire (up to 10 feet long) can be stretched across a hall, or such. The wire becomes camouflaged — undetectable without *find traps*. The first creature to attempt to pass must save versus rod, staff or wand (adding its Dexterity defensive adjustment) or be caught when the wire springs free. The wire will twine tightly about the ankles of its victim, tripping him. It must then be tediously untangled (or sawed loose) which takes at least 30 seconds under ideal conditions. If hacked loose in combat, it will take 1 round, and the victim will take 1d4 points of damage unless an enchanted blade is used (which will cut without effort). Note that the wire is required, but not consumed. The material component is a small spring.

Hallucinatory Steps (Alteration, Illusion/Phantasm)

Range: 10 feet
 Components: S
 Duration: 2d6 rounds + 1 round per level
 Casting Time: 1 turn
 Area of Effect: One creature
 Saving Throw: Negates
 Author: August Neverman <gitzlaff@uxa.cso.uiuc.edu>

This spell, when cast, will cause the affected person to keep thinking there is a just one more step (or stair) in front of them, you know, like when you go up 10 flights and start forgetting you have got to a landing and take that extra step. It reduces movement rate by 5% and is extremely annoying. This effect happens, even when the affected person is walking on flat ground.

Harbald's Fire Arrow (Evocation)

Range: 0
 Components: S, M
 Duration: 5 hours + 2 hours per level
 Casting Time: 1
 Area of Effect: One arrow
 Saving Throw: None
 Author: Paul Ferron <paulf@solist.htsa.aha.nl>

When cast on an arrow, this spell enables that arrow to ignite itself as soon as it's in free flight (shot, thrown, fallen, etc.). As soon as nothing is in touch with the arrow any more, it will spring to fire and act like a normal burning arrow.

The arrow radiates light in a 30 foot radius, just like a torch does. But when it hits a target, it delivers damage as an *arrow*, +1 due to the fire.

After the arrow ignites, it will burn for 10 rounds, setting fire to all combustible materials which come into contact with the arrow, unless the fire is extinguished.

After the arrow is used, it is completely burned up. If it was extinguished, it will disappear. If the arrow wasn't used, it will become an ordinary arrow after the spell's duration expires.

The fire is not magical and the arrow does not count as a +1 weapon when fighting against creatures that can only be hit with a +1 or better weapon.

The material components for this spell are the arrow and a bit of sulphur to be applied to the arrow.

Hesitate (Alteration)

Range: 120 yards
 Components: V
 Duration: 2 rounds per level
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell slows down the victim's reaction time, adding 1d6 to the initiative roll of each round the spell is in effect. This amount is rolled every round. A *haste* negates a *hesitate*, and a creature under the effect of a *haste* (or a *potion of speed*) is immune to hesitate.

History (Divination)

Range: 0
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1 turn
 Area of Effect: One object or place touched (up to 1000 square feet)
 Saving Throw: None
 Author: Jim Gitzlaff <gitzlaff@uxa.cso.uiuc.edu>

This spell allows the wizard to "tune in" to the psychic impressions left on an object or small area. This power gives the wizard the ability to divine hidden purposes, prior owners, secret compartments, and powerful alignment bends.

The spell will not identify a magic item per se, but would for instance tell the wizard that the ordinary looking golden ring he holds is in fact the signet ring of a long deceased noble house. Further, use of the *history* spell doubles the chance that the value of an antique or relic will be correctly guessed.

This spell is usually used on non-magical plunder, books, and items sold at auctions (to verify claims made about their antiquity). Although the casting time is long, it is unobtrusive, and only a single touch is required to make the spell work. The material component for this spell is a page from an encyclopedia.

Human Torch (Evocation)

Range: 0
 Components: V, S, M
 Duration: 3 rounds
 Casting Time: 2
 Area of Effect: The caster
 Saving Throw: None
 Author: Unknown

This spell causes the wizard and all his clothing to become engulfed in flames. These flames do not harm the wizard or his equipment but cause 1d4 points of damage to anyone within 5 feet and an additional 1d6 to anyone who actually touches him. The flames themselves are only about as hot as a torch but the surrounding area will feel like a blast furnace. The material component for this spell is a burning torch, which is consumed in the casting and must be used to set fire to oneself.

Illusory Wyvern (Illusion/Phantasm)

Range: 50 feet
 Components: V, S, M
 Duration: 1 turn
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: None
 Author: Thomas Weigel <nsbos0340@nsula.edu>

This spell generates the image of a large, brown scaled dragon-like creature (about 15-20 feet long). The *illusory wyvern* is realistic, but

Wizard Spells (1st level)

relies heavily on the wizard's Dexterity. It fades away if moved more than 50 feet (yards outdoors) away from the wizard, but will fade back into view if moved back into range before the end of the spell duration. After casting, the wizard must use his hands in order to manipulate the motions of the Wyvern, and her Dexterity will affect the believability of the illusion according to the following chart:

Wizard's Dexterity	Bonus or Penalty to Disbelieving
8-12	+3
13	+2
14	+1
15	0
16	-1
17	-2
18	-3
19	-4
20	-5
21	-6

Casting requires a reptile scale (from any reptile) while the caster mutters the arcane verbal component.

Imbue with Touch (Enchantment)

Range: 0
 Components: V, S, M
 Duration: 2 rounds
 Casting Time: 1 round
 Area of Effect: Object of size S or M touched
 Saving Throw: None
 Author: The Ghost <c572909@mizzou1.bitnet>

The object that this spell is cast upon is imbued with the ability to deliver the effects of one touch-based spell subsequently cast upon it. The caster must handle the item completely for the entire round this spell is cast, and must then cast a touch-based spell and touch the item. This second spell takes effect on the next creature to come in contact with the object who is not already touching it.

Thus, a wizard could cast *imbue with touch* upon an arrow, hand the arrow to his fighter companion, cast *shocking grasp* upon the item, while the fighter holds his shot until after the wizard has touched the arrow, thus imbuing it with the shocking power. Then, when the fighter releases the arrow, the creature it strikes receives not only arrow damage, but the effects of the *shocking grasp* as well.

The material component for this spell is a specially prepared oil, used to anoint the object being imbued with the touch power.

Impotence (Enchantment/Charm)

Range: 5 yards
 Components: V, S, M
 Duration: 10 rounds per level
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Negates
 Author: John Daniel <c548285@umcvmb.missouri.edu>

This spell enables the spell caster to render one creature, himself or otherwise, impotent (incapable of sexual intercourse). The material component is a bucket of cold water. The incantation consists of a specific personality (such as "Baba Yaga") who might be unappealing to the creature. The saving throw is actually a check on the disgust the personality generates in the creature. If the creature finds the person repulsive, he fails the saving throw.

Optional effect: during the period of impotence, the creature will attack at -2 and make morale and saving throws at -2. Wisdom, Constitution, and Charisma scores are lowered by 1d3 points each for the duration of the spell. Also, during this time the creature will feel downright miserable.

Inaudibility (Illusion/Phantasm)

Range: 0
 Components: S, M
 Duration: 1 turn per level
 Casting Time: 2
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: Thomas Watson <gitzlaff@uxa.cso.uiuc.edu>

By means of this spell, all sounds made by the recipient become inaudible — breathing, talking, walking, and the like. Items on the wizard's person are likewise silenced, but thrown or dropped items may make noise once released. While under the effect of this spell, the affected creature cannot cast any spells with a verbal component. An unwilling victim receives a saving throw against this spell.

Unlike a *silence* spell, *inaudibility* masks only the sounds made by the recipient or items in his possession, so it provides no defense against sound based attacks such as harpy singing, a horn of blasting, etc. The spell remains in effect until it is magically dispelled, until the wizard or the recipient cancels it, or until its duration has passed; it is not dispelled by the recipient attacking another creature. The spell can only be cancelled by the recipient if the wizard has stated so when the spell was cast.

The material component for this spell is a small wad of cotton.

Influence Other (Alteration)

Range: 1 feet per level
 Components: V, S, M
 Duration: 1 round
 Casting Time: 5
 Area of Effect: One person
 Saving Throw: Negates
 Author: August Neverman <gitzlaff@uxa.cso.uiuc.edu>

On success of the spell, the wizard may cause the victim to produce any of the following bodily functions: giggle, belch, hiccup, sneeze, wink, spit, pee, trip, fall, gag, congest, choke, stumble, limp, nod, punch self, faint, nap, sleep, drool, think, moan, screech, giggle, bark, hoot, caterwaul, shout, yell, boo, whoop, cry, cheer, applaud, bawl, roar, whimper, shriek, scream, hiss, heckle and any other you can think of.

Success of each is determined as 10% chance of failure for each level the victim has higher than the wizard (maximum 99%, minimum 1%). The material component is a genuine licence of some sort, which is not consumed in the casting.

Ingold's Instant Insanity (Enchantment/Charm)

Range: 0
 Components: V, S
 Duration: 1 round per level
 Casting Time: 5
 Area of Effect: The caster
 Saving Throw: None
 Author: Ingold <erolb1@aol.com>

When cast, this spell causes the caster to go completely insane for one round per level. During this time, the caster is incapable of doing anything but babble, giggle, and play with his toes. But also during this time, the caster is completely immune to any spell, power, or force that attempts to mess with his mind: ESP, Charm spells, mind control, unspeakable elder horrors saying "Boo!", and the like have no effect on the character. Afterwards, the character is once again completely normal, but has no recollection of what happened during the period of insanity.

Wizard Spells (1st level)

Ink Cloud (Alteration)

Range: 30 yards
 Components: V, S, M
 Duration: 2d4 rounds
 Casting Time: 1
 Area of Effect: 20-foot radius
 Saving Throw: None
 Author: Steve Bartell <stevebar@wordperfect.com>

Upon casting this spell, the wizard creates an ink cloud in the water, similar to that which an octopus releases. The cloud covers a 20-foot circular area, either at the casters position or at any location within spell range. The ink cloud remains stationary for the duration of the spell, unless cast in moving water (such as a river), where it dissipates in one round. The cloud will block all vision, including infravision. When the spell expires, the ink cloud vanishes.

The material component of this spell is the eye of an octopus.

Insolence (Illusion/Phantasm)

Range: 2 yards
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Brian Dawson

This spell causes its victim to sound and appear crude, insulting and arrogant, in all that is said or done, to all observers. The victim, however, will not be aware that anything is amiss. While the general meaning of whatever is said will be the same, the illusion causes observers to see and hear a twisted version in which the speaker is so insolent that all reactions are checked at -50%. Additionally, such speech might not be tolerated at all in some situations (for example, automatic dismissal from a king's court, or perhaps even worse...). Even if the target makes his saving throw, the spell will not be noticed (unless the somatic and verbal components of the wizard are seen and recognised).

If an observer has reason to believe that something is amiss, he gains a saving throw if an attempt is made to disbelieve. Such a saving throw is made at +4 if the fact that it is an illusion has been communicated. If these saving throws are failed, it still appears real.

The material component is a bit of dung or spittle, which is wrapped in the wizard's hand. The hand is then subtly waived at the creature to be affected. The verbal component is a low guttural sound made in the throat.

Intoxicate (Enchantment)

Reversible

Range: 100 feet
 Components: V, S, M
 Duration: Special
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Negates
 Author: The Net Alcohol Guide Creator <c/o c2mxblue@fre.fsu.umd.edu>

This spell allows the wizard to increase a person's intoxication state by one. Thus, a sober person would become slightly intoxicated, a moderately intoxicated person would become greatly intoxicated, and so on (see the *Net Alcohol Guide* for more information).

The reverse of this spell, lessen intoxication, will decrease a person's intoxication state by one. The material component for both versions is a pint of pure alcohol.

Jamye's Melodramatic Music (Alteration, Conjunction, Enchantment/Charm)

Range: 10 yards + 10 yards per level
 Components: V, S, M
 Duration: 4 rounds + 1 round per level
 Casting Time: 1
 Area of Effect: One intelligent creature
 Saving Throw: Negates
 Author: P.K. Whitehurst <whitehur@calvin.tymnet.com>

The spell causes the music to be played whenever the victim performs certain actions; such as entering a room, charging into battle, or making an announcement. The type of music is determined by the wizard. The material components for this spell are a miniature golden horn, mustache wax, a short length of rope, and a lace handkerchief.

Käsegott's Chaotic Keeness (Alteration, Wild Magic)

Range: 0
 Components: V, S, M
 Duration: 1 round per 2 levels
 Casting Time: 1
 Area of Effect: The caster
 Saving Throw: None
 Author: Marc Sherman <msherman@zeus.uwaterloo.ca>

This spell grants the caster a +1 bonus to subsequent rolls on the Wild Magic Level Variation table. This bonus remains in effect for one round for every two experience levels of the caster.

Wild surges are determined using the adjusted roll, and the +1 bonus is applied to the percentile roll for the surge as well.

The material component of this spell is a rabbit's foot, a four leaf clover, or another good luck charm. The charm cannot be purchased; the caster must create the charm on his own: by killing the rabbit and procuring the foot, by finding a clover on a patch, etc. Any charm may be ruled valid by the DM, though it must be similarly difficult to come by. While this charm is not consumed by the spell, the caster should take care that a perishable charm like a rabbit's foot or a four leaf clover is suitably preserved.

Katrine's Kitty Kat (Alteration)

Range: 0
 Components: V, S
 Duration: 1 day
 Casting Time: 1 round
 Area of Effect: The caster
 Saving Throw: None
 Author: Thomas Weigel <nsbos0340@nsula.edu>

This spell transforms the caster into a house cat for a day, or until dispelled. The cat's fur will be the colour of the caster's hair, and eyes will match eyes. As the cat is considerably weaker than the caster nine times out of ten (the tenth being what is known as dead), it is not suggested that this be used as a combat spell. The caster must have a maximum Strength of 10, and cannot weigh more than 150 pounds for the spell to be able to affect her.

While a cat, the caster has a movement rate of 18, 1d2 claws, night-vision, keen hearing, and keen smell. Her Strength is lowered by -4 (to a minimum of Strength 1) and Dexterity is increased by +2. Her hit points are decreased by -2 per Hit Die, to a minimum of 1 HP per level.

While transformed, the caster is still able to speak, but not very well, and any spells requiring a verbal component will have a 50% chance of failure, -2% per level of the wizard. Somatic components will be close to impossible for anything other than cantrips. Material components, as long as they require little manipulation, are simple enough.

Wizard Spells (1st level)

Katrine's Blinding Beauty (Illusion/Phantasm)

Range: 0
 Components: V
 Duration: 1 hour per level
 Casting Time: 1 round
 Area of Effect: The caster
 Saving Throw: None
 Author: Thomas Weigel <nsbos0340@nsula.edu>

This spell is a minor illusion affecting small details of appearance, for a better overall image. In game effects, it increases the caster's beauty and, to a small extent, her charm as well. Smiles seem to be lit up, eyes twinkle just a little more, the face seems to have a little more definition, etc. The bonus is normally +2 to Charisma, or +1 to Charisma and +1 to Comeliness if that attribute is used. If the caster has a non-weapon proficiency in a visual art (sculpture, painting, etc.), then it is a +3 Charisma in the former case, or +1 Charisma, +2 Comeliness in the latter.

Katrine's Claws (Alteration)

Range: 0
 Components: V, S
 Duration: 5 rounds + 1 round per level
 Casting Time: 1
 Area of Effect: The caster
 Saving Throw: None
 Author: Thomas Weigel <nsbos0340@nsula.edu>

This spell causes a set of long claws to grow from the fingers of both hands of the casting wizard. These claws do 1d4 damage. This is a flexible spell, in that many different wizards may tweak the initial pattern to get a "look" to their own claws, such as cat-claws, bear-claws, gee-that's-a-neat-claws, etc. The basic length and effectiveness of the claws is changeable, however, so bear claws will seem small on a bear, and cat claws large on a cat. Katrine always tweaked them to look like the talons of a bird of prey, such as the owl.

To cast this spell, the caster snarls and pulls both hands into a fist before releasing the fist as if popping claws.

These claws require a to-hit roll to be made to do damage, so it is recommended that DMs allow wizards to take a weapon proficiency in *claws*. This is easily justified as they take little training. In general, either a wizard will pick up the skill after finding the spell, or will start with both.

Katrine's Dart (Alteration)

Range: 20 feet
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Thomas Weigel <nsbos0340@nsula.edu>

This causes a small cylindrical object (splinter, dart, needle, etc.) to become a flaming dart which will strike the desired target. If the target fails the saving throw, the *dart* does 1d4 damage per level. This spell is overall weaker than *magic missile*, but more versatile in that the caster need not see the target in order to hit it. As long as the target is within range, and the caster has some way of distinguishing it (whatever's causing that smell around the corner, or the orc guard behind the cracked door), the *dart* will strike the target. This is particularly effective in sheer darkness. It is cast by muttering arcane words while tossing the cylindrical object in the initial direction the *dart* will take.

Katrine's Falcon (Alteration)

Range: 0
 Components: V
 Duration: 1 hour
 Casting Time: 1 round
 Area of Effect: The caster
 Saving Throw: None
 Author: Thomas Weigel <nsbos0340@nsula.edu>

This spell turns the caster into a pseudo-falcon. This form is as close to being a real falcon as Katrine could manage at the time, but is not entirely real. This spell can be overlapped with *Katrine kitty kat*, which lasts for 24 hours, so that when this spell wears off, rather than being a falcon, the caster will be a house cat. In order to affect herself with this spell, the caster must have a maximum of 10 Strength, and cannot weigh more than 150 pounds.

The falcon form has a movement rate of 3 on ground, and 24 in flight. Compared to the caster, its Strength is -4 (with a minimum of 2), and its Dexterity is at +1. It has 1d4 talons, keen sight, and -3 HP per Hit Die of the caster, with a minimum of ½ HP per level.

While a falcon, the caster can still speak, but the voice is strained and wild, like a falcon. Any verbal components other than "shriek" have a 50% chance (-2% per level of the wizard) of failing. Most somatic components are impossible while a falcon (adjudicated by the DM). Material components, as long as the material is easily accessible, are simple enough.

Katrine's Pleasure Touch (Charm, Illusion)

Range: 0
 Components: V, S
 Duration: 1 hour
 Casting Time: 1
 Area of Effect: The caster
 Saving Throw: None
 Author: Thomas Weigel <nsbos0340@nsula.edu>

This spell stimulates the pleasure centres of any one person that the caster is in contact with. It is a combination of an illusion of mild pleasure, and an enhancement of pre-existing pleasure. It lasts for one hour, but is only active while she is in contact with the person. The illusory pleasure is not very intense, simply a thrill along the appropriate sense, but the enhancement depends on the strength of the initial pleasure. For example, the taste of chocolate, smell of old books in a library, brush of skin on skin, sound of a symphony, or even looking at a sunset. In casting it, the wizard forms a simple pattern with her fingers while muttering arcane words. The spell's target must be willing for the spell to function.

Katrine's Total Tent (Invocation/Evocation)

Range: 10 feet
 Components: V, M
 Duration: 1 night
 Casting Time: 1
 Area of Effect: One tent
 Saving Throw: None
 Author: Thomas Weigel <nsbos0340@nsula.edu>

This spell produces a small, one person tent composed of opaque blue kinetic energy. The tent is capable of sustaining up to 80 pounds of force, or extremely strong winds (81 pounds of person or object falling on the tent will collapse it, or someone weighing at least 150 pounds kicking it will collapse it). The spell fades into a fine mist when the first rays of the sun hit it. The caster must grasp a pinch of the earth the Tent will be on while muttering several arcane phrases.

Wizard Spells (1st level)

Katrine's Winning Smile (Illusions/Phantasm)

Range: 0
 Components: V, S
 Duration: 5 hours
 Casting Time: 1 round
 Area of Effect: The caster
 Saving Throw: None
 Author: Thomas Weigel <nsbos0340@nsula.edu>

This is a spell similar to *charm*, but weaker, and more diffuse. It tugs at the heartstrings of all who are close enough to speak with her normally, and makes her look more helpless. Obviously, this is not the spell for a Strength 14 male magic-user with an imposing look and great staff. The casting is simply a few arcane words and a pulling motion from the caster's heart, but the effects won't build up for a full round. The spell effectively adds +25% to the caster's reaction modifier (under Charisma), and makes others more willing to believe a single story she tells. Disbelieving simply means that they have shaken off the idea that she is more helpless than she is, and will not be more or less likely to react favourably. Only creatures within a 10-yard radius are affected.

Kazago's Lock Pick (Alteration)

Range: 0
 Components: S, M
 Duration: 1 day + 1 day per 5 levels
 Casting Time: 1 round
 Area of Effect: The caster
 Saving Throw: None
 Author: Martin Ott <p581mao@mpifr-bonn.mpg.de>

This spell allows the bard to pick locks. The bard's pick pockets chance becomes his open locks chance, and the bard is treated as a thief in this respect for the entire duration of the spell.

This spell is different from both the 2nd-level *knock* spell and the *unlock* cantrip in that it can possibly affect much more than one lock, and that its effects are far less certain. It is especially useful on fact-finding missions where the bard is worried about coming across many locked doors along the way.

The material components for this spell are a set of thieves' picks and tools, which are not consumed in the casting.

Kiss of Sleeping (Enchantment/Charm)

Reversible

Range: 0
 Components: S
 Duration: 10 rounds per level
 Casting Time: 1
 Area of Effect: Creature touched
 Saving Throw: None
 Author: John Daniel <c548285@umcvmb.missouri.edu>

When a wizard casts this spell, he must kiss the intended victim and the victim must be able to receive a kiss (cannot be 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. The reverse of this spell is *kiss of awakening*, which will awaken a person who is magically asleep.

Kiss of Wounding (Conjuration/Summoning)

Range: 0
 Components: S
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: Creature touched
 Saving Throw: ½
 Author: The Carnal Knowledge Guide <c/o c2mxblue@fre.fsu.umd.edu>

When a wizard casts this spell, he must kiss the intended victim and the victim must be able to receive a kiss (cannot be 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.

Klaus' Krazy Kustard Pie (Conjuration)

Range: 40 yards + 5 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Iain Clarke <imcc@ukc.ac.uk>

With this spell the caster conjures a gooey custard pie which he can hurl at one creature within range. The caster must roll to hit the creature, ignoring its armour, but Dexterity and magical bonuses apply. If the caster hits, the pie has struck the creature in the face, and the creature must make a saving throw versus spell, or be blinded. The creature must spend 1d3 rounds clearing its face.

The target is unlikely to appreciate this, especially if the caster gloats. The material component for this spell is a small amount of custard, which is consumed in the casting. Being hit alone is enough to disrupt spellcasting.

Klaus' Kulinary Kustard Kreation (Conjuration)

Range: 1 foot per level
 Components: V
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One 4-inch cube per level
 Saving Throw: Negates
 Author: Iain Clarke <imcc@ukc.ac.uk>

This spell creates about 60 cubic inches of custard per caster level — useful for getting hold of components for other Kustard spells.

Klaus' Kustard Kleanup (Conjuration)

Range: 1 foot per level
 Components: V, S, M
 Duration: 1 round
 Casting Time: 1
 Area of Effect: 5-foot per level radius
 Saving Throw: None
 Author: Iain Clarke <imcc@ukc.ac.uk>

This spell is cast on a container, and over the duration of the spell all the custard within range of the container is drawn in towards it. Custard securely contained elsewhere will not be able to move, and custard behind solid objects may take some time to get around them; otherwise all custard in range will probably be in the container (space permitting) within twenty seconds or so. The container can be moved around to pick up custard from a larger area. This spell would be useful for clearing up laboratories after failed attempts to research other custard spells. The container used will disappear at the end of the spell's duration, since it is the material component of the spell.

Wizard Spells (1st level)

Know Class (Divination)

Range: 0
 Components: V, S
 Duration: 1 round per level
 Casting Time: 1 round
 Area of Effect: One creature or object per round
 Saving Throw: Negates
 Author: Al Singleton (Quasi Nogum) <eaay@catcc.bitnet>

This spell enables the caster to know the profession (or class, if there is no real profession) of a creature or object (this applies to magic items that are class-specific). Concentration for more than one round will reveal whether the target has more than one class. The caster sees an aura as follows:

Colour	Class
Red	Fighter
Green	Ranger
Brown	Druid
Blue	Paladin
Silver	Wizard*
Yellow	Priest
Grey	Monk
Black	Thief
Orange	Bard
Violet	**

* Specialists appear as any other.

** This appears if the target is in an official position of authority (not just party leadership or such).

Every round of concentration, the DM should roll randomly which colour appears, if more than one is viable. The same colour may appear more than once before all possible colours have been noticed.

Korel's Last Word (Alteration)

Range: 10 feet per level
 Components: V, S
 Duration: 1 round per level
 Casting Time: 1
 Area of Effect: 20-yard radius sphere
 Saving Throw: Negates
 Author: Edward Keyes <keyesea@ctrvax.vanderbilt.edu>

Korel the necromancer created this spell as a way to deal with insults in taverns. Being Suloise, dressed in black, and not at all personable tended to draw the hecklers. Unfortunately, there was little for him to do short of killing the person, which would be too much of a nuisance.

Thus he made this spell, which is essentially a "*silence, 2-inch radius*" spell. Typical use is to cast it on someone's tongue, rendering all articulated speech impossible (spellcasting too), although deep-throat moans might still be possible. The victim can still hear, though, a necessity in getting in your last word. The sphere is mobile with the object it was cast upon.

The somatic component is a wave of dismissal in the subject's direction, and the verbal component is some phrase like "be quiet", "shut up", or some more colourful version. A successful saving throw against spells completely negates the effect, but the victim will not know that a spell was even cast, due to the innocuous nature of the components. This was specifically designed to prevent secondary insults regarding the failure of the spell ("Hah! Your feeble magics cannot touch me!").

Magic using thieves can also use this spell by casting it on a lock to cover up lock picking noises, while still keeping an ear out for guards' footsteps. Creaking hinges are another good use. It's also a good way to shut up the stupid Intelligence 8 dwarven battlerager in the party, although this may result in a two-handed battle-axe between the eyes.

Last Image (Divination, Necromancy)

Range: 0
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1 round
 Area of Effect: One corpse
 Saving Throw: None
 Author: Geoffrey Edward Fagan <gefagan@uokmax.ecn.uoknor.edu>

When the wizard casts this spell, he sees whatever the recipient corpse saw at the very instant of death, with the intent of learning the identity of the murderer, or at least the location of death. If the recipient was killed by a gaze attack, the wizard suffers this attack as well, but with a +4 bonus to his saving throw.

Lesser Aura of Protection (Evocation)

Range: 0
 Components: V, S
 Duration: 1 turn per level
 Casting Time: 1
 Area of Effect: The caster
 Saving Throw: None
 Author: François Menneteau <mennetea@acri.fr>

This spell creates a bright aura around the caster, making him appear more powerful and subtracting 2 from all attacks. It also grants a +1 bonus to his saving throw for any targeting attacks.

Note that none of the aura spells are cumulative with one another.

Lesser Invisible Object (Illusion/Phantasm)

Range: 1 yard
 Components: V, S
 Duration: 1 turn per level
 Casting Time: 1
 Area of Effect: One object not larger than 3 cube feet per level
 Saving Throw: None
 Author: Brian Dawson

This spell causes an object to vanish from sight, much like the 2nd-level wizard spell *invisibility* (which affects only creatures). The spell lasts only 2 rounds per level of the wizard or until the wizard wills it to end. For example, a quiver of arrows or a bow could be made invisible and carried, and when desired, a moment's thought could make them appear. Note that not even the wizard can see the invisible object, so if he is to use it most effectively, it may be necessary to make it visible.

Lhaeo's Distant Bandage (Abjuration)

Range: 5 yard + 5 yard per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: None
 Author: Paul Ferron <paulf@solist.htsa.aha.nl>

When this spell is cast, the wizard is able to bind the wounds of a creature up to 5 yards away plus 5 yard per level. This spell is to be used together with the optional "hovering on death's door" rule on page 75 of the *Dungeon Master's Guide*.

The bindings are only able to tend to someone's bleeding wounds. They have no power to hinder a creature's movement. The creature on which the bindings are used immediately stops bleeding from serious wounds but does not recover any hit points. Hit points must be recovered normally.

This spell is very useful if nobody of the party can reach the character who just reached 0 or less hit points. Lhaeo (no, not *the* Lhaeo) often meets this problem because he travels with a bunch of

Wizard Spells (1st level)

suicidal maniacs who always manage to get themselves below 0 HP and this always happens when that person is as far away from the party as possible.

The material component of this spell is a piece of bandage which must be thrown toward the injured creature. While the piece of bandage flies toward the target it grows and grows until it reaches the exact size needed to stop the wound from bleeding. Then the bandage wraps itself around the wound and stays there until someone removes it. The wizard does not need to concentrate on this spell.

Little Death (Necromancy)

Range: 60 feet
 Components: V, S
 Duration: 1d4+1 rounds
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Jeff Vogel <jvogel@jarthur.claremont.edu>

This spell may be cast on any living (not golem, undead, etc.) creature native to the prime material plane and with 6+4 or less Hit Dice. The victim must save versus death magic at -3 or fall paralysed for 1d4+1 rounds.

Lohocla's Create Beer and Pretzels (Alteration)

Range: 10 yards
 Components: V, S, M
 Duration: Special
 Casting Time: 1 turn
 Area of Effect: Special
 Saving Throw: None
 Author: Reid Bluebaugh <c2mxblue@fre.fsu.umd.edu>

Lohocla didn't want priests to be the only spell casters able to create food. Unfortunately, the results might not be as nourishing as a priest's food and water. However, Lohocla's beer and pretzels have their benefits.

When this spell is cast, the wizard causes beer and pretzels to appear. For every level of the wizard, a quart of beer is created and a half pound of pretzels. The pretzels come in a wide variety of sizes and types. The beer is of excellent quality and quite filling.

The beer becomes flat and the pretzels become stale in 24 hours, although they can be restored for another 24 hours by a purify spell of some sort.

The material components of the spell are a pinch of salt and a pinch of hops.

Lohocla's Deadly Bottle Rockets (Evocation)

Range: 50 yards + 10 yards per level
 Components: V, M
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One 25-foot cube
 Saving Throw: None
 Author: Reid Bluebaugh <c2mxblue@fre.fsu.umd.edu>

This spell was created by Lohocla or at least commissioned by him. Lohocla wanted to give a gift back to those wizards who have supported him in the past. This spell is bizarre in that a person must be intoxicated to use it. Lohocla has a unique concept of magic and the best way to wield it. Yet, this may be a benefit because this eccentric spell allows the wizard to cast at low-level, a powerful and damaging (possibly dangerous) rockets at its opponents even though his current ability is poor because the intoxication.

The material components of this spell are a bottle of alcohol (any type) and a 1-foot long smooth stick that can fit into the bottle with one end sticking out.

An unusual spell indeed, this spell cannot be cast unless the caster is under the influence of alcohol (i.e. in a state of slight, moderate, or great intoxication). Of course, the wizard generally doesn't go adventuring while drunk, so this becomes a big hindrance if not useless. On the other hand, it can be a real benefit when the wizard goes to a place knowing full well that he will become intoxicated. Mainly, because there is no chance of spell failure for this spell (note that the chance of spell failure is still there for all other spells). This becomes very valuable because the wizard can get intoxicated, with all the problems it entails, and always have a memorised spell that will work (especially when greatly intoxicated when the chance of spell failure is 100%).

When the wizard casts the spell, he must take a swig of alcohol from the bottle, place the stick in the bottle, and then aim the bottle at its target which all takes place while saying the magical words.

Once the spell is cast, 2 sparkling rockets of magical energy per level fly out of the bottle with a ear piercing whistle to unerringly strike their targets with a dazzling display of colours (see below). This includes enemy creatures in a melee. The target creature must be seen must be seen 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 rocket to "strike the captain of the guard", unless he can single out the captain from the rest of the soldiers. Specific parts of a creature be singled out. Inanimate objects (locks and the like) cannot be damaged by the spell, and the rockets disperse with no effect.

Very fascinating, the damage a rocket does is dependent on the state of intoxication the wizard is in. If in a state of slight intoxication, each rocket will do 1d4+1 points of damage. If in a state of moderate intoxication, each rocket will do 1d8+1 points of damage. If in a state of great intoxication, each rocket will do 1d12+1 points of damage. This is possibly the only instance where being more intoxicated is a benefit in combat.

When a rocket hits a target, a spray (5x10x10 foot wedge) of vivid multiple colours spring forth from the impact spot. Usually, the colour splash is harmless but dazzling. There is a 1% chance per level of the caster that the colour splash will be harmful. If harmful, then from one to six creatures (1d6) within the area are affected in order of increasing distance from the target. All creatures above the level of the wizard and all those of sixth level or 6 Hit Dice or more are entitled to a saving throw versus spell. Blind or unseeing creatures are not affected by the spell. Creatures not allowed or failing saving throws, and whose Hit Dice or levels are less than or equal to the wizard's level, are struck unconscious for 2d4 rounds; those with Hit Dice or levels 1 or 2 greater than the wizard's level are blinded for 1d4 rounds; those with Hit Dice or levels 3 or more greater than that of the wizard are stunned (reeling and unable to think or act coherently) for one round.

Lohocla's Enchanted Bartender and Staff

(Conjuration/Summoning)

Range: 0
 Components: V, S, M
 Duration: 1 hour per level
 Casting Time: 1
 Area of Effect: 40-foot radius
 Saving Throw: None
 Author: Reid Bluebaugh <c2mxblue@fre.fsu.umd.edu>

Lohocla created this spell for a tavern owner, who happened to be a retired adventurer wizard, that was having business trouble. Lohocla gave him 100 gold pieces, bestowed the bartending nonweapon proficiency on him, taught him an abundance of alcohol drinks, gave him the spell, and cast a permanency spell on an enchanted bartender to serve the wizard as a main bartender. The spell is not one normally studied by adventuring wizards but is often used by retired adventurers and other sedentary types.

This specialized version of the *unseen servant* was developed with one particular task in mind — bartending and barkeeping. The

Wizard Spells (1st level)

enchanted bartender and staff are magical forces under the control of the wizard.

The main power of the spell creates an enchanted bartender. It can perform simple barkeeping actions like making, serving, and doctoring drinks, wiping the bar, cleaning dirty drinking vessels, filling snack bowls, etc.

The enchanted bartender can only make mixed drinks that the wizard himself has prepared at some point in his life. Hopefully, the wizard has the bartending nonweapon proficiency so that his enchanted bartender can make perfect drinks.

Every three levels, the wizard can create an enchanted barmaid to assist the enchanted bartender. Thus, at level 3 the wizard can create one barmaid, at level 6 he can create two barmaids, at level 9 he can create three barmaids, etc. An enchanted barmaid cannot mix drinks like the enchanted bartender. An enchanted barmaid can perform simple barmaid actions like serving drinks and snacks, wiping off tables, sweeping up messes, etc.

Every six levels, the wizard can create an enchanted bouncer. Thus, at level 6 the wizard can create one bouncer, at level 12 he can create two bouncers, at level 18 he can create three bouncers, etc. An enchanted bouncer serves only one purpose: to expel disorderly persons (with the exception of the wizard of course) in a bar or tavern. An enchanted bouncer has a Strength of 18/1d100, a Dexterity of 18, and a number of hit points equal to the wizard's. If an enchanted bouncer is given resistance, he proficiently attacks with non-lethal combat such as punching and wrestling. DMs must be sure that a player does not abuse an enchanted bouncer's power. It is only created to expel disorderly people from a bar or tavern, not to enter the wizard's combative battles while adventuring.

The enchanted bartender and staff with the exception of the bouncers are no stronger than an *unseen servant* and no more dextrous than its creator. The enchanted bartender and staff can be left to do their duties on their own. If something disrupts the smooth flow of their routine (such as the arrival of Tiamat), the staff will go to the enchanted bartender who will seek the advice of its creator.

All creations may be dispelled by the caster at will. Also, an enchanted bartender or any staff other than the bouncers can be dispelled by taking 6 points of damage from area of effect attacks such as breath weapons, explosions, etc. A *dispel magic* will get rid of everybody. The material components of this spell are a block of birch wood and some string.

Magic Motes (Evocation)

Range: 0

Components: V, S

Duration: Special

Casting Time: 1

Area of Effect: The caster

Saving Throw: None

Author: Benjamin C. Ford <benford@wpi.edu>

Casting *magic motes* creates a number of motes of light around the caster. One mote is created at first level with one additional mote being created for every two levels of the caster beyond first to a maximum of five (as per *magic missile*). Each mote moves to intercept physical attacks or magical attacks that have some physical or magical form. The motes reduce the damage from such attacks by 1d4+1 points. Each attack causes one mote to disappear, except for area effect spells, which cause all the remaining motes to wink out of existence. If not used within one turn per level of the caster, any remaining motes wink out.

Masturbation (Enchantment)

Range: 10 yards

Components: S, M

Duration: 1 round per level

Casting Time: 1

Area of Effect: One creature

Saving Throw: Negates

Author: Mario R. Borelli <mario.r.borelli.3@nd.edu>

This spell causes the horniness of Arousal with the added irresistible urge to masturbate with any and all external sexual organs. This spell functions like a combination of an *arousal* cantrip with a *command* to "masturbate!". If no appendages are free for this purpose, the subject will rub the sexual organs against any nearby functional object. The material components are two pieces of cloth, rubbed quickly against one another.

Mental Notepad (Alteration)

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: Special

Area of Effect: The caster

Saving Throw: None

Author: Paul D. Walker <pdwalker@hk.super.net>

This spell allows the wizard to store information in the unused portions of his brain for later recall. The information thus stored will be available for complete recall as if the wizard was reading the information from a parchment in his hands.

The wizard is able to store up to two pages of information in the brain through the use of this spell. If at a later time, the wizard wishes to add more information, or change the information that is current in his brain, then the wizard will be required to recast the spell and memorise the information again. There can only be one spell active in the wizard's brain at anyone time.

The material component of this spell is a lead crystal sheet of no less than 50 gp value which disappears after the spell is cast.

Mental Rejuvenation (Necromancy)

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 1 round

Area of Effect: Creature touched

Saving Throw: None

Author: Brian J. Toleno <brian@opus.chem.psu.edu>

This spell allows the caster to restore psionic strength points to the target. The caster (who cannot be a non-psionicist) can restore 1d6 PSPs per level to the target. The target must be willing and the material components of the spell are a piece of the target's hair or a bit of their scalp.

Metal Arm (Abjuration)

Range: 0

Components: V, S, M

Duration: 1 round per level

Casting Time: 2

Area of Effect: The caster's arm

Saving Throw: None

Author: Al Singleton (Quasi Nogum) <eaay@catcc.bitnet>

The spell causes the caster's arm to become equivalent to a *medium shield*, +5. The material components are five platinum pieces that must be balanced on the wizard's forearm. These vanish into the caster's arm upon the beginning of the spell's effect.

Wizard Spells (1st level)

Mikkis' Appraising (Divination)

Range: 0
 Components: V, S, M
 Duration: 1 turn + 1 round per level
 Casting Time: 1 round
 Area of Effect: Object touched
 Saving Throw: None
 Author: Samuli Mattila <zam@vinkku.hut.fi>

The value of gems and art objects can be determined by the means of this spell. Objects must be well cleaned, which typically takes 5 rounds per object. Up to 3 items per level of the caster can be appraised. The chance of success is 50% + 5% per level of the caster. The material component is a bit of powdered silver.

Minor Annoyance (Illusion)

Range: 5 feet per level
 Components: V, S
 Duration: 1 round per level
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Martin Ott <p581mao@mpifr-bonn.mpg.de>

This spell creates the illusion (in both sound and feel) of a mosquito flying into the victim's ear. The victim will then act appropriately, which usually means stopping and trying to get the illusionary mosquito out of his ear, until either a successful saving throw versus spell is made, or the spell expires.

The spell can be used to interrupt casting of a spell. It will also increase the victim's chance of spell failure by 10% for every round the spell is effective after the first.

The victim gets a saving throw at the time of the casting, and at the end of each round thereafter. For every level the victim is above the caster, it gets a +1 bonus on the saving throw. The illusionary mosquito does not stop the victim from fighting, it does give it a -2 to-hit, however.

Minor Mimicry (Illusion/Phantasm)

Range: 0
 Components: V, S
 Duration: Special
 Casting Time: 1
 Area of Effect: Creature touched
 Saving Throw: Special
 Author: Brian Dawson

This spell allows the wizard to make the creature touched to appear as something else for the duration of the spell. The illusion has visual and minor auditory (such as crackling of fire, mumbling, etc., similar to an *improved phantasmal force*) components only. The form is chosen by the wizard, and unwilling creatures gain a saving throw. The illusion can be as small as half the size of the creature masked, and as large as something that would fit within ¼ cubic yard + ¼ cubic yards per level.

Once the form is taken, it remains almost stationary, with only minor movement possible; for example, a troll illusion could growl and make threatening motions but could not walk and attack, and a fire could dance and crackle but could not spread. For this reason, objects are the forms most often chosen. Movement is not possible for the recipient creature if the spell is to be maintained, as this would break the spell. If the recipient remains still or nearly still, however, the spell will last so long as the wizard maintains faint concentration (spell casting and taking damage breaks the spell, but talking and walking do not), and remains within 1 yard per level of the location of the recipient (obviously not a problem if the wizard and the recipient are the same person). If the spell is broken for any reason, it will last a further 1d3 rounds + 1 round per level of the wizard. The illusion does not follow any movement made by its recipient.

Mist (Evocation)

Range: 20 yards
 Components: V, S
 Duration: 2 rounds per level
 Casting Time: 1
 Area of Effect: Up to one 50-foot cube per level
 Saving Throw: None
 Author: Joseph Delisle <jdelisle@loyola.edu>

Mist creates a huge fog cloud that can be seen through, but reduces the range of vision greatly. In normal use, all sighting distances (see the *Player's Handbook*) are halved. Vision can be decreased to a third of its normal range by reducing the area of effect to one cube (with a 25-foot side) per level.

The shape of the cloud must be rectangular. For example, a 2nd-level wizard could create a *mist* of 100×50×50 feet.

Morrison's Next Whisky Bar (Divination)

Range: 0
 Components: V, S
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: One mile per level
 Saving Throw: None
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell is meant to be used by a wizard who is looking for a good place to have a blast and get blasted. The spell seeks out all establishments within range and instantly gives the caster a mental impression of the best place, with regards to its location, name, general appearance, and taste of the wizard. The spell determines which is the "best" location by considering the following factors, in descending order of importance: strength and quality of drinks served, wildness factor, size of bar, and inexpensiveness. If there is no such location (at all) within spell range, the caster must save versus death magic or fall into a 1d4 round coma, and emerges from it weeping but unharmed. This spell is also known as *Morrison's tavern locator*.

Murder Weapon (Divination, Necromancy)

Range: 0
 Components: V, S, M
 Duration: 1 turn
 Casting Time: 1 round
 Area of Effect: Weapon touched
 Saving Throw: None
 Author: Geoffrey Edward Fagan <gefagan@uokmax.ecn.uoknor.edu>

The caster of this spell can check one weapon per round to determine if it was used to kill a specific corpse, of whom he has a blood sample. A murder weapon is one that reduced the victim to zero hit points, or delivered the poison which did so. The material component of this spell is a drop of blood from the caster.

Narhwal's Blistering Pain (Divination)

Range: 0
 Components: V, M
 Duration: Special
 Casting Time: 1
 Area of Effect: Person touched
 Saving Throw: Negates
 Author: Eric Wayne Swett <4962@ef.gc.maricopa.edu>

This is a particularly annoying and potentially disgusting spell. The caster places his hands upon the bare flesh of the victim and immediately the victim takes 1d4-1 damage per level of the caster (a successful saving throw negates the effect). Large, pussy blisters grow from the place the victim was touched. This can have any number of

Wizard Spells (1st level)

ill effects upon the victim depending upon the location and the creativity of the DM.

The material component of this spell is some lamp oil rubbed on the hands of the caster.

NightShade's Components (Conjuration/Summoning)

Range: 0
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One component per level
 Saving Throw: None
 Author: Steve Bartell <stevebar@wordperfect.com>

This spell was created by the wizard NightShade, after a prison entrapment left her unable to cast spells because she lacked components. A similar spell, *conjure spell components* (see the *Tome of Magic* for details), was introduced a few years afterwards. The two are very similar, but each have their advantages and disadvantages. This spell causes the desired spell components to appear directly into the wizard's hands. The component cannot be man-made or exceed 1 gp value. The wizard can call forth one component per level. There are no restrictions in bringing forth animals or animal parts.

Orko's Initial Marker (Conjuration/Summoning)

Range: 5 yards per level
 Components: V, S, M
 Duration: Special
 Casting Time: 1 round
 Area of Effect: One defeated creature
 Saving Throw: None
 Author: Orko

When this spell is cast, it creates a giant black (or other colour) magic marker to appear and draw the wizard's initials on a defeated victim. The marker will draw on any surface: water, fire, magma, acid, etc. The wizard can choose to alter the colour of the marker if he wishes. The material component for the spell is a piece of black cloth.

P.M.S. (Conjuration)

Range: 10 yards
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Special
 Author: The Carnal Knowledge Guide <c/o c2mxblue@fre.fsu.umd.edu>

P.M.S. causes the subject to experience an unceasing, agonizing, dull throbbing pain throughout the groin and lower abdomen, as though all the muscles in that area were clenched like a vice. THAC0 and all saving throws are treated as if the subject were one level lower (a 0th-level or 1st-level character automatically misses or fails), and Constitution and Charisma are reduced by one for the duration of the spell. A successful saving throw results in a nagging headache reducing Constitution and Charisma by one for the duration of the spell. The material component is a clamp.

Painful Wounds (Necromancy)

Range: 10 yards
 Components: V, S, M
 Duration: 1 round per 2 levels
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Special
 Author: Robert A. Howard <ssa94isa06@rcnvm.rcn.mass.edu>

This spell causes any existing wounds (caused by *bleeding touch*, or any blow of 4 or more points of damage, or when the victim is at half its maximum hit points or less) to become excruciatingly painful. Wizards do not need to hit their chosen victim. The victim must make a saving throw versus paralysis or be unable to do anything but roll on the ground screaming in pain. The material component is a pinch of powdered quartz crystal.

Painting (Illusion/Phantasm)

Range: 12 feet
 Components: V
 Duration: Concentration
 Casting Time: 1
 Area of Effect: 2-foot long cube
 Saving Throw: Negates
 Author: Unknown

By the means of this spell the wizard can create an illusion of whatever he wants, as long as he concentrates and the illusion remains in the area of effect. It is usually easy to recognise what the illusion is supposed to be of, but any creature that can do so can also recognise that it is an illusion.

Personal Magnetism (Alteration)

Range: 5 yards + 1 yard per level
 Components: V, S, M
 Duration: 5 rounds per level
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: Negates
 Author: William T. South <tsouth@netcom.com>

By means of this spell, a wizard is able to endow a single target creature with a magical field which causes all creatures within the area of effect (of the same basic species) to be drawn toward the target creature, much in the way that metal is attracted to a lodestone. The spell will affect target creatures of up to 4+2 Hit Dice. A saving throw versus spell will totally negate this spell, but the Hit Dice of the target creature modify its saving throw in the following manner:

Hit Dice	Saving Throw Modifier
less than 1	-4
less than 2	-3
less than 3	-2
less than 4	-1
4+	0

Creatures that have magical auras are totally immune to this spell. This includes dragons, cockatrice, etc.

If the spell dweomer successfully affects the target creature it will then attempt to attract all surrounding creatures of the same species, causing them to move at their normal movement rate (and locomotion) toward the target creature. The area of effect is a sphere around the target creature which extends outward up to 1 yard per level of the wizard, up to a maximum of a 10-yard radius. The number of creatures within the area of effect which the dweomer will attempt to attract is equal to twice the current level of the wizard. The wizard is unable to change this number in any way and may himself be affected by the dweomer (if of the same species as the

Wizard Spells (1st level)

target creature) if caught within the area of effect. For purposes of this spell, hybrids are considered an individual species, so half-orcs would only attract other half-orcs, not other orcs or humans.

The area of effect is stronger near the target creature and therefore has more of a chance to attract a being toward the target than at the outer limits of the sphere. The outer 1 yard of the area of effect will always allow creatures a normal saving throw versus spell against the attraction. But, for every yard closer, the creature is penalised by a cumulative -1 modifier to its saving throw. Here are examples of a 1st-level, 5th-level, and 10th-level (or higher) wizard casting this spell:

1st-level wizard:
 distance in yards 0 1
 saving throw modifier - 0

5th-level wizard:
 distance in yards 0 1 2 3 4 5
 saving throw modifier - -4 -3 -2 -1 0

10th-level wizard or higher:
 distance in yards 0 1 2 3 4 5 6 7 8 9 10
 saving throw modifier - -9 -8 -7 -6 -5 -4 -3 -2 -1 0

A successful saving throw against the attraction means that the spell is unable to attract this creature toward the target creature.

Note that the wizard may reduce the size of the area of effect to less than he is able to affect (in one-yard decrements) but the saving throw modifiers are a product of the size of the area of effect, not the level of the wizard casting the spell. This means that if a 10th-level wizard reduces the area of effect to a one-yard sphere it would only be able to affect creatures within one yard of the target creature and they would receive a normal saving throw, but he will still be able to try to attract 20 creatures toward the target whereas the 1st-level wizard would only be able to attract 2. Also, remember that the area of effect is three-dimensional, and can affect creatures through any material that does not shield against magic (lead, for example). Creatures that are physically unable to become "stuck" to the target will stick to whatever physical object is blocking their path, such as walls, floors, doors, etc.

If any creatures become "stuck" to the target creature, it and whatever is stuck to it become entangled with each other, effectively reducing their normal movement rate to 0. Creatures being drawn toward the target are totally unable to attack, but may attack from the mass with one attack form per round if the attack does not require melee combat (breath weapon, gaze, etc.). If the combat form requires physical contact, a "stuck" creature is only entitled to attack once per round and only if it is first attacked by someone striking at it while it is entangled. Attacks on entangled creatures are at +4 to-hit, and the creatures are penalised -3 on the return attack. Also, creatures so entangled lose all Armour Class bonuses for Dexterity and cannot cast any spells requiring somatic components.

The material component of this spell is a *lodestone* of at least 2 gp in weight. It will disintegrate if the target creature successfully saves against the spell. Otherwise, it is reusable, and only need be touched during the casting to act as a focus for the wizard.

Pilpin's Mapper (Conjuration/Summoning)

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

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

on) and a vial of ink. Neither is consumed in the casting, except for some drops of ink.

Pilpin's Prompt (Conjuration/Summoning)

Range: 0
 Components: V, S, M
 Duration: 1 week per level
 Casting Time: 1
 Area of Effect: The caster
 Saving Throw: None
 Author: Pilpin

This spell is used to remind the wizard of an appointment or event. The wizard decides when and what to be reminded of (within 1 week per level), and a voice only the wizard can hear will deliver the reminder at that time. The reminding message can be up to 20 words long. The material component is a small piece of elephant hide.

Power Word, Attention (Evocation)

Range: 0
 Components: V
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: All creatures in a 50-foot radius
 Saving Throw: None
 Author: David E. Brooks Jr. and Elizabeth H. Brooks
 <dbj@central.keywest.mpgn.com>

This is an ancient spell of unknown origins that has been in common use for untold centuries. As the name implies, the utterance of *power word, attention* will get the attention of any and all creatures within a 50 foot radius, regardless of any languages they may speak. It is the caster's responsibility to make use of the temporary situation, for the creatures affected by this spell will resume their normal activities within a single round. Repeated use of this spell in a short time span is poorly received in many (if not all) locales.

Creatures involved in spellcasting, combat, deafened, under the effect of a *silence* spell or involved in any other pursuit requiring concentration are not affected by *power word, attention*.

Power Word, Rut (Conjuration/Summoning)

Range: 5 yards per two levels
 Components: V
 Duration: 1 hour per level
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: None
 Author: The Carnal Knowledge Guide <c/o c2mxblue@fre.fsu.umd.edu>

When this spell is cast, the recipient gains a condition of sexual excitement and productive activity. This is reflected in a +2 modifier for every three levels of the wizard to Dexterity with respect to having sex. Thus, this spell won't affect 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 are lost and one point of Charisma is gained. These bonuses end when the spell ends.

Wizard Spells (1st level)

Projected Light (Alteration)

Range: 0
 Components: V, S
 Duration: 1 turn per level
 Casting Time: 1
 Area of Effect: 50-foot long, 1-foot wide beam
 Saving Throw: None
 Author: François Menneteau <mennetea@acri.fr>

A beam of light (equal in strength to a lantern) springs forth from the caster's palm. This beam is not powerful enough to harm or blind creatures. By clenching his hand to a fist, the light can be temporarily extinguished.

Protection from Chaos [1] (Abjuration) Reversible

Range: 0
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 1
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Unknown

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

Furthermore, any and all attacks launched by chaotic creatures incur a penalty of -2 from dice rolls to hit the protected creature, and any saving throws caused by such attacks are made at +2 on the protected being's dice. This spell can be reversed to become *protection from law*, although it then still keeps out enchanted or summoned chaotic creatures as well.

To complete this spell, the wizard must trace a 3 feet diameter circle upon the floor or ground with powdered obsidian for *protection from law* and powdered glass for *protection from chaos*; or in the air using burning incense or burning dung with respect to law or chaos.

Protection from Chaos [2] (Abjuration) Reversible

Range: 0
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 1
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell is basically identical to *protection from evil*, save that, in addition to protecting against summoned and conjured creatures, it protects against all chaotic creatures in the same manner as the other spell protects against evil creatures.

The reverse of this spell is *protection from law*. To complete this spell, the caster must trace a 3-foot diameter circle upon the floor with powdered obsidian for *protection from law* and powdered glass for *protection from chaos*.

Protection from Rain (Abjuration)

Range: 0
 Components: S, M
 Duration: 1 hour per level
 Casting Time: 1
 Area of Effect: The caster
 Saving Throw: None
 Author: Geoffrey Edward Fagan <gefagan@uokmax.ecn.uoknor.edu>

After casting this spell, the wizard will remain dry even if standing in the midst of a torrent. The wizard is protected from splashes and falling drops, but he is not protected from more concentrated bodies such as puddles. The water will simply bead and flow down an invisible field which surrounds the wizard and his clothing at a distance of about one inch. An oiled leather rag is the material component of this spell.

Quantas's Target Bow (Enchantment)

Range: 0
 Components: V, S, M
 Duration: 2d4 rounds + 1 round per level
 Casting Time: 2
 Area of Effect: Bow touched
 Saving Throw: None
 Author: Quantas

While this spell is in effect, any arrows fired from the bow (which may not be a crossbow) are +2 to hit a specific target. The wizard must be able to see the target, and call his shot. The +2 only affects hits on the target, not on someone or something that gets in the way.

If the target is in melee, the target gets a +2 to its size rating when the DM determines the odds of hitting the target as opposed to those around it. For example, if firing on a size six giant who is in melee with a size two elf, there would normally be a one in three chance to hit the elf. With target bow in effect, the giant would be raised to size eight, giving only a one in four chance to hit the elf. Should the arrow go at the elf anyway, it would not get its +2 to-hit (since the giant is the target).

Note that the arrow fired from the target bow is in no way magical. The material component is a feather from a bird of prey, rubbed against the bow string.

Random Spell I (Invocation/Evocation, Wild Magic)

Range: 0
 Components: V
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One spell
 Saving Throw: None
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This risky spell draws upon the chaos of magic to form magical energy into a spell of more power than the wild mage could otherwise be casting. *Random spell*, when casts, creates an effect equal to a randomly selected spell of second or third level. The wizard does not know what spell will be duplicated: that is determined the instant the spell is cast. The casting time of the second spell is one round, and it must be cast in the round following the casting of *random spell*.

In that instant, the wizard learns the basics of how the spell is to be targeted. The wizard might know to select a single target, a centre point for an area effect spell, an object, a direction (for a cone or similar spell), or whatever. If there is no suitable target within range, *random spell* fails. If appropriate, the duration is also determined this way. The wizard learns nothing else, including whether or not the spell is harmful or helpful.

Random spell should be rolled off of a fairly large list of spells that includes both common and unusual spells. The lists in the back of the *Forgotten Realms* book would work quite well, but any other list will do. DMs should not include spells with a normal casting time of one turn or more in this list.

Wizard Spells (1st level)

Repel Lesser Quasi-Elemental (Abjuration)

Range: 0
 Components: V, S
 Duration: 1 round per level
 Casting Time: 1
 Area of Effect: 10-foot radius sphere
 Saving Throw: None
 Author: François Menneteau <mennetea@acri.fr>

This spell prevent lesser radiance, lightning and mineral quasi-elementals from entering the area of effect.

Reverse Sexual Orientation (Alteration)

Range: 10 yards
 Components: V, S, M
 Duration: Special
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Special
 Author: Mario R. Borelli <mario.r.borelli.3@nd.edu>

This spell temporarily converts a creature's sexual orientation from hetero- to homosexual, or vice versa. A bisexual who favours one gender will now favour the other, and a bisexual equally disposed towards both genders is unaffected. Asexual creatures or creatures of species with more than two genders will be affected, if at all, by DM's discretion.

There is no saving throw per se against this spell. Rather, upon first experiencing sexual attraction in the altered way, or upon first questioning one's unexpected lack of accustomed sexual attraction, the subject, if strenuously disapproving, is allowed a Constitution check at -4. A successful Constitution check will experience a strong but repressive erotic attraction towards a single individual for 1 round per level of the spellcaster, after which the effects permanently vanish. A new Constitution check may be made once per day, but with a cumulative penalty of -1 per day. A check of 1 always succeeds.

The material component is a concave lump of clay which the caster remoulds into a convex lump.

Revulsion (Enchantment)

Reversible

Range: 0
 Components: V, S, M
 Duration: 1 turn + 1 round per level
 Casting Time: 1
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: Mario R. Borelli <mario.r.borelli.3@nd.edu>

Successful casting of *revulsion* leaves the recipient disgusted to the point of nausea at any prospect of engaging in sexual activities of any kind, no matter how minor. The reverse of this spell, *indifference*, eliminates any negative thoughts or feelings the recipient may have and replaces them with utter indifference. The material component of this spell is a leech or the eye of a tuna.

Roland's Disrobement (Conjuration/Summoning)

Range: 1 yard per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: The caster
 Saving Throw: None
 Author: Magii-Milkman <sffg_jbranne@jmuvox.bitnet>

This spell allows the caster to remove all of his clothing and replace it with another set of clothing in an instant. This clothing can be normal or magical, metal armour or leather, anything the wizard is currently wearing. However, the spell cannot place armour onto the caster's body. The clothes to be donned must be within the spell range. The material component for this spell is a piece of parchment with the word "wardrobe" written in elvish. The somatic and material components consist of the cast pointing at himself and saying the magic word "Hannskrischenandersun".

Origins: a grey elf mage/thief once lived in Furyondy and was apprenticed at his uncle's, the magister of a castle deep in the heart of the country. He was always having to take off his leather armour in order to cast spells, so he decided to research a spell that would allow him to change out of it in an instant.

Unfortunately for poor Roland, he was executed by the new magister who hated elves. However, it was fortunate that he did not research it because it wouldn't have worked the way he wanted it to. You see, having a 4 Wisdom, Roland never figured out that you can't ever cast this spell in armour.

Roteley's Wildbolt (Evocation, Wild Magic)

Range: 60 feet + 10 feet per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 2
 Area of Effect: Special
 Saving Throw: Special
 Author: Michael Karapcik <karapcik@sunburn.ec.usf.edu>

This powerful spell can inflict a great deal of damage, but it harms the wizard in the process. With this spell, the wizard himself becomes a channel for a bolt of raw, destructive energy. The wizard, however, becomes greatly damaged by this channelling; the more powerful the bolt, the more damage the wizard takes. When this spell is cast, the wild wizard takes 1d3 points of damage per level he possesses, plus an optional 1 HP per level (the caster need not use all the optional damage). For each point of damage the wizard takes, the bolt does 1d4 in damage to the target. For example, a 10th-level wizard with 38 HP uses a bolt with an additional 7 points of damage (he is guaranteed at least one hit point left). The wizard rolls 10d3+7, and gets a total of 29. The wizard takes 29 points of damage, and the target takes 29d4 in damage. Note that there is no saving throw for the wizard or target to reduce damage. The wizard can cast this spell as if at a lower level in order to reduce damage taken. Certain spells will offer some protection against the bolt (for the target only): *shield*: absorbs one dice damage per round duration left, rounded up, *shield* duration reduced appropriately; *minor globe of invulnerability*: as above, one round per 3 dice damage; *globe of invulnerability*: as above, one round per 5 dice damage; *brooch of shielding*: one charge per two dice damage absorbed.

Spells or prefixes (White Wolf Magazine) which augment damage affect the damage the caster takes; the target, however, only takes 1d2 points in damage for each augmented point the caster takes. For example, if the caster above could do an extra point of damage per die from another spell affect, he would take 39 points of damage, knocking him unconscious, doing 29d4+10d2 in damage, raising the average damage from 73 to 88 HP, probably at the cost of his life.

The damage incurred from a *wildbolt*, for both the caster and target, can be healed normally.

Wizard Spells (1st level)

Sand Glass (Alteration)

Range: 1 foot
 Components: V, S, M
 Duration: Permanent
 Casting Time: Special
 Area of Effect: Special
 Saving Throw: None
 Author: Marcos A. Avila (Mizar, the Brilliant) <marcos@ifi.unicamp.br>

This simple spell allows wizards to create small glass objects (up to 3 pounds) out of sand. If used creatively, it is a handy spell for many situations. The caster can shape the glass in any way he wants, but trying to duplicate an existing object or creating something complex or valuable will require the proper artistic proficiencies. The caster can produce either transparent or translucent glass. Common products of this spell are cups, bowls, vials, small windows, crystal bullets, cutting shards, and so on. The spell itself doesn't produce sharp enough edges for cutting, but this can be done after the glass is made. It takes at least one round to prepare the glass, plus a variable time for the shaping, dependant on the object's complexity (DM's discretion).

The material component of this spell is a small crystal lens to concentrate any light source stronger than torchlight on the sand. The lens is not expended.

Sand Skin (Conjuration)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 round
 Area of Effect: The caster
 Saving Throw: None
 Author: Unknown

By this spell, the wizard will cover himself with sand that will repel damage. The wizard will be able to cover himself with enough sand to block 8 HP + 1 HP per level of damage. The type of sand used causes the body to be slightly shaded to that colour. The spell lasts until all the points are used up. Multiple casting only raise you back to the maximum of a single casting.

The material components needed are: ground granite, sandstone, or some other type of fine sand.

Sand Spray (Alteration)

Range: 20 feet
 Components: V, M
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: None
 Author: Unknown

By means of this spell, the wizard sends out a spray of sand in a horizontal arc of 90 degrees in front of himself. This attack is resolved on the fighter's missile attack table. If successful, it will blind 1d4 individuals in the field of fire for one round. Those individuals blinded will suffer a -4 penalty to their attacks, while giving the wizard and his companions a +4 gain to their attack rolls — for the remainder of the round — or give them a 2-round head start to flee. The material component is the sand to be sprayed.

Sangfroid (Abjuration)

Range: 0
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 1
 Area of Effect: The caster
 Saving Throw: None
 Author: Martin Ott <p581mao@mpifr-bonn.mpg.de>

This spell confers immunity to all "nuisance" cantrips and 1st-level spells cast upon the bard. In addition, it gives the bard a +4 bonus to his saving throws versus such spells of second level or higher. This spell is primarily used while performing, as it keeps outside events such as hecklers and *taunt* spells from interrupting the bard's performance. The material component for this spell is a chip of granite.

"Nuisance" spells are those that do no damage, but are designed to adversely affect the bard's concentration, train of thought, or senses. Most illusion and charm spells fall into this category, as do *blindness*, *deafness*, and other such spells that otherwise cause blindness or deafness. All three variations of the *annoyance* spell (q.v.) are included as well. There are more such spells, but an exhaustive list here is unwarranted.

Sanh's Ray of Light (Evocation)

Range: 6 yards + 1 yard per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

This spell is a more powerful version of *Sanh's harmless ray of light*. If a saving throw versus death magic is failed, the victim suffers 1d6 points of damage plus one per level of the wizard. A fumbled saving throw results in the victim being permanently blinded in one eye and dazzled for 1d6 rounds (-2 on all rolls).

As per the cantrip, *Sanh's ray of light* is basically a laser beam. The colour is chosen by the wizard, but multichromatic light, such as sunlight, cannot be duplicated. Since the beam itself is not magical, magic resistance has no effect against this spell.

Sara's Searing Skean (Summoning)

Range: 60 yards + 10 yards per level
 Components: V, S, M
 Duration: Special
 Casting Time: 2
 Area of Effect: One creature
 Saving Throw: None
 Author: Sara

Sara's searing skean summons a sprite from the elemental plane of fire which is manifested on the prime material plane as a flaming aura surrounding a silver dagger in the possession of the wizard. To invoke the skean, the wizard points the silver dagger at the intended target and speaks a command word. The flame leaps off the dagger and unerringly strikes the target indicated by the wizard. Even if the target is engaged in melee, it need only be seen by the wizard in order for the spell to succeed.

The attack of the skean results in damage of 2 HP + 1d3 HP per level of wizard to a maximum of 9d3 at ninth level. Also, flammable objects such as paper or wood will be ignited by the flames, and undead receive normal damage from the attack. The sprite will not travel through or over water, but does double normal damage to creatures from the elemental plane of water which are otherwise "standing" in open air. The dagger does not harm fire-using creatures or creatures from the elemental plane of fire.

After its attack, the sprite normally returns to the elemental plane of fire, however, there is a 5% chance that the sprite will remain,

Wizard Spells (1st level)

attacking the nearest creature (possibly even the wizard) on the next round. The sprite must make this 5% roll each round it stays away from the elemental plane of fire, and for each round the sprite remains, the strength of its attack is reduced by 1d3 until it dissipates. If the sprite's attack strength falls below 1d3, it will automatically return to the elemental plane of fire. For every level of the wizard's experience beyond the first level, the probability of the sprite remaining is reduced by 1%.

The material component of this spell is a silver dagger which may be reused, and a pinch of sulphur which is thrown into the wind. The results of this spell on planes other than the prime material plane are currently undefined.

Seduce Undead (Necromancy)

Range: 10 yards
 Components: V, S, M
 Duration: 24 hours
 Casting Time: 1
 Area of Effect: One undead + 1 undead per 2 levels above ninth
 Saving Throw: None
 Author: Mario R. Borelli <mario.r.borelli.3@nd.edu>

This spell creates a standing order with one or more undead to engage in sexual behaviour of the caster's choice with the caster. The undead will make no effort to harm the caster, although disease from a zombie's touch or mummy rot, for example, may of course occur. Each orgasm achieved by the caster causes 1d6 damage to the undead. The material component is a drop of semen mixed with menstrual blood.

Seduction I (Enchantment/Charm)

Range: 1 yard
 Components: V, S
 Duration: 1 turn
 Casting Time: 1
 Area of Effect: One person of 4 HD or less
 Saving Throw: Negates
 Author: John Daniel <c548285@umcvmc.missouri.edu>

This spell is primarily used by witches (some warlocks have customized it for their use). This spell causes the affected person to cast aside all weapons, armour, and clothing, in an attempt to seduce the witch, leaving the victim virtually defenceless against attacks from the witch or any other character or creature. Immediately after *seduction* wears off or is dispelled, the victim can retrieve one of his dropped weapons on a roll of 11 or more on 1d20. If the roll is 16 or more, the victim may also retrieve a shield or helmet. Rolls may be repeated each round until successful, as long as the victim stays within grasping range of the weapon or other object to be recovered.

The saving throws is a throw versus spell, modified by Wisdom only (no magical protection devices apply). Furthermore, the victim must save at -1 for every two points of Charisma of the caster above 12, rounded up (-1 at Charisma 13 or 14, -2 at 15 or 16, etc.).

Shadows (Illusion/Phantasm)

Range: 0 or 6 yards (see below)
 Components: V, S
 Duration: Special
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: None
 Author: Brian Dawson

This spell has three different potential functions, the choice of which may be made at the time of casting:

Hide. The wizard may cast shadows upon himself, with this covering giving him a chance of hiding in shadows as that for a thief of equal level. The wizard can take advantage of (or is penalised by)

Dexterity and racial adjustments. This form of the spell is only shadow enhancing, so an effort must still be made to hide. It can be cast only on the wizard's person (a range of 0 for this function), and the wizard must remain still and concentrate faintly to maintain the shadows. This can only be of use where shadows already exist. If the wizard is also a thief, this spell can be used to either give the chance of hiding as described above or add a 2% per level (wizard's level) to the character's normal thief chances of hiding in shadows.

Distract. This version causes a number of shadowy forms to dart about up to 6 yards distant in a 2-yard square area, until the spell expires. This could be most distracting, for it appears as though there are humanoid and possibly animal forms moving about. These shadows cannot exist in sunlight or a continual light, but could still be seen jumping between areas of cover.

Scare. This version creates the illusion of a number of humanoid forms, appearing exactly as the undead shadow. Up to 1 form per level can be made, appearing in a 10 feet + 1 foot per level square area. The wizard has control over each form's actions. While they may look like shadows, they are completely powerless (with the exception, perhaps, of causing fear or uncertainty — a normal reaction for one confronted with this situation). The wizard must maintain concentration, and even then the maximum duration of 3 rounds per level still applies. If he breaks concentration, the shadows will last 1d2 rounds longer before fading away.

Sharpen (Alteration)

Range: 0
 Components: V, S, M
 Duration: 3 months per level
 Casting Time: 1 turn
 Area of Effect: One weapon
 Saving Throw: None
 Author: Unknown

This keeps a sharp edge on any one weapon for at least the time period specified, provided the weapon is used normally only (i.e., in combat).

Shrapnel Shot (Alteration, Evocation)

Range: 120 yards + 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: ½
 Author: Benjamin C. Ford <benford@wpi.edu>

This spell fires a burst of shrapnel at the target. The shrapnel travels in a straight line towards the target. Any intervening creatures must save versus dragon breath or be the spell's new target.

The target is hit by 1d8 pieces of shrapnel, plus one piece of shrapnel per level of the caster. Each piece causes 1 HP of damage and counts as a separate attack (great for reducing spells such as *stoneskin*). A saving throw versus spell reduces the number of hits by half. The maximum number of hits is 1d8+8 at eighth level. The hits from the rocks themselves cannot be countered by magic resistance, as they are natural rocks. However, the enhancement that allows the rocks to damage magical creatures is affected by magic resistance.

The material component of this spell is a stone that weighs at least one pound.

Wizard Spells (1st level)

Sigil (Conjuration/Summoning)

Range: 0
 Components: S, M
 Duration: Permanent
 Casting Time: 1
 Area of Effect: Object touched
 Saving Throw: None
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

The wizard may inscribe or write his personal sigil, emblem, or seal over any non-magical item. The sigil will prevent the opening of any door, chest, or lock until dispelled, and any person touching the item inscribed with the sigil (other than the wizard) will receive 1d4 points of damage. If a *knock* is used to open the item inscribed, the item will open normally, but the damage is still inflicted. The material component of this spell is a key, which is consumed in the casting.

Simple Distillation (Alteration)

Range: 0
 Components: V
 Duration: Permanent
 Casting Time: 1
 Area of Effect: 5 gallons per level
 Saving Throw: None
 Author: Christopher A. Snyder Jr. <vnwkvza@grove.iup.edu>

No material components. No gestures. Just a complicated guttural verbal component. Many wizards have tried to reduce this spell to a cantrip. However, it doesn't seem to be possible to reduce the verbal component enough to do this. Perhaps adding a small somatic gesture?

Each casting halves the volume and effectively doubles the percent alcohol in the liquid it is cast upon. The catch is that the water goes first. Thus, if beer containing 10% alcohol is placed in the pot, then it will lose half its volume, but will now contain 20% alcohol. When all the water is gone, some other liquid (juice, etc.) has to go next (DM's choice).

Effects are similar to *Darkblood's travel size distillery* (see the *Net Alcohol Guide* for more information on this item). In fact, this is one of the spells Darkblood used in creating his distillery.

This spell has no effect on any living being, except (perhaps) water elementals. This is up to the DM. For example, the water elemental must save versus spell or lose half its remaining hit points when struck by this spell. A successful saving throw indicates half damage or loss of fourth of the remaining hit points. This is clearly a very powerful spell against water elementals, but how many times does one see water elementals? If this is a problem than simply rule it doesn't affect water elementals either, or lower the damage it causes.

Skank (Enchantment/Charm)

Range: 0
 Components: V, S
 Duration: 5 rounds per level
 Casting Time: 1
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: James A. Hooper <hooper2@snycanva.bitnet>

This spell turns an innocent, sweet person into a wild and crazy nymphomaniac. The affected person will be struck by nymphomaniac insanity for the duration of the spell. This spell is very popular with apprentices at school who like to cast it on haughty, preppy girls.

Skeleton (Necromancy)

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 hour
 Area of Effect: Corpse touched
 Saving Throw: None
 Author: Jeff Vogel <jvogel@jarthur.claremont.edu>

With this spell, a necromancer can turn one humanoid corpse into a skeleton. The skeleton may then be controlled as per *animate dead*. A wizard may have only one skeleton per level in existence through use of this spell. The material component of this spell is a salve that requires 50 gp and 24 uninterrupted hours to create.

Hit points of the skeleton are determined randomly. Disposing of skeletons with insufficient hit points is possible, if expensive. When a skeleton created by this spell is damaged, the damage cannot be repaired.

Skip Object (Alteration)

Range: 60 feet
 Components: V, S
 Duration: Special
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: Special
 Author: Joshua Rosenfeld <emilus@u.washington.edu>

This spell can be cast on any non-living object with a volume no greater than 1 cubic foot per level of the caster. Magical items and those items held or worn by an unwilling creature receive a saving throw of 12. Magical items with pluses or minuses receive a bonus to their saving throw equal to this modifier (which means that a cursed -2 sword would receive the same bonus as a +2 sword). Other magic items receive bonuses corresponding to the strength of their magic (as determined by the DM): +1 for weak magic, +2 to +3 for moderate magic, and +4 (or more) for strong magic. Artifacts and relics are not affected by this spell. For every third level of the caster, this saving throw is further modified by a -1 (-1 at third level, -2 at sixth, etc.). The effect of this spell is to cause the object in question to be skipped forward in time a number of rounds equal to the factorial of the caster's level, plus one (a 5th-level wizard, for example, can skip an object forward $5+4+3+2+1+1=16$ rounds). During the time the object is being skipped, it ceases to exist, and there is no way to affect it in any way. When it reappears, if something has moved to occupy the space it previously was in, it will move to the nearest open space. The caster can choose to bring the object back any time before the expiration of the spell, at which time the spell ends.

Skulkskin (Illusion/Phantasm)

Range: 0
 Components: S, M
 Duration: 1 turn per level
 Casting Time: 1
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Brian Dawson

Similar to the effect of the skulk's renowned ability, this spell enables the recipient to change colour so as to blend with his background; however, unlike the skulk's ability, it changes not only the skin colour, but the colour of any items worn or carried also. The chance of successfully hiding depends on the activity of the recipient, as shown on the following table:

Movement Rate	Chance of Success
0 (stationary)	80% + 2% per level
Up to 1	60% + 2% per level
Up to 3	40% + 2% per level

Up to 6
Faster
20% + 2% per level
2% per level

The recipient may attack without ruining the spell, and will surprise on a 1-4 in 6 if successfully hidden from view. Once seen, a creature cannot successfully hide from an observer until first moving out of its line of sight. Note that chances to detect invisibility (see the *Dungeon Master's Guide*, page 60) apply against this spell. The material component is a bit of skin from a colour changing creature (such as a chameleon, troglodyte, skulk, pseudo-dragon, etc.).

Slivers of Stone (Invocation/Evocation)

Range: 30 yards + 10 yards per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 1
Area of Effect: One creature
Saving Throw: None
Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell creates a stream of sharp stone shards that unerringly hit their target. The stones inflict 1d4 + 1 points of damage. For every three levels gained, the wizard inflicts another 1d4 + 1 points of damage. This spell is the earth elemental version of the *magic missile* spell, and protections against that spell are also useful against slivers of stone. *Slivers of stone* has the same limitations as *magic missile*. The material component of this spell is a handful of stones, which must be thrown at the target.

Small Fire Ball (Evocation)

Range: 5 yards + 5 yards per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 2
Area of Effect: One target
Saving Throw: ½
Author: Unknown

This is similar to a normal *fireball* with the following exceptions: only one target is affected (the wizard chooses the target and the *fireball* expands until the target is engulfed), damage is 1d4 HP per wizard's level (up to a maximum of 10d4), and exposed items receive a +2 on their saving throws. The material components for this spell are a bit of burning incense, and a gem worth at least 5 gp; both are consumed with the casting.

Smelt (Alteration)

Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 2 rounds
Area of Effect: Special
Saving Throw: None
Author: Keith C. McCormic (Darktooth) <dunkelza@twain.ucs.umass.edu>

This spell reduces a quantity of metal ore to the pure metal it represents. No slag is left, as it is consumed to provide energy for the spell.

A wizard may reduce an amount of metal, per level, as shown by the table below:

Ore	Amount	Metal Resulting
Lead	80 pounds	60 pounds
Copper	50 pounds	30 pounds
Bronze	40 pounds of copper + 10 pounds of tin	30 pounds
Brass	40 pounds of copper + 10 pounds of zinc	30 pounds
Tin	50 pounds	30 pounds

Iron	20 pounds	10 pounds
Steel	10 pounds of steel + 1 pound of charcoal	5 pounds
Silver	30 pounds	20 pounds
Gold	50 pounds	¼ pound
Mithril	1 pound	1 ounce
Mercury	1 pound	1 ounce

By this method, low-level wizards should be able to smelt the daily products of a small mine. DMs should assign values to other metals based on their rarity, value, and usefulness as above.

When the spell is cast, the caster must place a small amount (a coin, drop, or small bar) of refined metal of the appropriate type on top of the pile of ore. Then, as he speaks the words and makes motions of pumping a bellows or hammering, a bright light surrounds the ore, blinding all who look at it and fail to save versus paralysis for 1d6 rounds. No heat is produced by this. When the light fades, a block of the pure metal of the indicated weight is seen resting on the same surface the ore was on. In the case of mercury, the caster must place the ore in a bowl before casting, or the fluid runs off.

Smiley (Alteration, Evocation)

Range: 10 feet per level
Components: S
Duration: Permanent
Casting Time: 1
Area of Effect: One object
Saving Throw: None
Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell creates a smiley face which appears on the object to be affected. This smiley is created from the same material as the object on which it appears: if cast on a cloak it appears as an ironed-on smiley, if cast on a shield it appears as a painting, etc. The smiley face cannot be removed without the use of *dispel magic* — and if this is tried it always works at one hundred percent, but with the vanishing of the smiley the material it was on also vanishes — so that you get a smiley shaped hole in the object, which does not destroy the object nor does it render it unusable, but you have a hole in it nonetheless. Even a mug which had *smiley* cast on its bottom which was removed by *dispel magic* will have hole in its bottom but it can still be filled with liquid without the liquid running out of the bottom.

Snapshot (Invocation/Evocation)

Range: 0
Components: V, S
Duration: Instantaneous
Casting Time: 0
Area of Effect: One page
Saving Throw: None
Author: Geoffrey Edward Fagan <gefagan@uokmax.ecn.uoknor.edu>

With this spell, the wizard causes an image of whatever he sees, even thermal images and magical auras, to appear on a sheet of parchment or vellum.

Spellcrystal I (Conjuration, Invocation)

Range: 0
Components: V, S
Duration: 1 month + 2 months per level
Casting Time: 1 round
Area of Effect: One crystal
Saving Throw: Special
Author: Kris <simonis@stpc.wi.leidenuniv.nl>

With this spell, a wizard can harness and store the energy used to cast spells for later use — to enhance other spells. This requires a crystal of at least 100 gp worth. This crystal, once forged, is far from stable, and if not handled carefully, it will detonate in a wild surge.

Wizard Spells (1st level)

To determine whether a crystal detonates, roll an item saving throw as for rock (crystal) with a -4 and a +1 per two levels of the caster. If magic is released (either by a casting or by another crystal that detonates), roll a saving throw versus crushing blow for everything and everyone within a 1-foot radius of the crystal.

If such a crystal is placed within the area of a *stabilize* spell it gets a +4 on every saving throw. Also, if a crystal does detonate it doesn't release a surge. Instead, the magic just fizzles away (this is really handy because now a chain reaction cannot be caused). Thirdly, the time spent within a stabilized area doesn't count against the duration of the spell.

In a dead magic area the energy just fizzles away. When entering the area, the crystal must save versus disintegration or be rendered normal again. Detonating crystals just fizzle in this area. Upon entering a wild area, a saving throw versus disintegration must also be made or the crystal will detonate. All saving throws within this area are at -4 (except the saving throw made when entering the area).

Starshine (Illusion/Phantasm)

Range: 0
 Components: S, M
 Duration: 1 turn per level
 Casting Time: 5
 Area of Effect: 30-foot radius
 Saving Throw: None
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

This spell causes the immediate area around the wizard to become dimly illuminated as if by starlight, enabling clear vision of up to thirty feet, with indistinct vision at up to sixty feet. The spell will only work in near to total darkness, and will cause the ceiling of indoor caverns to appear as a constellation, taken conveniently from the wizard's memory. The material component for this spell is a silver piece.

Static Charge (Alteration)

Range: 0
 Components: V, S, M
 Duration: 4 rounds per level
 Casting Time: 2
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: August Neverman <gitzlaff@uxa.cso.uiuc.edu>

This spell causes the victim to have a serious static charge for the duration of the spell. The static charge causes the affected creature to be very edgy and irritable. The saving throw is at +1 per level (or Hit Die) of the victim — but at -1 per level of the wizard. The material components are a glass rod and wool.

Streams of Fire (Evocation)

Range: 10 yards + 5 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: ½
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell causes a thin stream of fire to strike one creature within range. The fire inflicts 1d2 + 1 points of damage per level, with a saving throw allowed for half damage. The maximum damage is 10d2 + 10.

The material component of this spell is either a burning torch which the wizard holds, or a pinch of sulphur.

Swim [1] (Alteration)

Range: 0
 Components: V, S, M
 Duration: 1d6 turns + 1 turn per level
 Casting Time: 1
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

When cast on a willing creature who cannot swim, that being is granted the ability to swim tirelessly for the duration of the spell. If the recipient can swim, he tirelessly swims at double his normal swimming speed for the duration of the spell. Note however, that this spell does not grant the ability to breathe underwater. The material component is the fin of any fish, or the leg of any amphibian.

Swim [2] (Alteration)

Reversible

Range: 30 yards
 Components: V, S, M
 Duration: 3 rounds per level
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Special
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell gives the recipient the ability to swim with ease. The character has a swimming rate of 12 and can carry his normal load of equipment with no difficulty. A normally outfitted character cannot drown while this spell is in effect. This spell does not impart the ability to breath underwater.

The reverse of the spell, *sinking*, reduces the swimming ability of the target by one class if it fails its saving throw versus death magic. Thus natural swimming creatures are treated as land creatures trained in swimming, characters with swimming proficiency are treated as if they didn't have this ability, and non-proficient characters sink like stones.

The material component of this spell is a scale from any fish (and a stone for the reverse).

Targon's Accuracy (Enchantment)

Range: 0
 Components: V, S
 Duration: Special
 Casting Time: 1 round
 Area of Effect: One weapon
 Saving Throw: None
 Author: Jeffrey William Carlson <5252@ef.gc.maricopa.edu>

When cast upon a missile weapon, the weapon becomes more accurate. It gains a +1 bonus to-hit, and an additional +1 for every 4 levels of the caster. For example, a 4th-level wizard confers a +2 bonus. The maximum bonus is +5. It may only be used on normal missile weapons. In the case of fired weapons, it is cast on a single piece of ammunition. If the weapon can be used as a melee weapon, it confers no bonus in melee combat. The weapon gains no bonus to damage, speed factor, or ability to hit creatures only hit by enchanted weapons. Once the weapon has been shot, the bonus is lost, thus ending the spell.

Wizard Spells (1st level)

Telltale Feet (Alteration)

Range: Throwing distance
 Components: V, S, M
 Duration: 1 turn per 2 levels
 Casting Time: 1
 Area of Effect: One person
 Saving Throw: None
 Author: Eric Wayne Swett <4962@ef.gc.maricopa.edu>

This spell creates a glowing footprint to appear wherever the victim steps. The footprints can only be seen by the caster (there is also a fifty percent chance that creatures with infravision may see them as well). The footprints will last for the full spell duration (changing shoes doesn't help). A *dispel magic* will remove the footprints.

The material component for this spell is a single berry. The berry must be thrown at the victim immediately following the vocal component for this spell. The berry must strike the victim for the spell to work.

Time of Death (Divination, Necromancy)

Range: 0
 Components: V, S
 Duration: Instantaneous
 Casting Time: 9
 Area of Effect: Corpse touched
 Saving Throw: None
 Author: Geoffrey Edward Fagan <gefagan@uokmax.ecn.uoknor.edu>

This spell allows the wizard to estimate the time of death of the recipient's corpse to within 5% if the corpse has been dead no more than one day per level of the wizard, to within 20% otherwise.

Tree Swipe (Alteration)

Range: 3 yards + 1 yard per level
 Components: V, S, M
 Duration: 1 round + 1 round per 3 levels
 Casting Time: 1
 Area of Effect: One fully grown tree
 Saving Throw: None
 Author: Unknown

By use of this spell, the wizard can control a tree branch for the duration of the spell. The wizard can make the branch wave, attack, fan a small breeze, etc. If the branch attacks, it does so as a fighter of the same level as the wizard and inflicts 2d6 points of damage. This spell works only on full size trees.

The material components needed are a handful of leaves, a verbal "smack" and a swing of the arm.

Tricks (Illusion/Phantasm)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 1
 Area of Effect: 10-foot radius
 Saving Throw: Special
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

The wizard creates a number of various minor illusions such as coloured sparkles, puffs of smoke, or small floating objects equal to his level. Creatures of low intelligence and semi-intelligence (Intelligence scores of 2-7) must save versus spell or become involuntarily fascinated for 1d6 rounds or until attacked (whichever comes first). Even creatures of higher or lower Intelligence may become distracted. Tricks is most commonly used for the purpose of entertaining an audience. The material components are some pebbles.

Turn Undead [1] (Necromancy)

Range: 0
 Components: V, S
 Duration: 1d4 turns + 1 turn per level
 Casting Time: 1
 Area of Effect: 2d6 undead
 Saving Throw: Negates
 Author: Al Singleton (Isaac Winthrop) <eaay@catcc.bitnet>

By means of this spell, a necromancer (and no other wizard) can turn undead as a priest of equal level. If the caster uses *holy* or *unholy water*, the undead are not allowed saving throws, otherwise the turned creatures are allowed saving throws versus spell to resist the urge to turn. Disintegration is also possible, but an evil wizard cannot gain control over the undead as an evil priest could: this spell always turns.

Twilight's Gag (Alteration)

Range: 20 yards per level
 Components: S, M
 Duration: 3 rounds per level
 Casting Time: 2
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Robert A. Howard <ssa94isa06@rcnvms.rcn.mass.edu>

Twilight's gag is a specialized spell, similar to the priest spell *silence*, 15-foot radius. *Twilight's gag*, however, affects only one creature. The creature is unable to make any sounds, although items around him can still be heard. *Twilight's gag* also blocks out any sound to the victim, protecting him from sound-based attacks. For every four levels the caster is at, the victim receives a -1 penalty to his saving throw (so a victim of a 17th-level *gag* would save at -4). The component for this spell is a length of cotton cloth, in the form of a gag.

Undeath Friendship (Necromancy)

Range: 0
 Components: V, S
 Duration: 1 turn per level
 Casting Time: 1
 Area of Effect: The caster
 Saving Throw: None
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell creates an empathetic link with undead, allowing a normal reaction roll to determine interaction between the undead and the wizard. Obviously, if the wizard is hostile or a threat, then the reaction roll is meaningless. The wizard receives normal Charisma bonuses, plus an additional 5%. Generally, a friendly reaction roll just means a wary acceptance.

Unguided Missile (Evocation)

Range: 6 yards + 1 yard per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: Negates
 Author: Max Becherer <becherer@sun0.cs.uiuc.edu>

This is a modified *magic missile* which flies in a perfectly straight path from the wizard's fingertips. It does not home in on its target, and therefore a saving throw versus spell is permitted to avoid the effects of the spell (note: a separate saving throw is required for each missile). In exchange for this reduced effectiveness, the missiles are more damaging than normal magic missiles, inflicting 1d6+2 points

of damage per missile. In every other way, this spell is identical to *magic missile*.

Urlic's Unwholesome Meal (Illusion/Phantasm)

Range: 0
Components: V, S, M
Duration: 1 turn + 1 turn per level
Casting Time: 5
Area of Effect: Two portions + one portion per level
Saving Throw: Negates
Author: Brian Dawson

This spell is used to disguise existing food or to create a completely illusionary meal. The illusion will have full visual, thermal, touch and smell components.

With the former usage, a bland meal can be made to appear in all respects as a royal feast (or vice versa), and even spoiled food or poison can seem irresistible. The serving vessels and utensils can also be disguised. Spoiled foods will often cause nausea, and as a general rule, if a saving throw versus poison is failed, a character will be incapacitated for 3d6 rounds following a 2d8 round onset time. Allow a 25% or greater chance (depending upon what was eaten) for more serious poisoning lasting 4d12 hours. Both *slow poison* and *neutralise poison* would be effective in countering these symptoms). A saving throw versus spell is not given until the creature actually begins to consume the affected meal, and it is made at -4 unless a close examination of the food is made. If failed, the diner will believe the illusion to be real, and will have no cause for alarm. If the saving throw is successful, the creature will see the meal's true form, and will be aware of the presence of an illusion.

If a complete illusionary meal is consumed, a victim will believe that his hunger and thirst have been satiated, but only for as long as the spell's duration. A saving throw is allowed, being the same as that of the former application of the spell.

The spell requires the wizard to sprinkle a pinch of gold dust over the food (or air) where the illusion is to be created.

Vanquil's Clinging Pockets I (Alteration)

Range: 0
Components: V, S, M
Duration: 1 hour + 1 turn per level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None
Author: Joseph Delisle <jdelisle@loyola.edu>

By casting this spell, the caster causes the objects inside a small soft container carried by him (like a backpack or the pockets in a piece of clothing) to stick together and to the inside of the container. The caster is not affected by this "clinging" (there is no resistance for him), but others must give a strong pull to remove the items. The result is that a thief's chance to pick pockets decreases by 5% per level of the caster, but the caster's chance of noticing a pick pockets attempt doubles (whether it was successful or not).

The material component is a bit of glue and some lint.

Weasel Wire (Enchantment)

Range: 0
Components: S, M
Duration: 1 turn per level
Casting Time: 4
Area of Effect: One wire
Saving Throw: None
Author: Phill Hatch <phatch@slc.mentorg.com>

Weasel wire allows a character to surreptitiously open a lock without having to vocalize a command. Anybody may use the enchanted wire, not just the wizard. The base chance to open a lock is 10% per level until tenth level. At tenth level and above, the best

chance to succeed can't exceed 99%. This can be modified up or down by the quality or subtlety of the lock. This spell won't find traps or tricks, nor disarm them. But if performed successfully the traps won't be triggered, just as if the actual key had been used and used properly. A failed roll indicates the trap was sprung and the lock unopened. Only one attempt per lock may be made. Failure means the character can't open the lock with this spell. *Weasel wire* has no effect on barred, bolted, or jammed objects, only on key-activated systems.

To cast the spell, the caster holds a piece of brass wire, no more than 6 inches in length and somatically gestures. This wire can be used by others or even be moved by telekinesis to its point of use. The wire is inserted in the lock and wiggled.

Note that transport or sale of an effective item is limited by the spell's duration. It is also worth considering how legal this spell is. While beneficial to locksmiths, its misuses are obvious. If this spell is widely known, there is likely to be government restrictions on *weasel wire*.

Web Strand (Conjuration)

Range: 0
Components: V, S, M
Duration: 2 rounds per level
Casting Time: 1
Area of Effect: Creature touched
Saving Throw: Negates
Author: Ally's Spellbook <knudsenm@wpsmtp.ohsu.edu>

This spell creates a single strand of web that enwraps the target creature much like a spider wraps its prey. A successful saving throw means the victim has dodged the web and is unaffected. Enwrapped creatures may break free if they make a successful bend bars roll (subtract the caster's level), otherwise they are held immobile. The material component of this spell is a piece of spider web.

Werp's Unseen Escape (Illusion/Phantasm)

Range: 0
Components: V, S, M
Duration: 1 round per level
Casting Time: 1
Area of Effect: The caster
Saving Throw: None
Author: Brian Dawson

This spell is a weakened version of the 2nd-level wizard spell *invisibility* (q.v.). For the chance to detect invisibility (see the *Dungeon Master's Guide*, page 60), an observer is treated as five levels higher than actual. In all other aspects, this spell is the same as *invisibility*.

Whisper's Hands of Darkness (Necromancy)

Range: 0
Components: V, S
Duration: Instantaneous
Casting Time: 1
Area of Effect: The caster
Saving Throw: None
Author: Robert Johan Enters <whisper@wpi.edu>

This spell is similar to a *burning hands*, save that it spurts negative material instead of fire.

Wizard Spells (1st level)

Whisper's Icicle Assault (Conjuration/Summoning)

Range: 20 yards + 5 yards per level
 Components: V
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: None
 Author: Robert Johan Enters <whisper@wpi.edu>

This is a different form of *magic missile*. Instead of firing *magic missiles*, the spell conjures up non-magical icicles, which are then directed to fly at the targeted opponents. The amount of missiles summoned is the same as per *magic missile*. The missiles can be targeted at multiple opponents (if the wizard has two missiles, he can shoot at two opponents, one missile at each). The icicles themselves are non-magical, thus magic resistance and other protections against magical effects or missiles are ineffective, though *protection from normal missiles* will protect the shielded target. The icicles do damage for 1d4 per missile against normal opponents, but 1d6 per missile on targets especially vulnerable to cold based attacks, such as fire elementals etc.

Whisper's Magic Sacrifice (Necromancy)

Range: 0
 Components: V, S
 Duration: Special
 Casting Time: 1
 Area of Effect: The caster
 Saving Throw: None
 Author: Robert Johan Enters <whisper@wpi.edu>

This spell can be extremely useful, but also extremely dangerous to use. This spell opens up a link between the wizard's lifeforce and his magic energy. Through the use of this spell, the wizard can cast another spell without losing that spell from memory. In stead, the energies for the spell are directly drawn from the wizard himself. The wizard thus gets drained for an amount of hit points equal to the square of the spell level of the spell the wizard casts subsequent to the *magic sacrifice*. This drain is irrevocable, and being drained directly from the wizard's life force, there is no manner to shield the wizard from this damage, magical nor mundane.

Also, the damage thus sustained cannot be healed in any other way than by natural healing, thus the wizard will regain only 1 HP per day of rest. Note that if the caster so wishes, he could cast a spell whose draining would kill him, in which case only a resurrect, wish, or the like would bring him back to life.

The spell opens this link until the next spell is cast, or until an amount of turns has elapsed equal to the caster's level of experience.

Whisper's Rune of Armouring (Alteration)

Range: 0
 Components: V, S
 Duration: 1 week per level
 Casting Time: 1 turn
 Area of Effect: Garment touched
 Saving Throw: None
 Author: Robert Johan Enters <whisper@wpi.edu>

This spell is cast on a cloak or similar garment which is embroidered with the personal rune of the wizard. This spell transmutes the rune and garment in such a way as to bestow upon the garment an Armour Class increase of one, provided the garment was non-magical before. Thus a simple cloak would now provide an AC 9. This is compatible with other magic items, provided it is not the garment itself, nor may more than one of the same garment be worn at the same time: wearing a *cloak of protection*, and adding a cloak with the rune will not help, but a rune-enspelled cloak would help if the wearer also wore *rings of protection* and *bracers of protection*.

This spell can be cast on most cloth worn items, such as sashes, robes, vests, tunics, pants, cloaks, mantles etc. It will not work on

shoes, boots, belts, gloves etc., even if made from cloth. Furthermore, the magic is such that using the spell in conjunction with more than three items at the same time does not further increase the Armour Class of the wizard.

Wimbly's Wonderful Web (Conjuration, Evocation)

Range: 1 yard per level
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: None
 Author: Paul D. Walker <pdwalker@hk.super.net>

This spell, when cast, creates one strand of a very sticky web material similar to the kind spiders use to wrap up their captured prey. When the strand hits a creature, the creature is immobilised for the duration of the spell. When the spell wears off, the web-like material ceases to be sticky and the creature can easily escape.

During the spell, the webs require at least a 21 Strength or better to break free, or an edged weapon doing at least 2 points of damage per level of the wizard. If this is not done carefully then the entangled creature takes $\frac{3}{4}$ full damage if the would be helper misses the webs or half damage if he does not. The webs would take $\frac{1}{4}$ or half damage respectively. The webs could be more easily burned off but the entrapped creature would take 1d6+1 points of damage from the burning webs. For this case, the strands are considered AC 0.

In order for the target creature to be hit, the wizard attacks as a monster of equal Hit Dice. Dexterity bonuses are added to the wizard's roll, if any.

If the spell misses the target creature, then an other creature behind the target may be hit (the spell travels in a straight line out to its maximum range or until it hits something).

The material components for this spell are some spider webs which disappear when the spell is cast.

Wither (Necromancy)

Range: 30 yards
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: 100 square feet per level
 Saving Throw: Special
 Author: Geoffrey Edward Fagan <gefagan@uokmax.ecn.uoknor.edu>

This spell kills all normal vegetation within an area of 100 square feet per level of the wizard, who determines the shape of that area at the time of casting. Trees receive a saving throw of 11, and special plants such as treants suffer but 1d6 points of damage. The material component is acid, sprinkled over the whole area of effect. Casting time is exclusive of this administration.

Wizard Glue (Enchantment)

Range: 0
 Components: S, M
 Duration: Permanent
 Casting Time: 1
 Area of Effect: Surfaces touched, 20 square feet per level
 Saving Throw: None
 Author: Phill Hatch <phatch@slc.mentorg.com>

Wizard glue will hold one relatively flat surface to another, such as a mirror to a wall. The strength of the bond is 10 pounds per level of the caster. Removing two objects separated by this spell requires a *dispel magic*, or a Strength that, multiplied by ten, is equal to or greater than the bond strength. The material component of this spell is some honey mixed together will tree sap (wizards call this mixture an epoxy-resin).

Wizard Spells (2nd level)

Second-Level Spells

Acid Water (Alteration)

Range: 20 yards
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 2
 Area of Effect: One gallon per level
 Saving Throw: None
 Author: Johnny Lydon <jensenjp@clutx.clarkson.edu>

This spell turns water into an acidic substance. If a creature touches this stuff, it takes 2d4 points of damage. If the acid is drunk, it will take 4d4 points of damage. The wizard can do anything in or to the substance without taking any damage. The material component is a drop of the acidic substance to be created.

Ahrvar's Instant Offensiveness (Enchantment/Charm)

Range: 120 yards
 Components: V, S
 Duration: 2 rounds per level
 Casting Time: 1
 Area of Effect: One person
 Saving Throw: Negates
 Author: Tim Prestero <ez003387@george.ucdavis.edu>

This spell affects any single intelligent being it is cast upon. By intelligent being, it is meant any creature with a rudimentary form of spoken language. This includes humans, demi-humans, humanoids, intelligent monsters, etc.

The victim receives a saving throw versus spell to avoid the effect, with the appropriate adjustments due to Wisdom. If the victim fails his saving throw, the victim's speech immediately becomes offensive to all who can understand the language the victim is using. The victim, however, only hears what he thinks he is saying, and may become extremely curious as to why everybody is mad at him. The words of the victim become *so* offensive that, in fact, they act as a low-power *taunt*, with those hearing and comprehending the victim's speech making a saving throw versus death magic at +4, or else be consumed with a mindless desire to bash the victim's head in. Each person within hearing of the victim will hear whatever would be considered most offensive by them. The wizard is the only one able to hear what is actually spoken by the victim, and is thereby immune to the *taunt* effect.

The components of this spell are the command word, and a subtle pointing motion by the wizard, at the target.

Ahshay's Mystic Mutable Aura (Illusion/Phantasm)

Range: 0
 Components: V, S, M
 Duration: 1 day per level
 Casting Time: 1 round
 Area of Effect: Object or person touched
 Saving Throw: Special
 Author: Ahshay

This spell creates a magic aura around an object similar to the one from *Nystul's magical aura*. However, it hides not the magic property, but the alignment of the target. The wizard can specify which alignment he wants the object to radiate as well as the strength of the radiation. The higher the level of the wizard the more radical alignment he could place on the object or person. Note that this aura does not change the alignment (if present) of a person or object.

This spell foils such spells as *detect good* or *detect evil*, a paladin's *detect evil* ability and *know alignment*. It does not change the effect of the *protection from good* or *protection from evil*. Note that the priest's version of *true seeing* or a *gem of seeing* will see through this spell. If

the object or person acts in a different way than is indicated by the aura, other people will get a disbelieve check. A wizard with *true seeing* will now get a true reading from a *detect evil*.

The material component of this spell is a sheet of thin silk in an appropriate colour to the alignment being cast. It is consumed completely.

Alkira's Fanfare (Illusion/Phantasm)

Range: 0
 Components: V, S, M
 Duration: 6 hours per level
 Casting Time: Special
 Area of Effect: Creature touched
 Saving Throw: Special
 Author: Coyd D. Watters <cwatters@magnus.acs.ohio-state.edu>

When cast upon the target, the spell seems to have no immediate effect. When a simple condition is met (no ands/ors), a fanfare of no more than 40 beats is suddenly heard around the target. This fanfare can be as simple as a single trumpet blast, or as complex as an orchestral arrangement, depending on the components. The spell then "resets", and the next time the condition is met, the music will play, resetting to the duration of the spell.

The condition must be a simple one, and when the condition is met, the fanfare plays. The condition must be a simple "true or false" condition, and must deal with the target, such as "passes through door", "falls down", or "draws weapon". Subjective conditions, such as "when a good blow has been given", won't work since the spell cannot determine the relative value.

This spell may be layered, but the conditions must all be different, reusing a condition dispels the previous casting. Other magic may not be used as a trigger, so this spell cannot be triggered directly by a spell (i.e. "hit with *fireball*" won't work, but "catches fire" will).

The material components are a cylinder made of wax, a needle, and a copy of the music, in the caster's race' standard musical notation. All are destroyed in the casting. This copy of the music is the key to the complexity of the fanfare. Up to 100 instruments may play at once, but the caster must use a separate sheet for each instrument. The caster states which instrument plays each part as the spell is cast.

If the sheet music is not available, the caster may hum or whistle the fanfare when casting, but the fanfare is then limited to one instrument, which replays the caster's notes.

The more complex the fanfare, the longer the casting time. The base casting time is 2, plus 1 for each instrument that will sound. Thus, a single instrument will have a casting time of 3, while a full 100 piece arrangement will require 102 (about 10 rounds).

If the target is unwilling, then they may attempt a savings throw. If the throw is successful, the fanfare sounds once around the wizard, and the magic dissipates. Once cast, the sound will definitely be heard by those within hearing range.

Alpha's Moonlight (Evocation)

Range: 5 yards per level
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 1 round
 Area of Effect: 10-foot per level radius circle
 Saving Throw: None
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

This spell creates an area of soft blue-grey light, apparently coming downwards from above. This light effectively washes out all colour, but clear vision is certainly possible within the area of effect. Vision is also possible out to 10 yards beyond the spell's radius, but such vision is dim and shadowy at best. The moonlight does not interfere in any way with infravision, but the nature of the light is such that creatures adversely affected by bright light suffer only half the normal penalties when within the *moonlight* and none when within its shadowy fringes. *Moonlight* may be centred on the wizard, in which case it moves with him. Otherwise, the spell must be cast on

Wizard Spells (2nd level)

an area and is stationary. The material component of this spell is a moonstone that has been exposed to actual moonlight for a full night.

Alpha's Rainbow Beam (Evocation)

Range: 10 feet + 5 feet per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 2
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

This spell draws upon the power of the quasi-elemental plane of radiance and brings forth a beam of pure light. The colour of the light making up the beam is normally randomly determined by a roll of a 1d8. However, the wizard has a chance equal to 5% per level of being able to select the colour of the beam (the wizard may not select a multi-hued beam. Such occurs only as the result of an aberration in the magic). The colours of the beams are as follows:

D8 Roll	Colour of Beam
1	red (cold)
2	orange (heat)
3	yellow (acid)
4	green (poison)
5	blue (electrical)
6	indigo (holy water)
7	violet (force)
8	multi-hued beam — roll twice, ignoring eights

The beam does a base of 2d6, plus an additional hit point of damage for each level of the wizard (eg., a 7th-level wizard would inflict 2d6+7 points of damage). Any creature resistant to the attack form indicated by the colour of the beam takes no damage, while a creature vulnerable to the specific attack form (such as heat versus a yeti) will suffer double damage. A saving throw indicates that the beam has missed and the intended victim is unaffected. Note that the beam may hit a target other than the one intended. Once the beam hits a solid object, it stops, even if that object is transparent. Any creature suffering damage from the spell must make item saving throws if appropriate. The material component of the spell is a small clear gem or crystal prism worth at least 50 gp.

Alpha's Spark Shower (Evocation)

Range: 0
 Components: V, S, M
 Duration: 1 round
 Casting Time: 2
 Area of Effect: 20 feet long, 5 feet at base, 10 feet at end wedge shape
 Saving Throw: ½
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

The wizard extends his arms and speaks the spell, and a sheet of sizzling purple sparks shoots forth from the wizard's hands. These sparks cause 1d4 points of electrical damage per three levels of the wizard, rounded up, to a maximum of 5d4. Those wielding metal weapons (swords, etc.) or wearing partially metal armour (ring, scale, chain) save at -2 and suffer +1 point of damage per die. Those wearing full metal armour (splint, banded, plate, etc.) save at -4 and suffer double damage. The material component is a bit of fur, glass, and copper.

Alpha's Star Gaze (Evocation)

Range: 60 yards
 Components: V
 Duration: Instantaneous
 Casting Time: 2
 Area of Effect: One creature per 2 levels
 Saving Throw: Special
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

This spell causes a blazing white sheet of light to issue from the wizard's eyes. This sheet will envelop a number of creatures based on the wizard's level. Those who fail a saving throw versus petrification will be blinded for a full turn. Those who do save are merely dazzled (-2 to-hit bonus and +2 to Armour Class) for 1 round, having looked away just in time. Dark dependent creatures such as drow and grey dwarves save at -4, and the duration of its effects are doubled.

Alpha's Starblades (Conjuration)

Range: 10 feet + 10 feet per level
 Components: V, S, M
 Duration: 1 round per 2 levels
 Casting Time: 2
 Area of Effect: One creature per 3 levels maximum
 Saving Throw: None
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

This spell creates one magical star-shaped bladed weapon for each three levels of the wizard, up to a maximum of seven. The wizard may then throw these as weapons, out to the spell's maximum range. They are treated as slashing weapons with respect to effectiveness versus armour, and the wizard's to-hit rolls with them are at +3, in addition to any bonus for high Dexterity. Each starblade that strikes causes 2d4 points of damage, +2 versus creatures with powers drawing on the negative material plane or plane of shadow. The material component is a small silver star.

Ambient Light (Alteration)

Range: 60 yards
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 2
 Area of Effect: 20-yard radius globe
 Saving Throw: None
 Author: Brian Dawson

This spell is in many ways similar to the 1st-level *light* spell (q.v.). With an *ambient light*, while there is a centre for its sphere of effect, there is no point of light at this centre — the intensity of the light is consistent throughout the entire globe. The light is even behind objects or walls, in a closed chest, in fact, everywhere in the area of effect. Therefore, absolutely no shadows exist. The spell has a number of interesting effects because of this; for example, if cast in a hallway, the light would extend through a door or wall into an adjacent room (or even into secret tunnels below the hall) up to the full area of effect. Just beyond the 20-yard radius globe, reflected light from the actual area of effect lights up 5 feet further. This is much dimmer than the globe, is very shadowy (if there is something to cast one), and fades off into complete darkness (assuming, of course, the area would be dark without this spell). One obvious advantage of the spell is to make hiding in shadows impossible within the area of effect. The material component of this spell is a live firefly.

Wizard Spells (2nd level)

Anaemia (Alteration, Necromancy)

Range: 0
 Components: V, S
 Duration: Permanent
 Casting Time: 7
 Area of Effect: Creature touched (up to 1 HD per level)
 Saving Throw: Negates
 Author: Al Singleton <eaay@catcc.bitnet>

By means of this spell a wizard can cause the target creature to lose the majority of its blood, putting on the borderline of having bled to death. The creature immediately begins to feel incredibly cold and, if warm-blooded, lose three points of Dexterity due to shivering and general lack of energy. If cold-blooded, it will go catatonic as its body temperature sinks to room temperature (60°F or 16°C or less); the time this takes should be logically assigned by the DM given the prevailing conditions (windy, underground, etc.).

In addition, the long term effects are that the target creature will suffer the loss of one point of Strength and Constitution for up to a full week after recovery (*any* Strength 18 score will drop to 17). Recovery will begin with the commencement of eating high iron, high protein foods. Recovery itself will take at least a week. Thus the effects of the blood loss will hang on for at least two weeks.

Other immediate effects will be that all piercing and slashing damage taken will be at 1½ times the value, this being due to the fact that these attacks cause the victim to lose more of what they don't have, blood.

There is a minor difference between the necromantic and transmuter versions of this spell. Transmuters require a vampire tooth that they must touch to the spell's target. This tooth will only work for as many tries (not necessarily successful castings or attacks) as the level of the wizard when he acquired the tooth. Necromancers do not need a material component for this spell. Only necromancer specialists can learn the necromancer version.

Annoyance (Illusion)

Range: 5 feet per level
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 2
 Area of Effect: One creature
 Saving Throw: Special
 Author: Martin Ott <p581mao@mpifr-bonn.mpg.de>

This is a more powerful version of the 1st-level spell *minor annoyance* (q.v.), in that it creates the illusion of a bumblebee flying into the victim's ear. The victim only gets one saving throw; if successful, the annoyance lasts for only one round. The spell's effects start at the beginning of the next round, just like *minor annoyance*.

The material component of this spell is a dead insect. If an actual dead bumblebee is used, the victim's saving throw is made at -2.

Anti "Anti Magic" Magic Shell (Evocation)

Range: 0
 Components: V, S, M
 Duration: 1 day per level
 Casting Time: 1 round
 Area of Effect: Creature or item touched
 Saving Throw: Special
 Author: Rapheal Goots <oleary@imagesys.com>

By means of this spell, an invisible shell of magic is created around a creature or item. The shell is easily detected or dispelled. In fact, it is there to be dispelled. If an item entreated with this spell is the recipient of a *dispel magic*, passes through a dispel magic zone, passes through an *anti magic shell*, etc., the *anti "anti magic" magic shell* is destroyed immediately. The item inside the shell, in essence, got a free saving throw. Any further attempts to dispel the item are treated normally.

The spell will create one shell per 3 levels of casting ability, and up to 5 shells may be placed on any one item or creature, but only from the same casting. I.e., Melvin the mage, who is 6th-level and has 2 spells to cast, can place one shell on each of 4 items, or 2 shells on each of 2 items, but not 4 shells on one item.

A shell placed on a magical creature protects that creature but not its possessions. In the event of an item or creature with multiple shells caught inside an anti magic shell, dispel magic zone or similar; each shell is stripped off at the very beginning of each round. Unwilling creatures or intelligent items are allowed a saving throw versus spell to negate the shell. The material component is a down feather inside as many small silk pouches as the caster can cast shells. A pouch disappears for each shell destroyed.

Anvil Fall (Alteration)

Range: 10 yards per level
 Components: V
 Duration: 1 round per level
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: Negates
 Author: Unknown

When this spell is cast, the creatures or objects affected immediately assume the mass of solid lead. A falling or flying object or creature affected starts to plummet, and damage taken from falling is doubled, i.e., 2d6 per 10 feet fallen, to a maximum of 20d6 from a height of 100 feet. *Anvil fall* affects one or more objects or creatures in a 10-foot cube, as long as the maximum original weight of the creatures or objects does not exceed a combined total of 200 pounds plus 200 pounds per level of the wizard.

A *feather fall* cast upon a creature or object under the influence of an *anvil fall* will only negate the latter, and the creature then receives only normal falling damage. An additional *feather fall* would be needed to achieve the normal effect of that spell, and two such spells could probably not be cast in time by a single wizard.

Like a *feather fall*, *anvil fall* works only upon free-falling, flying, or propelled objects, and cannot affect a sword blow or a charging creature.

Arcane Bolt (Necromancy)

Range: 60 feet
 Components: S, M
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: None
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

This spell causes a bolt of magical energy to fly from the hands of the wizard and strike an opponent doing a damage of 1d6 HP + 1 HP per level. The material component for this spell is a drop of poison.

Azalldam's Fabricated Boat (Conjuration/Summoning)

Range: 0
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 2
 Area of Effect: Special
 Saving Throw: None
 Author: Azalldam

This spell is similar to *Azalldam's fabricated bridge*, except that it shapes a boat from the conjured shadows instead of a bridge. The wizard may create a boat of 50 square feet per level (up to a maximum of 1000 square feet). The boat will support 100 pounds per level of the wizard; any additional weight will cause the boat to capsize. The spell will last 1 turn for each level of the wizard, or until the wizard ends it.

Wizard Spells (2nd level)

Similar to *fabricated bridge*, the boat may cannot be disbelieved, but may be dispelled.

The material component for this spell is a small wooden carving of a boat; this carving is not consumed when the spell is cast.

Bands of Mist (Abjuration)

Range: 20 feet
 Components: V, S, M
 Duration: 1 turn
 Casting Time: 2
 Area of Effect: One creature
 Saving Throw: None
 Author: Thomas Weigel <nsbos0340@nsula.edu>

This spell calls into existence misty rings around a single target of size M or smaller. These rings exert 640 pounds of force to keep the target still, including short range movements such as swinging a sword. Every time the target attempts to do something not requiring moving from her original position (walking is out) he must make a Dexterity check (roll under Dexterity on 1d20) in order to have a chance of success. In order to move from his original position, the target will have a harder time of it. If his Strength totals higher than 23, he can do it easily. Otherwise he must make a Strength check against opening magical doors in order to break out of the bonds. The caster tosses a looped copper wire at the victim while muttering the appropriate verbal components.

This is a weakened version of *hold person*, which exerts physical force to hold the target rather than paralysing her.

Bigby's Groping Fingers (Conjuration)

Range: 30 yards
 Components: S
 Duration: Instantaneous
 Casting Time: 2
 Area of Effect: One creature
 Saving Throw: None
 Author: Unknown

This spell allows the wizard to "grobe" his target. This spell is usually used by mischievous apprentices in bars and such... Have fun (gee, I don't know if I'm hitting a copyright problem by using the name *Bigby* in here, but it just seems the most appropriate name to use, and for all I care, if TSR wishes to claim this silly spell as their own, so be it)!

Bigby's Tickling Fingers (Evocation)

Range: 1 yard + 1 yard per level
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 2
 Area of Effect: One creature
 Saving Throw: Special
 Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

When cast, this spell creates a pair of disembodied hands which proceed to tickle a victim of the wizard's choosing. Each round, the victim must save versus spell or suffer a -4 penalty to all rolls. If the saving throw is failed, the victim may cast no spells that round. The wizard may select a new victim each round. If the wizard's concentration is broken while the spell is in effect, the spell is terminated.

The hands cannot be physically attacked, only dispel magic type attacks or breaking the wizard's concentration will destroy the hands. The material components are a pair of gloves and a feather.

Bleeding Wounds (Necromancy)

Range: 30 yards
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 2
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Robert A. Howard <ssa94isa06@rcnvm.rcn.mass.edu>

This spell causes any existing wounds (as in *painful wounds*) to start to bleed badly. Wizards do not need to strike their intended foe. If the victim fails a saving throw versus death magic, he will suffer 1 point of damage per round, not including any damage he may take in combat. The DM may choose to have the blood get in his eyes, make it difficult to keep a hold on a weapon, or possibly make the ground slippery, if he so chooses. The material component for this spell is a 10 or more gold pieces worth diamond.

Blood Burn (Alteration)

Range: 40 yards
 Components: V, M
 Duration: 4 rounds
 Casting Time: 2
 Area of Effect: One creature
 Saving Throw: ½
 Author: Bret Mikeal O'Neal <bo@csd4.csd.uwm.edu>

By means of a *blood burn* spell the caster is able to make a creature's blood boil. Creatures without blood are immune to this effect.

On the first round of the spell, the blood becomes warm and the creature feels uncomfortable and feverish. During the second through fourth rounds, the blood increases temperature until it is burning internal organs. Note this is treated as fire for resistance and regeneration purposes.

Damage is as follows:
 round 1: no damage;
 round 2: 1d4 HP damage;
 round 3: 2d4 HP damage;
 round 4: 4d4 HP damage.

The material components for this spell are a drop of blood and a pinch of sulphur.

Boiling Globe (Evocation)

Range: 5 yards per level
 Components: V, S, M
 Duration: Special
 Casting Time: 2
 Area of Effect: 20-foot radius
 Saving Throw: ½
 Author: Steve Bartell <stevebar@wordperfect.com>

This spell forces a 20-foot diameter circular area of water into an extreme boil. All creatures in the area of effect take 1d4 points of damage per level of the caster (maximum of 12d4 points). A saving throw indicates half damage. The water in the globe will drop to a tolerable level on the next round, and then slowly cool down to normal water temperature. Creatures not affected by heat or fire are immune to the effects. Ice will instantly boil under the effects of this spell, as well. The globe can be created anywhere within range of the caster.

The material component of this spell is a piece of volcanic rock.

Wizard Spells (2nd level)

Bolt's Background Bustle (Alteration)

Range: 0
 Components: V, S, M
 Duration: 5 rounds per level
 Casting Time: 2
 Area of Effect: Special area around creature touched
 Saving Throw: None
 Author: Phill Hatch <phatch@slc.mentorg.com>

This spell is an offshoot of the *silence* concept. Instead of creating a specific zone of silence, this spell alters the sounds created within its area of effect to match the volume and types of sounds already present. Instead of clashing swords, dying screams and spell recitation, the sounds of wind, a passing wagon, a barking dog or whatever other ambient noise appropriate to the location is heard. By not silencing the area closely around the recipient, spells can be cast and conversations carried out as long as the people are within each other's zone and both have the spell cast on them.

The area of effect is one person or person sized object plus the space within one foot of the target. A person or animal passing within the spell's zone would hear the noises truly associated with what is happening. For example, a guard leaning against a door would hear the efforts of a thief picking the lock on the other side of the door because the guard is within the thief's area of effect. The material component of this spell is a small paper cone, held to the ear.

Bubble Screen (Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 2
 Area of Effect: 30-foot sphere
 Saving Throw: None
 Author: Steve Bartell <stevebar@wordperfect.com>

Upon casting this spell, the wizard fills the area with bubbles. The sphere of bubbles is so thick and active that it seriously restricts vision, giving all within it a -4 to-hit. The action of the bubbles will also disrupt spellcasting unless the caster makes a Constitution check. The caster is not immune to the effects of the spell, and will suffer the same restrictions. Most sea life will avoid the sphere of bubbles when possible.

The material component of this spell is a small tube, which the caster blows bubbles through while casting.

Bucca's Noxious Exhalation (Alteration)

Range: 25 feet
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 4
 Area of Effect: One 10-foot radius cloud
 Saving Throw: Special
 Author: Andrew Grichting <agrichti%pieman@pieman.comperv.utas.edu.au>

As a wizard who enjoyed fermenting his own brews, Bucca was totally unaware of the odour of his own creations. Sam, as he was known to his friends, grew tired of complaints from his friends about the rank smell of his breath after taste testing his own brews. He designed this spell (popularly known as Bucca's Beery Breath) to make use of his foul exhalations, in the hope that his friends would stop complaining.

In the casting of this spell, the wizard must consume at least 100 millilitres of an alcoholic beverage (the material component), the potency of which determines the efficiency of the spell (see below).

In addition to drinking the alcohol, the caster leans forward and belches loudly and from his mouth issues a stream of putrid breath, which expands to fill a cloud of a 10-foot radius. All within the cloud must make a saving throw versus breath weapon or suffer 2d4 points of damage (1d4 if a successful saving throw is made) and the special

effects listed below (or none, if a successful saving throw is made). The cloud swiftly dissipates, and is gone within 1/3 round of its creation. All effects of the spell including drunkenness pass within 1 hour.

Potency	Type	Saving Throw	Special Effects
1	diluted beers, etc.	+5	stinging eyes, coughing
2	ales, white wines	+1	retching
3	red wines, cocktails	0	disorientation for 1d3 rounds
4	spirits	-1	slight drunkenness
5	liquors	-2	sickness, mild drunkenness
6	magical brews	-4	severe drunkenness, comatose state

Stinging eyes, coughing has little effect beyond a -3 penalty to missile fire. Retching means that any characters affected are delayed in attacking for half a round. Disorientation indicates the onset of drunkenness, if the character is left alone at the end of the period of drunkenness he will resume previous activities, if attacked, the character may respond in kind, with a -1 to attack rolls. Slight drunkenness means that the character is confused, no dextrous activities allowed, and a -2 to attack rolls. Sickness and mild drunkenness indicates that the character does not want to eat or drink for 1d12 hours, has a -2 to attack rolls, and inflicts -1 damage (with a minimum of 1). Severe drunkenness denotes that the character is totally befuddled, has a -5 to attack rolls, inflicts -3 damage (again, with a minimum of 1), and can barely walk in a straight line.

Note that the effects of drunkenness are different then those in the *Net Alcohol Guide*. Because the effects are caused by magic, they are based on the Bucca's interpretation of alcohol and what *he* wanted the spell to accomplish.

Byen's Arrow (Illusion/Phantasm)

Range: 0
 Components: V, S, M
 Duration: 6 turns per level
 Casting Time: 1 round per arrow
 Area of Effect: One arrow touched per 2 levels
 Saving Throw: None
 Author: Brian Dawson

Several decades past, Byen, the famed assassin/illusionist of the City of Yorkad, created this spell so as to be able to execute certain "assassinations" which would seem completely real but in which the victim would (hopefully) not be killed. *Byen's arrow* creates a very powerful illusion that is modelled exactly after an actual arrow. The wizard must take a real arrow (the material component of the spell), of fine quality, and spend one entire round chanting and weaving his hands along the edge of the arrow. To complete the casting, the wizard must prick his finger with a splinter of wood and smear it upon the arrowhead. The arrow is then actually replaced by an illusion, that has full visual, audible, tactile, thermal, and olfactory components. An attempt to disbelieve can be made, but the saving throw is made at -2 (or +2 if informed of the illusion); however, in most circumstances, there will be no reason to suspect anything is amiss. The wizard can "enchant" up to 1 arrow for every two levels he possesses, each arrow taking one round of preparation.

The arrows must be shot in a normal manner (i.e., the wizard must have someone of a class able to make use of a bow to shoot them). Such a user will in no way suspect that the arrows are illusory from just examining them. If these arrows hit a target, the illusion continues so that the target will bleed illusory blood, and will feel illusory pain. Unless the victim for some reason attempted to disbelieve and this attempt was successful, the victim will take the full 1d6 points of damage from the arrow, plus any applicable bonuses for Strength, specialisation, a magic bow, etc. Only 25% of this damage is actual, but even after the illusion fades (which happens in 5 rounds + 1 round per level after being hit) the victim

Wizard Spells (2nd level)

will still suffer from shock and a loss in confidence and composure. Hit points lost because of these arrows that were not part of actual damage will be recovered at a rate of 1 HP per round of rest or 1 HP per turn of mild activity, but not at all for strenuous activity. Creatures brought below zero hit point because of this illusionary damage will be unconscious and must make a system shock survival roll of else die of shock, losing 1 HP per round until reaching -10, unless they receive aid. Even creatures that can be hit by only by silver, iron or magical weapons will suffer from all the above effects unless they have some special resistance to illusions (or have reason to be suspicious and disbelieve).

Note that *Byen's arrow* will work on light and heavy quarrels of high quality as well as on arrows.

Carrion's Foul Stench (Evocation)

Range: 30 yards
 Components: S, M
 Duration: 1 round per level above first
 Casting Time: 3
 Area of Effect: 20-foot cube
 Saving Throw: Negates
 Author: Garinthrall <alavent@husc>

This spell in many respects duplicates the effects of the 2nd-level *stinking cloud*. Except where noted, this spell duplicates the effects of *stinking cloud*.

It has a slightly longer casting time and a duration which is shorter by one round, but it has the advantage of lacking a verbal component: the material components are waved in the air and the spell's gestures made, but otherwise the spell is utterly silent. It produces a thin grey cloud of vapour which reeks of rotting flesh and the odours of the tomb.

The material component for this spell is a bit of zombie or ghoul flesh or a small strip of carrion crawler hide. If ghastr flesh is substituted, saving throws versus this spell are at -1.

Cause of Death (Divination, Necromancy)

Range: 0
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1 turn
 Area of Effect: One corpse
 Saving Throw: None
 Author: Geoffrey Edward Fagan <gefagan@uokmax.ecn.uoknor.edu>

With this spell, the wizard can determine if the corpse has received damage from any of the causes listed in the table below, and which cause actually reduced him to zero hit points. This spell involves dissection of the corpse, and the material components are a magnifying glass and a set of scalpels. These are not expended by the casting.

Cause	Notes and Secondary Information
Exposure	exposure to cold, fire, heat, or lightning; drowning
Falling or hanging	height fallen from
Disease or old age	organs affected, parasites involved
Magic	applies only to <i>magic missile</i> or necromantic effects
Wound	wound inflicted by bludgeoning, piercing, or slashing

The DM may introduce a chance of failure if the body is greatly decomposed, and he might give false information based on nature of the trauma. A corpse swatted by a dragon's tail, for example, might show the same indications as one which fell from a great height, and a poisoned corpse usually looks like one which died of disease. The prudent wizard always detects poison just to be sure.

Centipede Call (Conjuration/Summoning)

Range: 40 yards
 Components: V, S
 Duration: 2 rounds per level
 Casting Time: 2
 Area of Effect: Special
 Saving Throw: None
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell summons a number of centipedes to fight for the wizard. The centipede can only be used in combat; they will resist doing anything else. The wizard can summon 1 HD of centipedes per level, selected from the following list:

Wizard's Level	Centipedes Summoned
3-4	huge (½ HD)
5-8	giant (1 HD)
9+	megalo- (4 HD)

The wizard can always select centipedes from a lower level. Only one type of centipede can be summoned, all remainders are dropped. A maximum of 12 centipedes can be summoned.

Chameleon (Illusion/Phantasm)

Range: 0
 Components: V, M
 Duration: 1 round per level
 Casting Time: 1 round
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

This spell alters the coloration of the recipient's skin, clothes, and gear to match that of the surrounding background, so that he is difficult to spot and attack. The affected creature cannot normally be spotted at distances of further than 100 feet, and at closer distances, he is 20% unlikely to be seen when moving, and thieves are given a 20% bonus to hide in shadows if remaining still (even in sunlight). Further, missile weapons suffer a -4 penalty to-hit. The material component for this spell is some chameleon skin.

Charm of Healing (Illusion/Phantasm)

Range: 0
 Components: V, S, M
 Duration: 5 rounds per level
 Casting Time: 1 round
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Unknown

Charm of healing allows a wizard to convince the recipient of the spell that they have been cured of some damage. The spell "heals" 1d4 points of damage plus an additional point for every three levels of the wizard, this curing is in fact illusionary and only lasts for the duration of the spell. Note where the recipient of this spell has suffered illusionary damage then the hit points recovered are permanent (i.e., equivalent to priestly cure spells).

The material components for this spell are a piece of coral, a bandage and a few drops of pure spring water.

Wizard Spells (2nd level)

Chastity (Abjuration)

Reversible

Range: 0

Components: S, M

Duration: 1 turn per level

Casting Time: 2

Area of Effect: Creature touched

Saving Throw: Negates

Author: Mario R. Borelli <mario.r.borelli.3@nd.edu>

This spell compels the affected creature to abstain completely from any and all forms of sexual activity, including looking appreciatively but with sexual undertones, going to whatever lengths necessary to avoid anything which might lead to lust. The reverse, *promiscuity*, compels the subjects to attempt to engage in their most preferred sexual activities as much and as quickly as possible. The material component of this spell is a small silver key.

Cheffield's Major Feast (Alteration)

Range: 30 yards

Components: V, S

Duration: Permanent

Casting Time: 5 rounds

Area of Effect: Four people fed per level

Saving Throw: None

Author: Paul D. Walker <pdwalker@hk.super.net>

When this spell is cast into a large pot or onto an appropriate number of plates it brings into being enough food to feed four per level of the wizard for one meal. The food is nourishing and filling, the drink is cool and refreshing. The food may not taste the best in the world but it certainly fills the cracks. It also makes, when chilled and rewarmed, exceptional leftovers.

This spell requires a handful of rice which is cooked over a low boil while the wizard mutters "cooks in just 5 minutes".

The spell was created by a wizard whose abilities as a chef far surpassed those of his spell casting. He is known far and wide as a chef of great skill.

Circle of Power (Evocation)

Range: Special

Components: V, S

Duration: Special

Casting Time: Special

Area of Effect: Special

Saving Throw: None

Author: William T. South <tsouth@netcom.com>

This powerful spell allows a group of wizards to work in conjunction to create a special area of effect (the circle) into which one wizard (or possibly two) may enter and have their working level of experience increased. A minimum of four wizards is required to initiate the spell, and the spell must be cast by the wizards of the circle, not read or used from any device.

First, the wizards form a circle and begin casting the spell. The spells from each wizard must then synchronise into a rhythmic chanting effect. This means that it will take as many rounds as the highest-level member of the circle to make the circle synchronise and become operative. From that point on, a wizard may enter the circle and have his working level of experience increased by the total combined levels of the circle wizards minus one level for each member of the circle. Once entered, the central wizard may rest and study as a higher level wizard, but may not use new spell levels, just the higher memorisation capabilities, spell range, duration increases, etc. If the total number of levels bestowed reaches 20, another wizard may step into the circle and divide the increased level benefits between himself and the first wizard with all odd remaining levels becoming useless and therefore ignored.

Any members of the circle who are injured immediately fall away from the circle's synchronisation and the central wizard(s) lose(s) the

benefits of that member's levels one turn later. New wizards may join into the circle at any time (taking an equal number of rounds as their experience level to synchronise with the circle), though, and since the effects of being in a circle will not wear off for one full turn other circles may be formed which the wizard may enter to retain his current working level (or increase or decrease it according to the levels of the new circle).

Members of the circle may chant (from the synchronisation point) for a period of turns equal to the combination of their Intelligence and Constitution scores divided by two and then added to their current experience level. The circle members (but not the central wizards) gain a magic resistance to any attacks against the circle which would silence the spell equal to the total experience levels of the circle members.

The source of this spell is the Telnorne Mageocrat.

Claws (Alteration)

Range: 0

Components: V, S, M

Duration: 1 round per level

Casting Time: 2

Area of Effect: One creature

Saving Throw: None

Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

When cast, this spell causes a vicious set of serrated claws to grow on the hands of the recipient. The recipient must be willing, and a being not already possessing claws. These claws vanish in one round per level of the wizard. They double the number of attacks normally afforded, and damage is 1d6 plus any Strength bonuses.

The recipient can use no other weapons, nor cast spells with somatic components. The material component is the claw of a griffin.

Cloud Walk (Alteration)

Range: 0

Components: V, S, M

Duration: 1d6 turns + 1 turn per level

Casting Time: 3

Area of Effect: Creature touched

Saving Throw: None

Author: Unknown

This spell allows the recipient to walk on any form of fog, cloud, or smoke as if it were solid. The recipient may move at normal movement rate, plus the movement rate of the smoke (thus a rising column of smoke from a fire might carry the recipient up at 12 movement rate). The smoke must be reasonably thick, reducing visibility significantly. This spell will not allow walking on fine mist. The material component is a hair from a nightmare.

Coin Toss (Alteration)

Range: 30 feet

Components: S, M

Duration: Instantaneous

Casting Time: 2

Area of Effect: One metal coin (preferably gold)

Saving Throw: None

Author: Joseph Delisle <jdelisle@loyola.edu>

Coin Toss gives an electrical charge to a single metallic coin, which is then thrown at the target. The casting of the spell appears to be rather innocuous, but a bit theatrical (i.e., taking approximately 10 seconds to take a coin out of a purse). Only a wizard who has this spell, someone actively using the spellcraft proficiency, or someone who has fallen victim to this spell before will recognize that *coin toss* is being cast. Upon completing the spell, the wizard throws the coin at the intended victim, requiring an attack roll. Treat metal armour as AC 10, but allow for any magical or Dexterity bonuses. If the victim is actively trying to catch the coin, consider it an automatic hit

Wizard Spells (2nd level)

("Take my last gold piece, thief!"). If the attack is successful, the victim takes 1 point of damage per wizard level (up to a maximum of 16 HP). If the coin is gold or another good conductor, add 1 to the damage roll. If the victim is wearing metal armour, add 1d4 to the damage roll.

The material component is the coin being throw, which is consumed in the casting.

Conjure Drink II (Conjuration/Summoning)

Range: 10 feet
 Components: S
 Duration: Permanent
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell conjures beer or wine, the quantity being determined by the quality desired by the caster. If beer or ale is to be conjured, one keg per 5 levels appears. If wine is to be conjured, one mug per 5 levels appears. The components are only the desire to have the desired drink in the container in hand and a snap of the fingers of the other hand.

Constant Orgasm (Evocation)

Range: 0
 Components: S
 Duration: 1 turn + 1 round per level
 Casting Time: 2
 Area of Effect: Creature touched
 Saving Throw: Special
 Author: Mario R. Borelli <mario.r.borelli.3@nd.edu>

This spell causes the recipient to begin to orgasm, repeatedly, and with great enjoyment, until the subject's body is no longer capable of sustaining orgasm. The duration is based on level, but medically speaking, it could end when the body collapses from exhaustion, or (for males) when the body can produce no more seminal fluid. The DM may wish to add possible negative modifiers for combat, movement, etc. because of the victim's excited state. A successful saving throw results in a single orgasm of normal duration.

Constitution (Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 hour per level
 Casting Time: 1 turn
 Area of Effect: Person touched
 Saving Throw: None
 Author: Benjamin C. Ford <benford@wpi.edu>

Application of this spell increases the Constitution of the character by a number of points. Benefits of *constitution* last for the duration of the magic. The amount of added Constitution depends upon the spell recipient's group and is subject to all restrictions on Constitution due to race and class. Multi-class characters use the best die.

Class	Constitution Gain
Priest	1d6 points
Rogue	1d4 points
Warrior	1d8 points
Wizard	1d6 points

The spell cannot confer a Constitution of 19 or more, nor is it cumulative with other magic that adds to Constitution. All hit points gained are illusory hit points that disappear when the spell ends. Damage is taken from these illosory hit points first, and this damage is not transferred to the normal hit point total when the spell ends.

Beings without Constitution scores gain one such extra hit point for each Hit Die.

The material component of this spell is a few hairs, or a pinch of dung from an animal known for its stanima.

Continual Drunkenness (Alteration, Enchantment/Charm)

Range: 10 yards
 Components: V, S, M
 Duration: Permanent (until dispelled)
 Casting Time: 1 round
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell can be directed at any creature who looks the caster in the eyes. The caster's eyes look watery and swirly at the completion of the casting, at which time the gaze can be used. The creature gets a saving throw versus poison at -3 to escape the effects (if so, the spell is not dissipated, rather, it remains active until one creature is affected). A creature failing its saving throw is made mystically drunk, and will remain so indefinitely; an analysis of the being's aura or any magic designed to detect charms reveals the spell's existence.

The priest spell *cure drunkenness* negates it for as many turns as the casting priest has levels, but after this time, the effect returns. The creature's level of inebriation is determined by the caster's level (see the *Net Alcohol Guide* for more information):

Wizard's Level	Degree of Drunkenness
3-5	Slight
6-9	Moderate
10+	Great

Gaze reflection or a mirror may be able to make the spell backfire on the caster. In this case, the degree of mystical drunkenness is one less than normal. For example, if the 10th-level wizard Farsharn has the spell reflected upon himself by Rath's nimble application of a mirror, then Farsharn won't be greatly drunk, but only moderately so. If this would reduce it below slight, then do not reduce it; it always has at least slight effects. To rid oneself of these effects, a successful *dispel magic* or *remove curse* is enough.

The material component is a handful of hops and a chip of glass.

Continual Sparks (Alteration)

Range: 0
 Components: V, S
 Duration: Permanent
 Casting Time: 2
 Area of Effect: One small object or area
 Saving Throw: None
 Author: Max Becherer <becherer@sun0.cs.uiuc.edu>

A modified form of the *continual light* spell, *continual sparks* causes an object or area not greater than a few square inches to continuously emit electrical sparks. These do no damage, but are a tremendous source of ignition around flammable substances.

A variant of the spell causes a spark to strike anything coming within 1 inch of the area affected. A small metal ball with both *continual sparks* and *continual light* cast upon it is a highly effective device for eliminating bothersome insects.

Create Alcohol (Alteration, Conjunction)

Reversible

Range: 0
 Components: V, S
 Duration: 1 turn per level
 Casting Time: 2
 Area of Effect: One pint per level
 Saving Throw: None
 Author: Philippe Goujard <ppg@oasis.icl.co.uk>

This spell alters the taste of and creates alcohol in any liquid. The caster chooses the flavour of the alcohol to be created. With this spell, the wizard also chooses the alcohol content of the liquid (equal to beer, ale, wine, mead, or liquor). There is always a 100% – 10% per level chance of the spell screwing up. In this case, the DM chooses the taste.

Since *create alcohol* really creates the drinks, at least partially, the transformed liquid will appear somewhat the same as the original. Changing beer to wine looks more like wine, but it may still be a little bit frothy.

The reverse of this spell, *destroy alcohol*, removes or lowers the quantity of alcohol and its taste in the drink.

Create Dressing Room (Conjunction/Summoning)

Range: 10 feet
 Components: V, S, M
 Duration: Special
 Casting Time: 1 turn
 Area of Effect: 5 square feet per level
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell creates the interior furnishings of a small dressing room. It cannot be used to create drinkable or consumable material unless it is used for the exact purpose it is intended for. Water or other material vanishes instantly if it is not used for the required purposes (tidying oneself up). This spell creates only the interior of the room; it doesn't normally create the walls, floors, or ceilings.

If cast for women, it contains a mirror, a wardrobe, a small cushioned stool, a tooth brush, tooth paste (take your favourite bland), powder, lipstick, rouge, perfume of the desired type, soap, body lotion, oil, nail polish, a set of nail files and scissors, combs, brushes, wads of cotton, small towels, a small bowl of water (warm or cold as desired), cloths stands, a moveable Spanish wall, and some other small necessities normally used in a dressing room.

If cast for men, it contains a mirror, a shaving mirror, a large bowl of warm water, a small bowl of water (warm or cold), a shaving razor, shaving cream, small towels, a brush, skin relaxant, eau de toilette, deodorant, a comb, a hair brush, a tooth brush, tooth paste (pick your favourite bland), a finger nail cleaner, a nail clipper, and some other small necessities normally used in a dressing room.

The room stays only for 5 rounds per level while the effects of having groomed oneself (or someone else) with the kit from this room last for one hour per caster level (even in the worst weather or after the most horrible mud fight, one always comes out looking as one did after grooming in this dressing room). This effect does not offer any protection from any harm at all. The items cannot be used to harm anyone (not even the wielder). Thus, it would be impossible to cut oneself with the razor, the scissors or clip off someone's ear lobe with the nail clipper. If tried the item causes no damage at all (not even reducing stonelines nor causing a caster to falter). The items cannot be sold: if tried, they vanish in a puff of smoke immediately. They can only be used for what they are intended (you could use them on your pets if you truly want to — DM's decision). They cannot be used for combat reasons: an archer could not hide behind the Spanish wall for soft cover, the wall would vanish instantly.

The material component is either a tiny bottle of perfume for the "female", or a tiny razor for the "male" version (costing no less than 50 gp each). They can be used during the casting time (causing a casting time of 1 turn) or during the preparation, causing this time to

increase to 45 minutes instead of 30 minutes. If used during preparation, the spell can later be brought up with a snap of the caster's fingers and nothing more.

Cyril's Attempted Surge Mastery

(Invocation/Evocation)

Range: Special
 Components: V, S
 Duration: Instantaneous
 Casting Time: 3
 Area of Effect: Special
 Saving Throw: None
 Author: Craig Allen Campbell <craigc@csd4.csd.uwm.edu>

This spell allows the wild wizard to call forth a burst of energy which automatically results in a wild surge. However, the wizard has a chance of controlling the surge to a limited degree. After the spell is cast, roll on the wild surge table. The wild surge will happen, but the wizard has a 33% chance of controlling some part of the spell. First, determine what the wild surge will be. The player (or the DM) then rolls 1d6. On a roll of 1-4, the wild surge results as per the description of the surge. On a roll of 5-6, the wizard may control one part of the wild surge's effects. He may change the centring of the spell, the duration, the damage, etc. Exactly what can be controlled is left up to the DM (have fun with this). For example, if the wild surge resulted in a *fireball* centred on the caster, and the attempt to control the surge was successful, the wizard could move the centring of the *fireball*, he could decrease the damage, or cause it to be a delayed blast (again, this is up to the DM). If the wild surge is not detrimental to the caster, he may still attempt to alter the effects. He could move the flowers pouring from his mouth to pour from the mouth of someone else. An aside for the DM: have fun with this, but watch out. You'd be amazed how much a player can do with a single wild surge when he can control it a bit.

Cyril's Surge Mastery (Invocation/Evocation, Wild Magic)

Range: Special
 Components: V, S
 Duration: Instantaneous
 Casting Time: 2
 Area of Effect: Special
 Saving Throw: None
 Author: Craig Allen Campbell <craigc@csd4.csd.uwm.edu>

This spell is similar to the 1st-level *Nahal's reckless dweomer*, in that it releases the power of a wild surge, in the attempt to create a useful effect. Unlike *Nahal's reckless dweomer* however, this spell does not allow the caster to name an "attempted" spell. To balance this drawback, the caster has a 33% chance of controlling some aspect of the surge created. Since no spell is named as "attempted", there is no other effect than the surge.

When this spell is cast, the caster should name a target. The DM then rolls up a surge, adding the caster's level as a modifier, and rolls 1d6. If the die rolled is 3-6, the surge proceeds as rolled. However, if a 1 or a 2 is rolled, the DM should announce the surge to the caster, and give the caster an opportunity to control some aspect of the surge.

For example, if the surge "a *fireball* explodes, centred on the caster" is rolled, the caster could choose to exercise control by saying "the damage from the *fireball* is the minimum possible". Another example would be to set the duration of the surge "the target is slowed" to the maximum possible. Aspects that can be controlled include damage, duration, area of effect, range, and a +2 or -2 modifier to saving throw. Aspects that are given in random ranges (such as "2d6" or "1d6 + 1 round per level") can be altered to at best the maximum or minimum of the possible range. Aspects that are given in absolute numbers can be halved or doubled.

If the surge rolled states that the "attempted" spell succeeds in some way, the DM should re-roll the surge, as there is no attempted spell with *Cyril's surge mastery*.

Wizard Spells (2nd level)

Dallonous' Memorise Surge Actions (Alteration, Wild Magic)

Range: 0
 Components: V, S, M
 Duration: 2 hours per level
 Casting Time: 1 round
 Area of Effect: The caster
 Saving Throw: None
 Author: Mark Layne <layne@saucer.cc.umn.edu>

If a wild mage casts a spell resulting in a wild surge during the duration of this spell he is given a 10% chance per level up to 90% change to memorise the actions that resulted in the wild surge. Once a wild surge effect is memorized the wild mage can then try to recreate the surge through the use of any *reckless dweomer*. Since the wizard is attempting to recreate a wild surge with the *dweomer*, he gets two rolls on the wild surge table with the addition of the wild mage's levels to the rolled surge. If neither surge rolled is an accomplishment of the spell it is the DM's discretion on which surge occurs.

The material component of the spell is a sheet of paper and one vile of ink.

Dancing Fire Light (Alteration, Evocation)

Range: 60 yards + 10 yards per level
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 2
 Area of Effect: Special
 Saving Throw: ½
 Author: Unknown

This spell — except as noted — is the same as *dancing lights* (from the *Player's Handbook*). The lights are orange-like in colour and give off heat. If the wizard concentrates on the balls, he can have them attack doing 1d3 points of damage per ball (4 balls maximum). All the balls must attack the same target in any given round. Optionally, the wizard can form a mass that looks like a fire elemental and can attack once per round doing 3d3 points of damage. The heat can set fire to flammables.

The material components needed are a piece of flint and either a bit of phosphorus or witchwood.

Dardan's Dryness (Evocation)

Range: 30 yards
 Components: V, S, M
 Duration: 1 hour + 1 turn per level
 Casting Time: 2
 Area of Effect: One cubic foot + 1 cubic foot per 3 levels
 Saving Throw: None
 Author: Craig Singsank <singsank@oshkoshw.bitnet>

This spell keeps one to several cubic feet of material (organic or inorganic) impervious to water and related liquids. The spell forms a minute film of air around the desired object that slowly denatures and collapses allowing water to seep in as the spell ends. This spell is useful in protecting valuable items like spellbooks and bows from liquids that could ruin them.

This spell also reduces the amount of damage a character sustains from water elementals and water-based attacks.

The film of air surrounding the character acts as a buffer protecting them from the full impact of the creature's blows. A character protected with *Dardan's dryness* receives a +1 on all saving throws (per 5 levels of the caster) from such attacks for the duration of the spell.

The material component of this spell is a beetle's carapace.

Darklight's Bending Bolt (Alteration, Metamagic)

Range: Special
 Components: V, S
 Duration: Instantaneous
 Casting Time: 2 (but see below)
 Area of Effect: Special
 Saving Throw: None
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This Metamagic spell can be used in conjunction with any one bolt- or ray-class spell of less than seventh level, such as *lightning bolt*. It allows the wizard to specify "pivot points" at which the beam will change direction. Up to 1 pivot per 5 levels of the caster can be specified, and at each pivot, the bolt or ray can be made to alter its path up to 120°. The casting time of the secondary spell is included in the "middle" of the bend bolt spell, so use the casting time of the affected spell plus 2 for the two halves of this Metamagic spell. It is possible to deceive targets as to the bolt's intended direction in this way, and many other such tricks are possible. Up to a -3 penalty can be inflicted on a deceived target's saving throw. It is also possible to hit multiple targets in this fashion. DM's option: it is entirely valid to require some sort of ability check to see how well the caster aims the beam's turning. Not every wizard is an automatic pool shark.

Darklight's Fishing Rod (Conjuration, Evocation)

Range: 0
 Components: V, S
 Duration: 1 turn per level
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This amusing spell calls into being a 4-foot long, faintly glowing rod of force, with a slim strand of energy hanging off the thin end. On the handle end is a crank-type apparatus, also constructed of this glowing energy. Typically, the line is cast into waters where one suspects interesting or valuable objects might be found. The caster then patiently waits for a "bite". Every turn spent fishing gives the caster a number of "bites" equal to one-third his level (or two, whichever is higher); roll 1d10 for each bite. If a "7" comes up, it is something along the vague lines of what the caster was seeking, based on what the DM decides is actually underwater. Note that the line does not have to be particularly near the object (thus the conjuration element), and that the line can lift objects as if it had an 18/00 Strength, regardless of the wizard's prowess. In especially treasure-thick water, there may be bonuses to the roll, left to the discretion of the DM. Objects sought for must actually exist and lie within a few thousand feet of the casting site. An alternate use of the Rod is for actual fishing, with chances as if the wizard possessed the fishing proficiency, with an additional 25% bonus if he actually does. No bait is needed for this use of the spell.

Darklight's Gossiping Pen (Divination, Enchantment)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 6
 Area of Effect: Special
 Saving Throw: None
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

To use this spell, the wizard needs an ordinary quill pen and a piece of new parchment. When the spell is cast, the pen will rise up and hover for a few seconds, then begin writing in a compact, neat script. No actual ink is needed, as the marks are magically inscribed. The script repeats one local rumour (usually one which the caster has not heard, there is a 1-in-10 chance the caster has actually heard the tale). The pen relates one rumour for every two levels the caster possesses. The rumours are ones that are actually told locally, either

Wizard Spells (2nd level)

openly or not-so-openly, and their veracity is not at all guaranteed. The pen will not respond to *detect lies* or such, as it is merely relating ambient bits of story, not solid facts. The rumours usually only consist of a couple of sentences, but these tell the main points of the story. The material component is the quill pen used.

Darkray's Enhanced Daggers (Alteration, Evocation)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: Special
 Area of Effect: Special
 Saving Throw: None
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

With this spell the caster can turn ordinary daggers or knives or dirks into energy bolts. Each of them can then be thrown, to inflict 1d6 HP, plus one hit point per two levels. If not proficient in the dagger, he suffers the appropriate penalty. Strength bonuses do not apply to the damage roll but do apply in the attack roll. The substance of the weapon is consumed by the spell the round after the throw, regardless of success. The caster can turn into bolts a number of daggers equal to his level, up to ten. The casting time of the spell is three plus 1 for each dagger. The weapons can be made from wood, bone, obsidian or steel and after the casting are considered magical (no plusses) to determine what they can hit.

The caster touches all the weapons, one after the other. Thereafter, if they are thrown at a target, they are transformed into white energy balls. The weapons can be thrown by the caster or any who can put a hand on them, for a period of time equal to the caster's level in rounds. After this time, the weapons melt with a sudden emission of heat.

The casting of *permanency* or similar magics on the weapons, just after this spell, stabilizes the magic until they are thrown. Permanency can affect the whole result of an *enhanced daggers* spell.

The material components of the spell are the weapons themselves, which are consumed at the end of the spell's duration or when thrown.

Darksight (Alteration)

Range: 0
 Components: V, S
 Duration: 5 rounds per level
 Casting Time: 2
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Nathan Sugioka <nugsjioka@cs.indiana.edu>

This spell allows the creature touched to see clearly in any form of darkness, magical or not. It does not allow detection of invisible, out of phase, ethereal or astral creatures, nor does it compensate for any blindness due to natural or magical causes.

Death Mask (Necromancy)

Range: 0
 Components: S, M
 Duration: 1 round
 Casting Time: 2
 Area of Effect: 30-foot cube
 Saving Throw: Negates
 Author: Bret Mikeal O'Neal <bo@csd4.csd.uwm.edu>

When this spell is cast, the caster's face momentarily bloats and rots. This putrid visage is not an illusion. Those within the area can smell the rotting flesh and hear the squirming grubs crawling from various orifices. Just as quickly as the face rotted, it repairs itself, grubs falling to the ground and skin growing back. Victims must be in front of the caster in order to be affected.

This ephemeral spectacle is so horrifying that those seeing it must save or stand in shock for 1d3+1 rounds. Non-intelligent creatures those unable to see, undead, and opponents with more Hit Dice than the caster are immune.

The material component is a live caterpillar.

Death Star (Necromancy)

Range: 60 yards
 Components: V, S, M
 Duration: 3 rounds + 1 round per level
 Casting Time: 2
 Area of Effect: 10-foot radius
 Saving Throw: None
 Author: Bret Mikeal O'Neal <bo@csd4.csd.uwm.edu>

This spell creates a pulsating ball of light floating 5 feet off the ground that slowly drains the life from all within 10 feet. Those in the area of effect take 1d4 dam a round. The star will drain life from anything within its area of effect including plants, animals, even the spellcaster. This spell cannot damage creatures without life such as undead and automatons.

The star cannot be damaged. It will only leave if dismissed by the caster or dispelled. Note it does not move.

The material components are a drop of swamp water and a pinch of dirt form a fresh grave.

Death's Dark Grasp (Conjuration/Summoning, Necromancy)

Range: 10 yards + 10 yards per level
 Components: V, S, M
 Duration: 1 round + 1 round per level
 Casting Time: 2
 Area of Effect: One creature
 Saving Throw: Special
 Author: Garinthrall <alvalent@husc>

This spell is a variant of *Maximillian's earthen grasp* from the *Tome of Magic*. Except where noted, this spell duplicates the effects of *Maximillian's earthen grasp*.

When this spell is cast, rather than producing an earthen hand, this spell causes many undead arms to spring from the ground underneath the target's feet. If the target's saving throw is successful, then the arms sink into the earth and the spell progresses as per the spell description. If the target fails his saving throw, undead forms resembling zombies burst up from the ground, lashing out at the target to grasp and hold him with unyielding strength.

The Armour Class of the arms or creatures is 6 (as opposed to the AC 5 in *Maximillian's earthen grasp*). The hit points of the undead forms created are equal to twice the wizard's normal hit points up to a maximum of 40 HP. The undead forms created are unturnable, and at the end of the spell's duration will sink down into the earth from whence they came.

If this spell is cast in a graveyard, the soil of the graveyard will be more likely to produce the undead forms in a quick, unexpected manner. Thus, saving throws against this spell would be at -1 and the chance that the undead hands or forms reappear under the target's feet after a successful saving throw is 10% per level of the wizard rather than 5% per level which is the usual chance for this occurrence if cast in other environments.

Decastave (Evocation)

Range: 0
 Components: V, S, M
 Duration: 1 round + 1 round per level
 Casting Time: 2
 Area of Effect: Special
 Saving Throw: None
 Author: Perry Horner <aopch@acvax.inre.asu.edu>

By means of a piece of wood and the gestures and phrases of casting, a magic-user can create a temporary "ten-foot pole" of force with this spell. The material component is instantly consumed, and from the caster's forefinger a two-inch radius, ten-foot long, faintly glowing beam of force springs into being. It moves as the finger is pointed, and lasts as long as the caster wills (or until the spell expires, whichever occurs first), or until the spellcaster casts another spell. The pole cannot be cut — any metal which passes through it will cause it to harmlessly wink out of existence — or bent, but will support any weight. It also cannot be shortened; if it strikes an obstacle, the caster must move it, or the obstacle, or will it out of existence, to proceed. It cannot be removed from the end of the caster's finger, although the caster (and other creatures) can grasp it.

The staff can be used as a weapon, for 1d6 damage, by sweeping it from side to side, or jabbing it forwards, by movements of the caster's guiding finger. Normal to-hit rolls apply; it is considered a magical weapon with no plusses. Note that no shock or blow felt by the magical staff is felt by the finger. A creature grasping the staff must exert a total of 18 Strength to hamper its movements. Once only, if the caster wishes, a *decastave* can be used to rob a target of 1d4 HP and transfer them to the wielder of the staff. The target must be touched by the end of the staff (to-hit roll required) and the caster must will the staff to drain energy. It will vanish in a pulse of force, draining 1d4 HP (no saving throw) and transferring them instantly to the caster. If the caster is uninjured, excess hit points are lost after 1 turn. Any damage incurred by the caster during that time is first taken from these phantom hit points; if the caster is at less than full hit points at the end of the turn and phantom hit points remain, all remaining points are absorbed at that time as healing, any excess being lost. The excess hit points can never be transferred to any other creature. Such phantom hit points do not confer any higher-level or hit-dice saving throw bonuses on the caster.

Detect Chaos (Divination) Reversible

Range: 60 yards
 Components: V, S
 Duration: 5 rounds per level
 Casting Time: 2
 Area of Effect: 10-yard wide path
 Saving Throw: None
 Author: Unknown

This spell is similar in all respects to the 2nd-level wizard spell *detect evil* (q.v.), except that the wizard is detecting for chaos (or law, if the reverse, *detect law*, is being cast).

Detect Component (Divination)

Range: 0
 Components: V, S
 Duration: 1 round per level
 Casting Time: 1 round
 Area of Effect: 1-yard radius sphere
 Saving Throw: None
 Author: Joe Collieran <jnc4p@uva.pcmail.virginia.edu>

This spell enables the spellcaster to recognize useful components for spells, spell research, and creation of magical items, potions and scrolls. These components may be natural ingredients for spells, parts of monsters useful for potions or other magical items, and so forth. If the spellcaster is able to cast the spell the components are necessary

for, or has created the magical items that incorporate the components, or has similar specific information of what the components are used for, then the exact part needed will be illuminated and the spellcaster will recall the exact purpose of the component and proper methods needed to preserve and prepare it. Otherwise, vague feelings will be given about what parts are generally useful and whether a certain method of transporting them is bad or good. A sage or some other such person will have to be consulted for more specific knowledge.

Detect Illusion (Divination, Illusion/Phantasm)

Range: 0
 Components: V, S, M
 Duration: 3 rounds + 2 rounds per level
 Casting Time: 1
 Area of Effect: Range of senses
 Saving Throw: None
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

The wizard can see what is illusion and what is not, and can pass this ability to others by a joining of hands. The material component for this spell is a feather-duster, which is consumed in the casting.

Detect Magic II (Divination)

Range: 0
 Components: V, S
 Duration: 3 rounds per level
 Casting Time: 2
 Area of Effect: 60-yard + 20-yard per level long path, 20 yards wide
 Saving Throw: None
 Author: Unknown

This spell is just like *detect magic* except that it is more sensitive, has a longer area of effect (60 yards for *detect magic*), and that the wizard is able to determine accurately what kind of magic (alteration, divination, conjuration, etc.) is in effect if the magic is within 60 yards + 10 yards per level. This spell will not blind, hurt, etc., anyone. If in an area of extreme magic, the wizard will simply know that stronger magic is in effect.

Detect Phase (Divination)

Range: 5 yards per level
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 2
 Area of Effect: The caster
 Saving Throw: None
 Author: Scott Neilly

When this spell is cast, the wizard can see and perceive any creature that is out of or in a different phase than that of the wizard. This means that the wizard will see clearly such creatures with special defenses as displacement, blinking, duo-dimension, astralness or etherealness, and those who can shift out of phase, such as a phase spider. Furthermore, if the wizard has means to attack such creatures, he will suffer none of the ill effects that normally occur when trying to attack (i.e., the wizard would know the exact location of a displacer beast, or where the phase spider is etc.). The information cannot be communicated to his fellows by words.

The material component of this spell requires a lens of calcite crystal which must be viewed through for the spell to have effect. It does not disappear at the end of the spell. Some wizards have made spectacles of calcite crystal so they would have their hands free to do other things after casting the spell.

Detect Spirit (Divination)

Reversible

Range: 20 yards + 5 yards per level
 Components: V, S
 Duration: Special
 Casting Time: 5
 Area of Effect: One creature or object
 Saving Throw: None
 Author: Unknown

Detects the presence of a soul spirit or mentality in any body or object (enchanted swords and the like), and whether or not the mind controlling the body is its "native". Thus, it will not detect charming or hypnosis but will detect possession. Only the fact of a mind is detected, not its nature. If it is cast on a normally invisible spirit (such as an invisible stalker or *unseen servant*), the wizard can see the creature as a visible force for one turn per level. The reverse, *obscure spirit*, has a range of 0 and conceals a single mind or spirit from detection by this spell for 24 hours.

Dexterity (Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 hour per level
 Casting Time: 1 turn
 Area of Effect: Person touched
 Saving Throw: None
 Author: Benjamin C. Ford <benford@wpi.edu>

Application of this spell increases the Dexterity of the character by a number of points. Benefits of *dexterity* last for the duration of the magic. The amount of added Dexterity depends upon the spell recipient's group and is subject to all restrictions on Dexterity due to race and class. Multi-class characters use the best die.

Class	Dexterity Gain
Priest	1d4 points
Rogue	1d8 points
Warrior	1d6 points
Wizard	1d6 points

The spell cannot confer a Dexterity of 19 or more, nor is it cumulative with other magic that adds to Dexterity. Beings without Dexterity scores receive a +1 bonus to Armour Class and to missile attack rolls.

The material of this spell is a few hairs, or a pinch of dung from a particularly agile or quick animal.

Disease (Illusion/Phantasm)

Range: 30 yards
 Components: V, S
 Duration: Special
 Casting Time: 2
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Brian Dawson

Similar to spells such as *blindness* and *deafness*, a *disease* spell will cause its target to believe that he has contracted a real (natural) disease. Even though the spell affects the mind, the victim believes so strongly in the disease that boils, pains and any other symptoms normally associated with the affliction will be imagined, putting the individual's health under considerable stress.

If the target has recently been in a situation where contracting a disease is quite likely (such as living in filthy surroundings, falling into sewage or garbage heaps, attacks from giant rats or ottyughs, etc.), a saving throw is made at a penalty of -4; on the other hand, if a character has recently had a *cure disease* cast upon himself, is immune to normal diseases, or has some other strong reason to believe that he could not possibly have contracted a disease, then a

saving throw at +4 or higher (probably +8 if normally immune) is allowed.

Once the spell takes effect, it is permanent until the victim receives a *dispel illusion*. The disease is determined randomly from the table in the *Dungeon Master's Guide* (q.v.), with the full effects described affecting the target.

Dispel Silence (Abjuration)

Range: 10 yards per level
 Components: S, M
 Duration: 1 round per level
 Casting Time: 2
 Area of Effect: 15-foot radius sphere
 Saving Throw: None
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

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

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

Disposal (Alteration, Evocation)

Range: 0
 Components: V, S
 Duration: 1 day per level
 Casting Time: 2
 Area of Effect: 12-inch circle
 Saving Throw: Special
 Author: Thomas Watson <gitzlaff@uxa.cso.uiuc.edu>

The casting of this spell evokes a hole, 12-inch in diameter, in the wizard's hand. The hole may be placed on any surface; anything subsequently dropped into it (an item must be smaller than the hole's diameter; since this is neither an extra-dimensional space nor a sphere of annihilation, items larger than that are not "sucked" into it) vanishes and is teleported to the bottom of the nearest sewage system (moat, sewer, large body of water, etc.). It is especially effective for disposing of garbage, kitchen waste, body wastes, etc., and may be used in the garderobe of an area otherwise devoid of plumbing. Magical and living items (of at least animal Intelligence; normal insects and non-sentient plant life are therefore not considered "living" for this purpose) receive a saving throw to resist the teleportation (there was no plumbing in Kestrel's tower, hence this spell saves on traipsing up and down all those stairs with a chamberpot).

Dive (Alteration, Evocation)

Reversible

Range: 10 yards
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 1
 Area of Effect: One person
 Saving Throw: Negates
 Author: Steve Bartell <stevebar@wordperfect.com>

This spell forces the recipient to sink to the bottom of a body of water at the rate of 20 yards per round unless they make a saving throw versus spell. No amount of swimming or struggling will stop the victims descent. However, a rope or other secured object that can hold the weight of the victim will stop the sinking.

The spell recipient will sink for a number of rounds equal to the caster's spell level. If they touchdown at the bottom of the water before the spell duration expires, they will simply be unable to leave the ground until the spell wears off. When this spell is cast in the elemental plane of water, the victim will sink in whatever direction

Wizard Spells (2nd level)

their feet were facing at the time of casting. This spell will also affect those that are swimming on the surface of a body of water.

The reverse of this spell, *surface*, will force the recipient to float to the surface of the water for the duration of the spell.

The material component of this spell is a small ball of lead.

Dream Control (Enchantment/Charm, Phantasm)

Range: 1 foot per level

Components: V, S, M

Duration: special

Casting Time: 1

Area of Effect: One creature

Saving Throw: Negates

Author: August Neverman <gitzlaff@uxa.cso.uiuc.edu>

This spell causes the victim to have dreams exactly as the wizard lays them out. Nightmares, messages, fantasies are all possible actions in the dreams. These dreams will seem real. If the person finds out about the source of the dreams it is likely that he will not take kindly to them. The chance of success is 5% per level of the wizard minus 10% per level of victim (less 5% per degree of extremeness of the dreams as determined by the DM). This spell can deprive the victim of a good night's sleep with the same chance of success, thus preventing him from regaining spells overnight. The victim must have been touched at some time by the wizard to use this spell. If the spell is negated, the wizard cannot try to control the dreams of the same victim again until he has gained a level. The material component for this spell is an ornamental cushion, arduously decorated, of at least 20 gp value.

Dreamoore's Explosive Missile (Alteration/Evocation)

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 2

Area of Effect: Special

Saving Throw: Special

Author: Jonathon Salazar (The Adept's Spellbook)

This spell actually has two variations. The first produces a special dart which the wizard hurls toward its target. The dart has a +3 to-hit bonus at 10 feet or less, +2 at 20 feet, and +1 at 30 feet. A successful hit does 1d4+2 points of damage + 1 HP per wizard's level. The second version enchants an ordinary arrow or quarrel, making it magical for hitting purposes, and delivering double normal damage + 1 HP per wizard's level.

Both versions also have a residual blast radius, inflicting 2d4 points of damage, or 1d4 on a saving throw versus death magic. Any item struck directly by an *explosive missile* must save versus crushing blow to avoid damage. The material components are sulphur, diamond dust, and the appropriate missile being enchanted. The first version requires a 10 gp silver dart as its missile. The *explosive missile* must be used within three rounds of creation, otherwise it detonates and does damage to those immediately around it.

Dreamoore's War Disk (Evocation)

Range: 60 yards

Components: V, S

Duration: Special

Casting Time: 2

Area of Effect: Special

Saving Throw: None

Author: Jonathon Salazar (The Adept's Spellbook)

The *war disk* is a small, hand-hurled missile which the wizard throws toward its target. Its to-hit bonus is +3 at less than 20 yards, +2 from 20 yards to 40 yards, and +1 from 40 yards to 60 yards. The wizard must declare which version he is casting prior to the throw. The first type hits only once for 1d4 points of damage + 1 HP per

level of the wizard. The second may be thrown once per round for 1d4+1 points of damage per successful hit and automatically returns at the end of the round. Its duration is one round per level.

Duck! (Enchantment/Charm)

Range: 10 yards

Components: V, S

Duration: Instantaneous

Casting Time: 1

Area of Effect: One creature

Saving Throw: None

Author: Unknown

By this spell, the wizard helps the defence out on himself or another creature. If the wizard sees an attack coming, the wizard can cause the creature to be suddenly moved out of the way so as to cause the attack to miss. This will only work against body (claws, bite, etc.) or hand-held weapons. The creature that has been moved must then take 30 seconds readjusting his position before it can attack again.

The wizard must prepare for this spell, and must declare at the end of the previous round that he is casting this spell. The wizard then waits until the monster attacks, and throws the spell. Creatures that have never had this done to them before must make a saving throw versus petrification or be stunned for 2 rounds.

Dumbness (Illusion/Phantasm)

Range: 30 yards

Components: V, S

Duration: Special

Casting Time: 2

Area of Effect: One creature

Saving Throw: Negates

Author: Brian Dawson

This spell causes the recipient creature to become completely dumb, believing that he is unable to speak by means of voice in any way (cf. *blindness*, *deafness*). This effect can only be removed by *dispel illusion*, or by the will of the wizard, and is permanent until such time. The victim does get a saving throw versus spell to avoid the effect. Note: this spell could be very effective against creatures such as androsphinxes, dragonnes and harpies.

Dust Warriors (Conjuration/Summoning, Necromancy)

Range: 5 yards per level

Components: V, S, M

Duration: Special

Casting Time: 3

Area of Effect: 20-yard long square

Saving Throw: None

Author: Unknown

The material component for this spell is a full set of teeth from a man-sized or larger carnivore which must be cast on an area of earth, rock, raw stone, sand or gravel as the spell is cast. The spell generates 1 skeleton + 1 per 2 levels which rise from the area. They will fight for the wizard until they are turned or destroyed, the wizard is slain, rendered unconscious or moves out of spell range of the group, or the magic is dispelled. They last only while there is someone to attack (including each other, if necessary) — any round in which there are no targets available the skeletons will fade back into dust.

If dragon's teeth are used as the material component, each skeleton will have bonus hit points equal to the age category of the dragon (count 4 HP = 1 HD for turning and attack purposes). Furthermore, they will be immune to the attack type of the dragon's breath weapon.

Wizard Spells (2nd level)

Elemental Burst [2] (Alteration)

Range: 60 feet
 Components: S, M
 Duration: Instantaneous
 Casting Time: 3
 Area of Effect: 10-foot cube
 Saving Throw: None
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

This spell causes wood or stone to burst violently, fire to flare, or small volumes of water or air to become turbulent, possibly knocking people and objects over within a radius of twenty feet. Wood and stone will do 1d8 and 1d10 points of damage respectively to victims within ten feet of the burst. Fire will do 1d6 points of damage to victims within ten feet of the fire and 2d6 to those within three feet. When the fire version is used, there is a 50% chance of flammable objects within 10 feet of catching fire. The material component of this spell is a bit of sulphur.

Euclarke's Cantankerous Clothing (Enchantment)

Range: 10 yards per level
 Components: V, S, M
 Duration: 1 round per 2 levels
 Casting Time: 4
 Area of Effect: One creature
 Saving Throw: Negates
 Author: David E. Brooks Jr. and Elizabeth H. Brooks
 <dbj@central.keywest.mpgn.com>

By use of this spell, the caster causes the target creature's clothing to animate and inhibit the creature's actions. Any clothing worn by the character will swirl, untuck, unbutton, unclasp, twist, fold, chafe or any other action that could disrupt the character's activity. A saving throw versus death magic negates the spell.

In game terms, the target creature is at a -2 penalty on attack, defense, saving throws and initiative. Spellcasting is not ruined by this spell, but all casting gets an initiative modifier of 2, since the caster must slow down to avoid mistakes. Note that the target creature must be wearing some form of clothing for the spell to be effective. The spell lasts for one level for every two levels of the wizard casting the spell, up to a maximum duration of 10 rounds (1 turn). The material component for *Euclarke's cantankerous clothing* is a small square of cloth, which must be twisted, stretched and pulled during the casting of the spell.

Expose Magic (Divination)

Range: 10 yards per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 4
 Area of Effect: Special
 Saving Throw: None
 Author: Unknown

This spell will inform the wizard of all the details of a single spell cast within one round per level — including the destination of a *teleport*, the target of a *charm*, the name of a spell without obvious effect, etc. The spell does not invalidate illusion magic — the spell will return an answer consistent with the illusion (i.e., a *fireball* was cast rather than a *spectral force*), unless the wizard had already disbelieved successfully.

Exterminate II (Abjuration)

Range: 0
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 2
 Area of Effect: Creature touched
 Saving Throw: None or special
 Author: Unknown

Exterminate II negates *call insect*, protects one person against *insect plague*, and gives +6 on saving throws versus *summon insects*. *Dispel magic* requires a wizard of twice the wizard's level. Magic resistance applies only to the creature touched. To negate this spell, both victim and insects have to make their saving throws. The material component of this spell is a bit of fly-paper.

Fellstar's Flamehand (Invocation/Evocation)

Range: 0
 Components: V
 Duration: Special
 Casting Time: 2
 Area of Effect: Creature touched
 Saving Throw: ½
 Author: Fellstar

When cast, this spell causes the wizard's hands to glow with a soft red light; if the wizard scores a hit in combat, his hand will discharge a sheet of flames that will engulf the target. The victim suffers damage equal to 1d10 HP + 1 HP per level of the wizard (a successful saving throw versus spell reduces the damage by one half). This spell may be used twice per casting (once for each hand); both charges must be used within 5 rounds plus 1 round per two levels of the wizard; after this time, any remaining charges are lost. Two attacks may not be made in the same round unless the wizard is normally capable of doing so; in this case, two separate to-hit rolls must be made, and each suffers a -2 penalty.

The flames from this spell will ignite any combustible material; these flames may be extinguished the following round, if no other action is taken.

Fiery Eyes (Enchantment/Charm)

Range: 0
 Components: V, S
 Duration: 3 rounds + 1 round per 3 levels
 Casting Time: 2
 Area of Effect: The caster
 Saving Throw: None
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

By means of this spell, the wizard causes his eyes to glow with an unnatural light, causing beams to shoot forth up to thirty feet, causing a single creature or object 1d4 points of fire damage per round when he focuses his eyes on it for more than three rounds. Further, all creatures in area of affect must save versus spell or be distracted and lose initiative for the first round. If cast in conjunction with *hypnosis*, *hypnotic pattern*, or *mass suggestion*, victims suffer a -1 penalty on saving throws if they are looking at the wizard. After the spell is effectuated, the wizard does not need to concentrate to maintain its effect.

Wizard Spells (2nd level)

Fire Dart (Elemental (Fire), Invocation/Evocation)

Range: 10 yards per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 2
 Area of Effect: Special
 Saving Throw: None
 Author: Nathan Sugioka <nstudioka@cs.indiana.edu>

Similar to *magic missile*, this spell produces one missile per 2 caster levels, rounded up, with a maximum of 5. The difference is that these missiles are made of flames; thus, they can be directed against non-living targets, and also set any flammable materials they hit on fire.

Flask of Light (Enchantment)

Range: 0
 Components: V, S, M
 Duration: Until released
 Casting Time: 2 rounds
 Area of Effect: Flask touched
 Saving Throw: None
 Author: The tiger <ma3tcb@sunlab1.bath.ac.uk>

This enables the caster to imbue a flask with an illumination spell. The first round of casting involves preparing the flask, the second round is for casting the illumination spell wished for into the flask. Thus the illumination spell must have a casting time of one round or less. This spell may only be cast on any given flask once; a second casting will result only in causing the same effect as if a *dispel magic* had been cast on the flask, which has a 100% chance of removing the casters current or previous enchantments. The material component is the flask into which the spell is cast.

Flying Fist (Evocation)

Range: 0
 Components: V, S
 Duration: 1 round per level
 Casting Time: 2
 Area of Effect: Special
 Saving Throw: None
 Author: Pery Horner <aopch@acvax.inre.asu.edu>

Invented by the wizard Alcimer (and once known as *Alcimer's flying fist*, ere he died and his apprentices all made use of it), this spell enables the caster to create a "fist" of force. Forming at the end of the round in which the spell is cast, the hand is invisible to all but the caster. It can move 12 yards per round, but cannot pass beyond 10 yards per level of the caster away from the caster. The fist can hover in mid-air, swoop, swerve, and dart through openings as the caster directs, but it will disappear if the caster casts another spell or is rendered unconscious. Physical combat, speech, climbing, movement, and other activities on the caster's part will not destroy the fist. Although the fist can exist for one round per level of the caster, it can perform only three things. It can grab falling, floating, or levitating objects of hand-size or less, any 10 gp weight or less and carry them about for up to 2 rounds ere it drops them. Such objects (keys, *ioun stones*, etc.) may be in the possession of another creature, but the fist does not have the strength to tear weapons free of fastenings, material components or scrolls out of a being's grasp, etc. It can overcome magnetic pulls, but can only hold its own against a gust of wind or other severe opposing air disturbance. It can push or slap a single creature sufficient to cause a missile attack to be at -1 to-hit, a catching attempt by the being to be 20% more likely to fail than otherwise, and to delay (not ruin) spellcasting for one round. It can also attack, striking as a blow (not a missile, and hence unstoppable by a shield or any protection from missiles magic), as though it was the caster (but at +2 to-hit), and doing 1d2 points of damage. A successful punching attack by the fist ruins spellcasting during the round it strikes. A flying fist can be readily dispelled by

a *dispel magic* cast on the fist or on its caster, and cannot penetrate walls of force, anti-magic shells, or more powerful magical barriers. It is AC 4 (AC 7 to opponents who can see invisible as an ability or by means of temporary magic), and can be destroyed by any attack that deals it 5 or more points of damage, or any combination of attacks dealing it at least 5 hit points of damage in a single round (cumulative damage does not apply to the fist).

Fog Phantom (Conjuration/Summoning)

Range: 0
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 3
 Area of Effect: Special
 Saving Throw: None
 Author: August Neverman <gitzlaff@uxa.cso.uiuc.edu>

This spell creates a vaguely human shaped pillar of fog. The fog phantom can do no damage, but it can be controlled remotely by the wizard. The *fog phantom* moves at 1 foot + 1 foot per level of the wizard. The wizard can "see" and "hear" through the *fog phantom*. This spell requires complete concentration: disturbances will cause the termination of the spell before the end of its duration. The *fog phantom* cannot pass through cracks or the like. Strong winds and intense heat or cold will cause the *fog phantom* to disintegrate. The material component for this spell is some smoke.

Furball (Alteration, Evocation)

Range: 10 yards + 10 yards per level
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 3
 Area of Effect: 20-foot radius
 Saving Throw: Negates
 Author: Brendan Knox <bknnox@dialix.oz.au>

Supposedly designed by a wizard by the name of Rakmos Shearlight for his friend's wool business, this spell causes fur or hair to grow on a living creature at a rate of 1 inch per round. It even affects creatures that do not normally have fur or hair (eg., one could create fur on an alligator). A saving throw is allowed and those that successfully save will not be affected by the fur or hair growth. Otherwise, the fur or hair will continue for the duration of the spell. The fur or hair will remain, even after the spell's duration expires, and it is not magical. A *dispel magic* will only halt the fur or hair growth. Partial areas of large creatures have been known to be affected by this spell (the face of the red dragon Scorch, for example).

In itself, this spell is relatively harmless. The effects on the other hand can be quite interesting. Tight armour has been known to break and fall off, the fur or hair could catch fire (since hair is highly flammable), the fur can serve as extra insulation in cold climate, instant fur is provided for the *lightning bolt* spell, etc.

The material component for this spell is a bit of fur.

Garinthrall's Hideous Leech (Conjuration/Summoning)

Range: 150 yards
 Components: V, S, M
 Duration: Special
 Casting Time: 2
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Garinthrall <alvalent@husc>

This is a variant of *Melf's acid arrow*. Unless otherwise noted, this spell mimics many of the properties of *Melf's acid arrow* (q.v.).

When this spell is cast, a small black sphere a few inches across appears in the wizard's hand. The wizard then proceeds to hurl this sphere at the target of the spell. If it does not strike the target or is

Wizard Spells (2nd level)

not thrown immediately after its creation the sphere fades into nothingness.

If it hits successfully, on the spot which the sphere struck appears a huge, black, shiny leech-like creature which bites into the target and begins to drink the target's blood. This leech can even bite into creatures hit only by +1 or better magical weapons. The creature cannot be removed by anything short of a dispel magic or the wizard's own hand until it has had its fill of the target's blood and is sated, at which time the creature falls to the ground. The number of rounds this takes and the damage inflicted due to the blood drain are as per *Melf's acid arrow*.

The creature's bite carries an anaesthesia which makes the target oblivious to its presence if it is struck by surprise. The target will, however, notice that it is growing progressively weaker and may make a Wisdom check every round to spot the creature.

As previously mentioned, when the creature is satiated (or if the wizard removes it before this occurs), it will fall from its target where it may be collected later by the wizard. The creature will survive for up to one hour after being removed from the target during which time it retains its immunity to all attacks save *dispel magic* and the wizard's hand. After one hour it will dissolve into a small puddle of blood. Before the end of this hour, the wizard may force the leech to dissolve itself at any time or alternately bleed it slowly if he has a dagger or similar weapon on hand (again, only a weapon wielded by the wizard will be effective against this creature). The blood may be collected in whatever receptacle the wizard has available, for later use in poisons, potions, other spells, sympathetic magics, etc.

If the target of the leech is not a creature of flesh and blood that would be harmed by the leech's blood drain, then the bite of the leech will inflict only 1d4 points of damage before the leech falls off the target.

Although it should be obvious, it is worthy of note that this spell does not damage the target's items as it does not shower the target in acid as does *Melf's acid arrow*. Also, note the shorter range of this spell.

The material component for this spell is a leech which has fed upon the wizard's own blood and has afterwards been lanced with a hot needle and killed.

Ghost Stories (Enchantment, Illusion/Phantasm)

Reversible

Range: 0
 Components: V, S
 Duration: Special
 Casting Time: 1 round
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: <lrw5@psuvm.psu.edu>

The wizard casts this spell upon one speaker or storyteller before the creature touched begins telling a frightening story to an audience within hearing range and can hear the tale clearly. When the storyteller begins, the individual audience members must make a saving throw versus spell at -4. If they fail, they become caught up in the story and listen attentively, even "oooo"ing and "aahhh"ing with genuine feeling, while the storyteller's voice and movements direct the spell's effects, enhancing lighting and sound in the immediate area. Those who save wander off, disinterested. Those who cannot understand the speaker automatically save.

After the story's conclusion, those who failed their saving throw are heartened by the exhilarating performance and receive a +2 initiative versus undead and +2 to save versus fear for the next 24 hours. Those who saved are unaffected and receive no such bonuses.

The reverse of the spell, *dishearten*, causes those who failed their saving throw become depressed and receive a -2 initiative versus undead and -2 to save versus fear for the next 24 hours. Audience members must sit through the entire story to receive the bonuses or penalties. They do not wish to be interrupted, but attack or similar interruptions can break the spell. The same applies if the speaker stops for longer than one round. If the spell is cast on a bard, he has the conscious decision to allow or disallow the spell to occur.

The caster performs only a small portion of the verbal and somatic components. The storyteller actually performs the rest through his voice and movements, thereby directing the spell effects himself.

Ghoul Touch (Necromancy)

Range: 0
 Components: V, S
 Duration: 2 rounds + 1 round per level
 Casting Time: 2
 Area of Effect: The caster
 Saving Throw: Negates
 Author: Bret Mikeal O'Neal <bo@csd4.csd.uwm.edu>

Casting this spell changes the casters hands into ghastly clawed terminals, much like a ghouls. The wizard may then attack with these decayed hands. The damage is 1d3 per claw + Strength bonus. A saving throw versus paralysis must be rolled by the creature hit. Those failing the saving throw are paralysed for 1d4 rounds. Note that the caster can attack with both hands with appropriate penalties.

Elves, slimes, undead, and automatons are immune to this spell.

Spellcasters may cast other spells while this spell is going, but any other touch spell will negate the ghouls hands.

Gold to Gems (Alteration)

Reversible

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: 200 gp touched per level
 Saving Throw: None
 Author: Thomas Watson <gitzlaff@uxa.cso.uiuc.edu>

By means of this spell, the wizard converts a number of gold pieces, minus some random percentage, into a single gem of equal value. The wizard places the gold pieces in the left pan of an ordinary balance, speaks a command word, and the coins vanish. A single gem appears in the right pan, equal in value to the amount of coins minus 1d10%. This extra amount is the material component. The wizard can convert up to 200 gold pieces per level per use of the spell. Thus, a 5th-level wizard could convert up to 1000 gold pieces into a single gem.

The reverse of the spell, *gems to gold*, converts a single gem (subject to level limits), placed in the right pan of the balance, into gold coins of equal worth, minus 1d10% of the value of the gem. If too many coins, or a gem of greater value than the wizard can convert at his current level, are placed on the balance, the spell is lost but nothing is expended materially. The type of gem obtained cannot be specified by the wizard.

Greysky's Improved Missile (Evocation)

Range: 20 yards per level
 Components: V, S
 Duration: Special
 Casting Time: 2
 Area of Effect: One or more creatures
 Saving Throw: None
 Author: Paul D. Walker <pdwalker@hk.super.net>

This spell is exactly the same as the 1st-level wizard spell *magic missile* except for two changes: (1) the area of effect — everyone in spell range could possibly be hit with 1 or more missiles — and (2) the number of missiles that can be fired by the wizard — for every 3 levels of experience, the wizard can fire two magic missiles (i.e., level 1-3: 2 missiles, level 4-6: 4 missiles, level 7-9: 6 missiles, etc.).

Wizard Spells (2nd level)

Grimly's Prehensile Feet (Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 hour + 1 turn per level
 Casting Time: 3
 Area of Effect: Humanoid touched
 Saving Throw: None
 Author: Joshua Rosenfeld <emilus@u.washington.edu>

This spell alters one person's feet so that they are able to grasp as well as his hands can. The recipient of this spell must not be wearing shoes, or 1d3 points of damage will be taken due to the lengthening of the feet in a cramped space (soft leather boots must save or rip apart). The recipient must also be human or humanoid for the spell to take effect, and unwilling victims are allowed a saving throw. The *prehensile feet* will add +30% to climbing rolls. If in a position to use feet to attack with weapons, this is also possible, though at a non-proficiency penalty if the attacker is proficient with the weapon, and double that penalty if the attacker is not proficient. Somatic components of spells of third level or lower may be performed with prehensile feet. The material component for this spell is a bit of monkey fur.

Guilda's Sneakabout Light (Alteration)

Range: 5 feet
 Components: V, S, M
 Duration: 1 turn + 1 round per level
 Casting Time: 2
 Area of Effect: 5-foot radius sphere
 Saving Throw: None
 Author: Colin Roald <hobbit@ac.dal.ca>

This spell creates a dim, floating light of variable intensity that follows the wizard. At its brightest, it is enough to read with good eyesight, and it can be extinguished and restored at will during the duration. No light produced by the spell escapes the 5-foot radius, preventing the wizard from being given away by his light, so this spell is ideal for thieves. Note that background light penetrates the area of effect freely, so the wizard is in no way concealed by this spell. The material component for the spell is a silk black blindfold.

Hailstones (Evocation)

Range: 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 4
 Area of Effect: 5-foot per level radius (maximum 60 feet)
 Saving Throw: None
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell summons a rain of stones in the area of effect. The spell causes 1d3 points of damage per level of the wizard to all within the area, to a maximum of 15d3. However, the wizard must make a normal to-hit roll versus each creature in the area to see if they are hit by the stones. If the to-hit roll is unsuccessful, the creature takes no damage. The material component is a handful of small stones.

Hair Growth (Evocation) Reversible

Range: 0
 Components: S, M
 Duration: 1 turn per level
 Casting Time: 2
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: M. Kinney <gitzlaff@uxa.cso.uiuc.edu>

This spell causes hair to grow (the reverse eliminates all hair) on the victim. The victim's hair will grow at a rate of one inch per turn for the duration of the spell. The material component for the spell is a hair, and a pair of scissors or a sharp knife for the reverse, *hair razor* (which belongs to the alteration school).

Hand of Ithiqua (Illusion/Phantasm)

Range: 30 yards
 Components: V, S
 Duration: 3 rounds per level
 Casting Time: 2
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Brian Dawson

A target of the *hand of Ithiqua*, failing to save versus paralysis will be pinned to the ground by an invisible force. The force is illusory, but will seem completely real to the victim, so that he will be unable to move. The victim will be pinned to the ground at a location of the wizard's choice, and despite any struggling will have a movement of 0 regardless of Strength. The subject will be very prone, +4 to be hit (with no Armour Class adjustment for Dexterity) and -4 to attack.

Heat Feet (Alteration)

Range: 20 yards
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 3
 Area of Effect: One creature per level
 Saving Throw: Special
 Author: Rob van Riel <s251111@stud.tue.nl>

This spell causes the affected creatures' footgear to become very hot, blistering the victims' feet. Because of this, the target fights with a +2 bonus to-hit, a +2 penalty to its Armour Class, loses any Dexterity bonuses, and moves at 5/6 of its normal speed. The reduction in movement rate lasts until the blisters have healed. Creatures that are immune to fire don't suffer any of these effects. Flammable footgear must save versus normal fire or be ruined; footgear that saves is merely a bit charred.

Alternatively, this spell can be used to counter the effects of natural cold. In this mode, the spell will keep the affected creatures' feet comfortably warm for 1 turn per level of the wizard, even in snow or ice.

The material components for this spell are 2 leaves of stinging nettle.

Heethem's Hydromorph (Alteration, Enchantment)

Range: 10 feet
 Components: V, S
 Duration: 2 turns per level
 Casting Time: 2
 Area of Effect: One cubic foot per level
 Saving Throw: Special
 Author: David E. Brooks Jr. and Elizabeth H. Brooks
 <dbj@central.keywest.mpgn.com>

This somewhat frivolous spell allows the caster to create spectacular fountains and wondrous sculptures out of water (or water-like substances). For example, the caster can make a portion of a lake into a flowing fleur-de-lis or a courtyard pool into a shimmering fountain. There are no restrictions on what shape or form the water may take, save the artistic talent of the caster.

This spell may only be cast upon still, or nearly still portions of water. Any attempt to use this spell on turbulent waters will fail. *Heethem's hydromorph* can be cast upon a creature from the elemental plane of water, but the creature is allowed a saving throw versus death magic (at +4) in order to avoid being reshaped by this spell. In

any event, the creature is still allowed all of its normal attacks and may resume its natural shape at the beginning of the next round.

If desired, a *permanency* or *semi-permanency* (see the *Dragon Kings* supplement) may be placed on *Heethem's Hydromorph*, although complete evaporation of the liquid will break the spell.

This spell will not function on the elemental plane of water or its adjacent plane of ooze, but operates normally on any other plane that can contain a liquid.

Homophobia (Abjuration) Reversible

Range: 20 yards
Components: V, S, M
Duration: 1 turn + 1 round per level
Casting Time: 3
Area of Effect: One person
Saving Throw: Negates
Author: Mario R. Borelli <mario.r.borelli.3@nd.edu>

Homophobia causes a person, regardless of orientation, to become angry and nauseous at the concept or sight of any person or behaviour which might be construed as homosexual. The subject will attempt to evade and void any such thing and, if evasion proves impossible, hostile and even violent.

Homosexuals affected by this spell will be constantly ill at ease. The reverse, *heterophobia*, has exactly the same effects, except that the aversion is towards heterosexuals and heterosexuality. The material component is a lump of mouldy cheese shaped like a triangle (or a square, for the reverse).

Horizontal Rope Trick (Alteration)

Range: 0
Components: V, S, M
Duration: 2 turns per level
Casting Time: 2
Area of Effect: Special
Saving Throw: None
Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

When cast on the end of a length of rope, that end may be tossed away from the wizard (being subject to gravity), where it will remain hanging in midair at its furthest point from the wizard for the spell's duration. Five persons may climb the rope and hide at its end (in extra-dimensional space), unseen, drawing the slack with them as they go. Also, the spell may be used as a make-shift grappling hook when there is nothing for a hook to catch onto. The rope may be thrown upwards up to 3×Strength feet at most and generally less if accuracy is desired. Horizontal throws may be twice this number if there is a ten foot radius of swing room. The material components for this spell are a paper Moebius ring and a string of yarn.

Imitation (Illusion/Phantasm)

Range: 0
Components: V, S
Duration: 2 turns + 1 turn per level
Casting Time: 2
Area of Effect: The caster
Saving Throw: Special
Author: Brian Dawson

This spell is similar in nature to *change self* (q.v.), but allows the wizard to assume the form of a specific creature. There is, however, a chance that the form will not be accurately imitated, with some inconsistency or fault being noticed by the observers. The chance of an observer detecting this ruse is as follows:

Observer's Familiarity With Assumed Form	Base Chance of Detection*	Modifier for Wizard's Familiarity
Very well known	25%	-5%

Seen often	15%	+0%
Seen occasionally	10%	+10%
Seen once	5%	+20%
Never seen	0%	Not applicable

* This is also the chance of a creature recognising a non-specific form as a false one.

Additional Modifiers:

- +5% per level of the viewer
- 5% per level of the wizard
- +20% if listener attempts to determine authenticity
- +10% if only seen occasionally
- +5% if seen once or never seen
- 1% per one foot of distance

The chance of detection should be rolled upon initial contact, once for every three turns of exposure or one turn of direct conversation, and once for an attempt to determine authenticity. The spell may not be immediately recognised as an illusion, even if a fault is detected, for it could be seen as a disguise or a physical change (as with a doppelganger). Note that strong physical contact could reveal the spell, as the illusion is only visual. Also, unless a *voice* spell is also used, observers could become very suspicious. The size of the alteration can be 50% of actual. Note that the change is entirely illusionary (unlike *alter self*) — no actual physical properties are gained whatsoever and special abilities (gaze attacks, horror effects, etc.) cannot be reproduced so as to have these special effects.

Improved Audible Glamour (Illusion/Phantasm)

Range: 10 feet per level
Components: V, S, M
Duration: Concentration or 2 rounds per level
Casting Time: 2
Area of Effect: 1 foot × 5 feet per level × 1 foot per level cone of sound
Saving Throw: Negates
Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is an improved version of the usual *audible glamour*. It can be used to create understandable speech, but only those languages that the caster can speak. The volume of sound is the same as the normal version but it can reach the volume of up to 10 dragons roaring at the same time at the maximum of sixtieth level (not that many characters would reach that level, though). Reminder: a dragon roaring equals 24 men shouting at their loudest and a wizard gains the power to create sounds equal to four men per level. If the sound volume reaches 2 dragons, this spell starts to cause damage to characters: 12 hit points at 48 men volumes plus one hit point per 4 men volumes above that per round in the sound area. The cone extends directly from the point of origin which has to be within range. It causes structural damage in the following relation: 1 structural point per 10 hit points of character damage.

The material components are a small silver horn plus a paper describing the sound in the most minute detail (it has to be understood by character who can read musical notes).

Improved Detect Magic (Divination)

Range: 0
Components: V, S
Duration: 2 rounds per level
Casting Time: 2
Area of Effect: 10-foot wide path, 300 yards long
Saving Throw: None
Author: Unknown

This spell acts like *detect magic* except it works out to hundreds of yards range.

Wizard Spells (2nd level)

Improved Find Familiar (Summoning)

Reversible

Range: 1 mile per level
 Components: V, S, M
 Duration: Special
 Casting Time: 1 up to 24 hours
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Unknown

This spell attracts a familiar to act for the wizard. The wizard may attract a familiar of up to half his Hit Dice. The wizard may specify the type of creature preferred but not the specific creature. Hence he could specify "a cat" but not "Mrs Pike's Ginger Tom".

Furthermore, the wizard gains the ability to communicate mentally with his familiar and to use the senses of the familiar while this is being concentrated on. Hence, he can "see" through his familiar's eyes, "listen" with its ears, etc. No other actions are possible during this concentration. The range for this communication is 5 miles per level of the wizard.

The wizard gains the hit points of the familiar when it is within 12 feet, and on its death (if not *released* beforehand), will permanently lose double the amount of these hit points (regardless of the distance to the familiar). If a familiar is in range, it must be of the same alignment as the wizard and will then willingly serve its master or mistress as long as it does not involve a threat to its life and as long as suitable rewards are given to the familiar at regular intervals (mice for cats, treasure or souls for more powerful creatures). Failure to provide such suitable rewards allows the familiar an additional saving throw versus spell (at +1 for each time rewards have been ignored).

The DM determines the likelihood of the preferred creature being within range and determines all results including the type, size, Hit Dice and abilities of the attracted familiar. The range of the spell is one mile per level of the wizard.

The material components of this spell include feathers, fur or skin etc. of the creature preferred and a total of 100 gp worth of incense and herbs per Hit Die of the summoned familiar. The familiar so attracted receives a saving throw versus spell to ignore the summons. The spell may be attempted only once every 6 months.

This spell is a specialised version of *charm person or mammal*, and rewarding the familiar gives a strong chance of an individual offering his services to, for example, a wizard or dragon for quite a period. Both stand to benefit from the co-existence.

By introducing this spell to a campaign, familiars should be more common to all wizards including dragons, drow, etc. It would be quite beneficial for a dragon to have a human familiar. The familiar is able to arrange delivery of suitable bribes, slaves, information, treasure or whatever else the dragon would require. It can always be useful to have such a spy in an enemy camp. On the same basis, it also means that a powerful witch is able to have a troll or doppelganger act as her familiar for several years. In return, the familiar gains treasure, knowledge or power or just food and security.

The reverse of this spell, *release familiar*, has a range of 0, since the wizard must be able to touch his familiar to release it. This version of the spell has no material component and is permanent. Its casting time is 0, and the familiar is not entitled to a saving throw.

Improved Identify (Divination)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: Special
 Area of Effect: One item per level
 Saving Throw: None
 Author: Unknown

This spell is the same as *identify* except that the wizard gets a 20% per level chance of identifying the item and gets a +2 on any saving throws versus a cursed item.

Improved Magic Missile (Evocation)

Range: 60 yards + 10 yards per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 2
 Area of Effect: One or more creatures in a 10-foot cube
 Saving Throw: None
 Author: Kenneth C. Jenks <kjenks@gothamcity.jsc.nasa.gov>

This spell is similar to the 1st-level *magic missile* spell, except as noted above and for the fact that each missile inflicts 1d6+1 points of damage.

Improved Magic Missiles (Evocation)

Range: 6 yards + 1 yard per level (see below)
 Components: V, S
 Duration: Instantaneous
 Casting Time: 2
 Area of Effect: Special
 Saving Throw: None
 Author: Max Becherer <becherer@sun0.cs.uiuc.edu>

Improved magic missiles is actually a family of at least three discrete variants, each optimised to enhance one characteristic of the spell: number of missiles, damage, or range. If an *improved magic missiles* spell is found, roll 1d100 on the following table:

D100 Roll	Result
01–10	Range
11–55	Numbers
56–99	Damage
00	Two spells, roll again

Range: this rare spell doubles the range of *magic missile* to well over 120 yards. Ideal for use against flying enemies. One in twenty copies of this spell inflict 1d6+1 points of damage.

Numbers: range and damage are as per the *magic missile*. The wizard can evoke one missile per level, doubling the number of missiles created. A rare variant (5%) inflicts 1d3 points of damage, but grants the wizard two missiles per level.

Damage: the spell is identical to *magic missile*, except that the missiles inflict 2d4+2 points of damage a piece. 30% of the copies of this spell are a weaker variant which inflict 1d6+1 points of damage per missile, but are otherwise identical to the 1st-level spell.

Infected Wounds (Necromancy)

Range: 30 yards
 Components: V, S, M
 Duration: 1 day
 Casting Time: 2
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Robert A. Howard <ssa94isa06@rcnvms.rcn.mass.edu>

This spell will cause any wounds to become infected, be they scratches or large wounds. Wizards do not need to hit their intended victims. The victim must make a saving throw versus death magic, and if he fails, his wounds will not heal naturally. Healing and herbalism will also fail to heal these wounds. The use of magical healing will heal the infection, at the cost of a *cure light wounds* — no damage will be healed, but the *infected wounds* will be negated. The material component for this spell is a powdered opal of 10 or more gold pieces value.

Wizard Spells (2nd level)

Jealousy (Alteration)

Range: 6 feet
 Components: V, S
 Duration: 2 turns + 1 turn per level
 Casting Time: 2
 Area of Effect: 1d6 persons
 Saving Throw: Negates
 Author: John Daniel <c548285@umcvmb.missouri.edu>

The affected people will become jealous of each other to the extent that they will ignore the wizard or any other source of danger present and quarrel amongst themselves. There is a chance equal to the wizard's Intelligence of such an argument leading to blows and, if it does, there is an additional chance equal to the wizard'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.

Jet of Steam (Evocation)

Range: 5 feet per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 2
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

This spell causes a jet of superheated steam to shoot from the wizard's hand, striking one victim up to 5 feet away per level of the wizard. If a saving throw versus spell is failed, the victim suffers 1d4 HP + 1 HP per level of damage. Since the jet is quite narrow, a successful saving throw indicates that it missed, inflicting no damage.

Káldane's Drowse (Enchantment/Charm)

Range: 30 yards
 Components: V, S, M
 Duration: 3 rounds per level
 Casting Time: 3
 Area of Effect: Special
 Saving Throw: None
 Author: Joshua Rosenfeld <emilus@u.washington.edu>

The victims of this spell must be within 30 feet of each other, with a centre determined by the caster. This spell affects 2d6 HD of creatures, affecting lower level creatures first, with partial effects ignored. Creatures of 6+3 HD or more are unaffected. The result of the spell is to make its victims feel sleepy, giving them a +2 penalty to their Armour Class, and a -2 penalty on their to-hit rolls, with all Dexterity bonuses for combat negated. If a creature that has been subject to the *drowse* has more than 4+3 HD, it can be subject to *sleep* (q.v.), although it is allowed a saving throw at -4). The material component of this spell is a pinch of fine sand.

Käsegott's Neon Hit Points (Divination, Wild Magic)

Range: 0
 Components: V, S, M
 Duration: 1 round per 2 levels
 Casting Time: 2
 Area of Effect: 60-foot radius circle
 Saving Throw: None
 Author: Marc Sherman <msherman@zeus.uwaterloo.ca>

This spell affects a number of creatures within the area of effect equal to half the casters level, rounded up. The creatures affected are randomly determined from all creatures in the area of effect, excluding the caster. Note that the spell does not discriminate between the caster's friends and foes.

The spell causes the targets' hit points to flash in a bright neon colour above the targets' head. This number will appear in the native

language of the caster; anyone who can read this language can read the hit point number as well.

Creatures who are held, petrified, asleep, unconscious, or otherwise inactive are not included in the random determination. Creatures who are invisible, hiding in shadows, or otherwise unknown to the caster, are likewise not included. A creature under the effects of an illusion which the caster has not disbelieved will have the illusory hit points flash, rather than their actual hit point values.

The above restrictions only apply to the initial random determination of targets. If a creature affected by the spell becomes unconscious, petrified, invisible, etc., the hit points continue to flash over their head. If one of the targets was under the effects of an illusion and the caster subsequently disbelieves it (or its duration expires), the neon hit points will update to show the new perceived value.

Note that while the concept of hit points is one of game mechanics, and in actuality has no meaning the player characters observing this spell's effects, the number shown can be interpreted by the characters as a relative measure of strength and health of the creatures affected.

The material component of this spell is a small piece of coloured glass.

Käsemädchen's Improved Reckless Dweomer (Invocation/Evocation, Wild Magic)

Range: Special
 Components: None
 Duration: Special
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: Special
 Author: Marc Sherman <msherman@zeus.uwaterloo.ca>

This spell is identical to the 1st-level *Nahal's reckless dweomer*, except that it has no verbal or somatic components. A wild mage creates a surge with this spell from the sheer force of his will. Because no time is spent gesticulating and chanting, as with the 1st-level spell, this version is quicker to cast, as well. This spell is very useful as a last resort in situations where the caster is bound and gagged, or otherwise unable to take any useful action.

DMs might want to disallow this spell, since it upsets game balance by crossing the fine line between psionics, based upon one's inner force, and wizardry, which draws upon external forces.

Katrine's Correspondence (Illusion/Phantasm)

Range: 0
 Components: V, S, M
 Duration: 1 month
 Casting Time: 2
 Area of Effect: 20-foot long square touched
 Saving Throw: None
 Author: Thomas Weigel <nbsbos0340@nsula.edu>

This spell is a delayed reaction spell which, under preset conditions of relatively simple nature (two dwarves and an elf enter room), generates an illusory skull head which delivers a message of up to 125 words. The spell can last up to a month before the message is lost. The spell requires a pinch of bone dust from a skull (the type of skull determines what skull the illusion looks like), which is consumed after the spell. The wizard casts the spell by first uttering several arcane phrases, and then saying the message while moving her left hand open and shut as the skulls jaw will do when the message is given. If the caster is hit while delivering the message, the spell is lost.

This spell is another version of *magic mouth* with a longer message possible, but a more limiting time span. Katrine researched it because she didn't have access to the original *magic mouth* spell.

Wizard Spells (2nd level)

Katrine's Fragile Egg (Conjuration/Summoning)

Range: 0
 Components: V, S, M
 Duration: 2 days per level
 Casting Time: 1 round
 Area of Effect: Egg touched
 Saving Throw: None
 Author: Thomas Weigel <nsbos0340@nsula.edu>

This spell creates a pocket dimension inside a hollowed out egg which can hold up to 250 pounds or 20 cubic feet. For conversion purposes, 12½ pounds equals one cubic foot, so a wizard could put something that took up 125 pounds and took up 10 cubic feet in thee (a small human being or typical elf). The caster must place the items desired into the egg at the time of the casting, and may not take them out until everything is taken out. When the spell duration runs out, or the egg is shattered (a hard tap will do it), everything that was stored in the egg appears again (placing the egg in a small container and then leaving it for several days somewhere can be fun). The wizard casts the spell by moving the hollowed out egg over her head in a complex pattern while chanting slowly.

Kestrel's Voice of the Bat (Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 turn + 1 round per level
 Casting Time: 3
 Area of Effect: The caster
 Saving Throw: None
 Author: Thomas Watson <gitzlaff@uxa.cso.uiuc.edu>

This spell grants the wizard the ability to use sonar to "see" and move safely at a normal rate in the dark, even in magical darkness. The wizard can tell size and general shape of objects up to 10 yards away in any direction he faces. The wizard must actively concentrate to "see" his surroundings, but merely ceasing concentration does not end the spell, and the wizard may resume the sonar again within the spell's duration. The material component is a bit of bat guano.

Kiri's Curse Detection (Divination)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 5
 Area of Effect: 20 feet + 10 feet per level long, 45° cone
 Saving Throw: None
 Author: David Kelk <fs337203@sol.yorku.ca>

When a wizard casts this spell, he can detect the magical radiation given off by cursed objects. The wizard can detect objects in a 45° cone in the direction he is facing, pivoting up to 45° per round to look in a different direction.

The material component for this spell is a gem of at least 100 gp in value. It is destroyed upon the completion of the spell.

Double the duration of the spell if the gem was blessed prior to the casting.

Kiri's Mystical Photographer (Evocation)

Range: 0
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1 round
 Area of Effect: Piece of paper touched
 Saving Throw: None
 Author: David Kelk <fs337203@sol.yorku.ca>

This spell is an improvement over the *copy* spell in the *Complete Wizard's Handbook*. The spell enchants one piece of paper or

parchment with the ability to "take a picture". The caster upon casting the spell merely concentrates upon the area to be captured on parchment and speaks the trigger word. Both close-up's and distance pictures are possible.

The material components for the spell are a set of coloured inks, oils or pigments.

Kiss of Weakness (Conjuration/Summoning)

Range: 0
 Components: V, S
 Duration: Special
 Casting Time: 1
 Area of Effect: Person touched
 Saving Throw: None
 Author: John Daniel <c548285@umcvm.b.missouri.edu>

When a wizard casts this spell, he must kiss the intended victim and the victim must be able to receive a kiss (cannot be 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 turns.

Klaus' Konvincing Kounterfeit Kustard

Kwasi-Kurrency (Alteration)

Range: 0
 Components: S, M
 Duration: 2 hours + 1 hour per level
 Casting Time: 2
 Area of Effect: Lump of custard touched
 Saving Throw: None
 Author: Iain Clarke <imcc@ukc.ac.uk>

The spell turns an equivalent volume of custard into 50 gold pieces per caster level. The gold created is perfect in all respects, other than the suspicious taste of custard. Note the spell's duration, though.

Klaus' Kunningly Krafted Kustard Pie (Conjuration)

Range: 200 yards
 Components: V, S, M
 Duration: 10 rounds
 Casting Time: 2
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Iain Clarke <imcc@ukc.ac.uk>

This spell is similar to *Klaus' crazy kustard pie* (q.v.), but it is capable of homing unerringly on its target's visual apparatus, even rounding obstacles, however far the target flees. It flies at speed 30, attacks with the caster's THAC0 and can turn back for one attack every round until it hits, is destroyed or the spell expires. It has AC 7 and will disintegrate on taking 4 points of damage. Naturally, trying to evade the pie disrupts spellcasting.

Klaus' Kustard Coloured Kollage (Alteration)

Range: 0
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 2
 Area of Effect: One 5×15×30 foot wedge
 Saving Throw: Special
 Author: Iain Clarke <imcc@ukc.ac.uk>

The material component of this spell is a blob of custard in each hand. When cast, 1d6 + 1 per level curling, intertwining layers of custard burst forth from the caster's fingertips. The streams can first be aimed at multiple targets if desired. Any creature hit by the custard must save versus spell or suffer the effects of *Klaus' crazy*

Wizard Spells (2nd level)

kustard pie, and in any case is knocked down if hit by enough custard (tiny sized creatures will always be knocked down by one stream, small by two, medium by four, large by eight, giant by sixteen). Subtract 20% chance per stream below the required number, and 10% for each extra leg beyond two possessed by the target creature.

Korel's Death Aura (Illusion/Phantasm, Necromancy)

Range: 0
 Components: V, S
 Duration: 2 hours per level
 Casting Time: 2
 Area of Effect: 10-foot radius
 Saving Throw: None
 Author: Edward Keyes <keyesea@ctrvax.vanderbilt.edu>

Korel's death aura creates continual small magical effects in its area of effect, which is mobile with and centred on the caster. These effects are very subtle and should not be immediately recognized as magical by the player.

The effects are centred around death and fear. For instance, those entering the area of effect might notice a slight stuffiness in the air, making it a little difficult to breathe. Slight movements seen out of the corner of the eye with no visible source should keep people on edge and maybe a bit paranoid. A slight cold breeze seems to blow across the back of one's neck, for instance. The manipulation of shadows is a favourite, as well.

Once per round, the caster may concentrate and direct these effects — for instance, sending a shiver down someone's spine while staring at them, or cause a shadow to move out of the corner of that person's eye to distract him for a second.

In no way will these effects cause damage or distract spellcasting, unless, of course, the spellcaster voluntarily stops to see what just moved "over there in the corner". By concentrating, more explicit effects can also be generated: the caster's eyes glow red, etc.

The caster may, with minor concentration, temporarily negate the effects. At the caster's option, auditory phantasms may also be created: a slight scuffling or scraping sound off in the corner where the shadow seemed to move, a distant scream so faint you're not sure whether you heard it or not, the whistling wind seeming to be calling your name, etc. The option for auditory elements is set at casting time.

Last Experience (Divination, Necromancy)

Range: 0
 Components: V, S, M
 Duration: 1 round
 Casting Time: 1 round
 Area of Effect: One corpse
 Saving Throw: None
 Author: Geoffrey Edward Fagan <gefagan@uokmax.ecn.uoknor.edu>

With this spell, the wizard re-lives the last minute of the recipient's life. If the victim was conscious during this minute, the wizard must make a system shock check or be knocked out for 1d4 hours. The material components are a convex lens and a scalpel.

Layla's Good Morning Kiss (Enchantment/Charm)

Range: 0
 Components: S
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: Creature touched
 Saving Throw: None
 Author: A.C. <ac001@freenet.carleton.ca>

This spell wakes up a normally sleeping creature and causes it to be favourably disposed toward the caster for 1d6 turns. It also removes any natural hangovers.

Lesser Light Control (Alteration)

Range: 60 yards
 Components: V, S
 Duration: Concentration
 Casting Time: 2
 Area of Effect: 10-foot radius globe
 Saving Throw: None
 Author: François Menneteau <mennetea@acri.fr>

The caster can control the intensity of light within the area of effect: the intensity can vary from daylight to natural darkness, and it can be different in different parts of the radius.

Lightning Blast (Evocation)

Range: 60 yards + 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 2
 Area of Effect: One creature
 Saving Throw: ½
 Author: Benjamin C. Ford <benford@wpi.edu>

When the wizard casts this spell, he develops a powerful electric charge that he blasts to any target or point within range. It deals 1d8 points of damage, plus 1d8 for every 2 levels of the wizard beyond first, up to a maximum of 5d8 at ninth level. The material components are a bit of fur and a piece of glass.

Lightservant (Alteration, Conjuraction/Summoning)

Range: 0
 Components: V, S, M
 Duration: 2 turns per level
 Casting Time: 2
 Area of Effect: 30-yard radius around wizard
 Saving Throw: None
 Author: Jay <krzyston@garfield.cs.wisc.edu>

This spell is a variation of the 1st-level wizard spell *unseen servant* (q.v.). The servant created by this spell is visible as a vaguely manlike form of glowing light, and is slightly stronger, being able to lift 3000 gp weight and taking 8 points of magical damage to destroy. The light provided by the servant is enough to allow normal vision in a 10-yard radius around the servant. Except as noted above, and that the material components of this spell are a live firefly and a piece of thread, this spell behaves as *unseen servant*.

Lohocla's Drunken Memory Teleport (Alteration, Wild Magic)

Range: 5 feet per level
 Components: V
 Duration: Permanent
 Casting Time: 2
 Area of Effect: Special
 Saving Throw: Special
 Author: Reid Bluebaugh <c2mxblue@fre.fsu.umd.edu>

Another of Lohocla's gifts to strange wizards this is the low-level sister spell to *Lohocla's tipsy turvey teleport*. Although it may seem quite powerful, it is not. The consequences of casting this spell are quite dangerous, which will be mentioned later. Many 1st-level spells would be a much better pick, but some half-crazed wizards add this spell to their collection for a little random spontaneity.

When this spell is used, the wizard is able to teleport a maximum weight of 250 pounds, plus additional 150 pounds for each level of experience above tenth (a 13th-level wizard can teleport up to 700 pounds), to a randomly selected place. The place must have an alcohol theme (inns, taverns, bars, wineries, breweries, distilleries, vineyards, etc.) and be a location visited by the wizard after receiving

the spell. Thus, a wizard who just copied the spell into his spell book would have a non-functioning spell until he visited an alcohol related location. The player should make a table of all the locations and once the spell is cast, roll on the table to see where the teleportees go to. The DM may opt to make the locations on the table be weighted thus making the more frequently visited places become the target of the spell more often. The spell functions by scanning the character's subconscious for those places in memory where alcohol or alcohol themes were present.

Every living being or magic item gets a saving throw, if desired (a person who wants himself and his belongings teleported doesn't need making a saving throw). If the saving throw is successful, the wizard and any comrades and friends (the spell scans the wizard's mind to see who should accompany the spell) are teleported instead as long as everybody's weight is under the maximum weight able to be teleported. It is the DM's decision who gets teleported with the wizard if everybody can't be teleported because of the weight restriction.

Because the spell's effects can be reversed and the spell uses the wizard's memories, it can be very dangerous for the wizard if he uses it against enemies. Mainly, the spell sends the enemies to the establishments that the wizard visited and if the wizard ever returns to these places, the people there will probably be quite upset. The best use of the spell is to cast it on oneself and your comrades so you will be teleported to the places. Of course, if there are hostile places that you can be teleported to, then you could be in an even worse situation. Also, not too many adventuring parties will want to chance leaving in the middle of an adventure because of this spell.

Unlike its sister spell, *Lohocla's tipsy turvey teleport*, this spell permanently teleports the teleportees to the location.

Lohocla's Monster Summoning ½ Pint

(Conjuration/Summoning)

Range: 20 yards
 Components: V, S, M
 Duration: 1 rounds + 1 round per level
 Casting Time: 2
 Area of Effect: Special
 Saving Throw: None
 Author: Reid Bluebaugh <c2mxblue@fre.fsu.umd.edu>

This chaotic spell is respectfully named for the Guardian of Alcohol, Lohocla. Actually the spell was created by a wizard, with a fondness for booze, who wanted to pay tribute to the "King" with a powerful low-level spell. When Lohocla found out about this tribute, the wizard was lavishly rewarded with many bottles, barrels, and jugs of excellent wine, beer, ale, and mead. They became quick bar buddies with a hefty tab. Anyhow, the spell isn't as grand and powerful as it may seem. Although the spell can give great rewards, it can equally cause as much trouble. Thus, it is a low-level spell that few wizards would add to their collection. Only the most foolish of wizards take such an unpredictable spell. Luckily most adventurers are foolish.

Within one round of casting this spell, the wizard magically conjures monsters that have a relationship to alcohol (no matter how minute). Roll on Table A to see what monsters are summoned. When a wizard reaches ninth level, he may, at his option, modify the die roll by 1 (up or down), thus giving him a choice of three monsters. Say a 9th-level wizard rolls a 2. He can now decide to summon a throat leach, a Saint-Bernard dog, or a Clydesdale horse.

Every four levels, the wizard gets an extra roll on the table if he wants. Thus, at fifth level, the wizard gets two rolls, at ninth level he gets three rolls, at thirteenth level he gets four rolls, etc.

Table A: Monsters summoned (1d30).

Roll	Monsters Appearing	Found in	Freq.	HD
1	1d6 throat leaches	FF 88	comm	1 HP
2	1 dog, Saint-Bernard	Alcohol Guide	comm	2+2
3	1 horse, Clydesdale	Alcohol Guide	comm	3+3
4	1d20 leprechauns	MC2	unco	2-5 HP

5	2d4 satyrs	MC1	unco	5
6	1d2 boozeworms	Alcohol Guide	rare	2 HP
7	10d10 sprites	MC1	rare	1 HP
8	1d2 oozes, crystal	MC1	rare	4
9	1d8 centaurs, sylvan	MC1	rare	4
10	1 milwaukee	Alcohol Guide	rare	5
11	1 succubus	MC Outer Planes	rare	6
12	1 patch of mould, brown	MC2	very	-
13	1 hummingbird, alcohol	Alcohol Guide	very	2 HP
14	1 alchemy plant	MC9	very	1
15	3d10 skeletons, yo-ho-ho	Alcohol Guide	very	1+2
16	1d100 ants, red alcohol	Alcohol Guide	very	2-3
17	1d100 ants, black alcohol	Alcohol Guide	very	2-3
18	1d4 gremlin, fremlin	MC Greyhawk	very	3+6
19	5d10 horses, volatilis Cly.	Alcohol Guide	very	4
20	1d20 horses, pravus Cly.	Alcohol Guide	very	5
21	1 dragon, kodragon	MC Dragonlance	very	5
22	1d4 korreds	MC1	very	6+1
23	1d12 elephants, pink	Alcohol Guide	very	11
24	1 lurch	Alcohol Guide	very	11+
25	1 dragon, alcohol	Alcohol Guide	very	13+
26	Reroll on Table A with a cumulative -1 to the die roll			
27	Reroll on Table A with a cumulative -3 to the die roll			
28	Roll twice on Table A ignoring rolls greater than 25			
29	Roll thrice on Table A ignoring rolls greater than 25			
30	Special: roll on Table B			

Any modified rolls less than 1 are treated as a 1.

Table B: Special I (1d100).

Roll	Monsters Appearing	See...	Freq.	HD
1-15	1d2 Malus Succubus (avatars)	Malus	very	6
16-30	The Wines (avatar)	Vinumus	very	
31-45	1d12 Boozies (avatars)	Ebrietas	very	15
46-60	6 Swissyries (avatars)	Excitarus	very	15
61-70	4 Excitarus' dogs (minions)	Excitarus	uniq	10
71-75	2 Berry & Grape (minions)	Vinumus	uniq	15
76-80	1 Seltzer (human)	Ebrietas	uniq	7
81-90	The Guardian Of Alcohol		uniq	
91-95	Bartles & James (gods)	Vinumus	uniq	
96	Ebrietas (god)		uniq	
97	Malus Temulentia (god)		uniq	
98	Vinumus (god)		uniq	
99	Excitarus (god)		uniq	
00	Special: roll on Table C			

All creatures and gods mentioned above can be found in the *Net Alcohol Guide*.

Table C: Special II (1d30).

Roll	Result
1-5	Reroll on Table B with a cumulative -10 to the die roll
6-10	Reroll on Table B with a cumulative -20 to the die roll
11-15	Reroll on Table B with a cumulative -30 to the die roll
16-20	Reroll on Table B with a cumulative -40 to the die roll
21-22	Roll on Table B, twice
23-24	Roll on Table B, thrice
25-26	Roll on Table B, four times
27	Roll on Table B, five times
28	The wizard may choose from Table A
29	The wizard may choose from Table B (1-80: no gods)
30	The DM should reward such great dice rolling with a wish or some great item of alcohol nature.

Any modified rolls less than 1 are treated as a 1.

The monsters appear anywhere within the spell's range, as desired by the wizard. If the monster is from Table A, roll on Table D to see how the monster or monsters will react.

Table D: Monster Reactions (1d12).

D12 Roll	Reaction
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Wizard Spells (2nd level)

- 1-6 They attack the spell caster'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. If no opponent exists to fight, summoned monsters can, if a wizard can communicate with them and if they are physically able, perform other services for the summoning wizard.
- 7-10 They attack the spell caster and his comrades to the best of their ability until the spell duration expires, or the monsters are slain.
- 11-12 They act independently of the caster and will act according to intelligence, alignment, morale, and the DM's wishes.

The creatures vanish when slain. Creatures summoned through tables B or C do not check morale.

The material components of this spell are a tiny bag, a small candle (not necessarily lit), and half a pint of pure grain alcohol.

Magic Eye (Alteration)

Range: 0
 Components: V, S, M
 Duration: special
 Casting Time: 20 minutes
 Area of Effect: One specific location
 Saving Throw: None
 Author: August Neverman <gitzlaff@uxa.cso.uiuc.edu>

By means of this spell, the wizard creates a "third eye", much like the spell *wizard eye*, except that it remains in a specific location once cast. It can be triggered in two ways, the first being a predefined event occurring, such as some creature passing in front of it. The second can be done from anywhere on the same plane, by willing it to activate. Once activated the eye lasts 2 rounds per level; however, the *magic eye* can be reactivated (each activation uses a minimum of 2 rounds). The *magic eye* sees as well as the wizard: if the wizard can normally see invisible so can the eye. Magic enhancements, such as spectacles or *see invisible*, do not work through the *magic eye*. The material component for this spell is an eye of some sort.

Magic Flask (Enchantment)

Range: 0
 Components: V, S, M
 Duration: 12 hours + 1 hour per level
 Casting Time: 1 turn
 Area of Effect: One flask touched per 3 levels
 Saving Throw: None
 Author: The tiger <ma3tcb@sunlab1.bath.ac.uk>

The flask, or any other drinking vessel, is enchanted so as to hold 5 times its normal capacity. The spell is not cumulative in any way and the wizard can enchant one flask per round, making an total of 10 flasks with one spell.

If the wizard attempts multiple castings of this spell on the flask, the flask will explode, shattering everywhere. This ruins the spell completely. The material component are the flasks to be enchanted.

Note: other, different enchantment spells may be cast on the flask, if allowed.

Magic Mike's Projection (Conjuration)

Range: 0
 Components: V, M
 Duration: ½ hour per level maximum
 Casting Time: 2
 Area of Effect: One 100 feet high, 100-foot radius cylinder
 Saving Throw: None
 Author: Magic Mike

For this spell to take effect, the wizard makes a cone out of a sheet of parchment and places inside it one copper coin for each 5 minutes of spell effect. The magic words are chanted and the parchment cone crumpled and released. When the parchment cone is crumpled, it is replaced by a 4-inch diameter black sphere which remains at its location of creation for the duration of the spell.

The black sphere is the centre of a cylinder 10 feet high with a 10-foot radius. Any sound within the cylinder is projected into a surrounding cylinder which is 100 feet high and has a 100-foot radius. The black sphere is also the centre of this cylinder.

Anyone within the 100 foot cylinder hears sounds as if they were in a corresponding location within the 10 foot cylinder.

This spell was created by Michael Verilait, a wizard who was usually frustrated at not being able to hear what was happening on stage.

Malta's Pattern Creation (Alteration)

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: Special
 Area of Effect: Special
 Saving Throw: None
 Author: Dean Dreiske <deand@intermec.com>

With this spell, the wizard can create a pattern for use with the spell *Malta's pattern transport*. The pattern can be any image with any colours, but it must include a circle which forms the outer edge. The pattern may be of any size, but the cost of making the pattern is dependent on the materials used — so bigger patterns cost more. The pattern can be woven into cloth, painted onto cloth or a hard surface, or inlaid into a hard surface. The pattern must be at least one yard in diameter with no maximum size. The cost to make a pattern is equal to the square yards of the pattern times the amount below:

Material	Cost	Time	Saving Throw
Painted on Cloth	5 Silver	1 hour	15
Woven into Cloth	1 Gold	10 hours	12
Woven into Rug	2 Gold	15 hours	10
Painted on Wood	1 Gold	3 hours	10
Painted on Stone	2 Gold	4 hours	8
Inlaid in Wood	3 Gold	12 hours	5
Inlaid in Stone	5 Gold	16 hours	2

Patterns cannot be repaired, they must be remade completely. Patterns can be moved (assuming the material can be moved as one unit) without damage. The saving throw listed is the saving throw the pattern must make when used for transport (see *Malta's pattern transport* for details) — the material saves normally for any other damaging situation.

Wizard Spells (2nd level)

Malta's Pattern Image (Alteration)

Range: 0
 Components: V, S
 Duration: Special
 Casting Time: 1 hour
 Area of Effect: One Pattern
 Saving Throw: None
 Author: Dean Dretske <deand@intermec.com>

With this spell, the wizard can imprint the size and image of an undamaged pattern. This imprinted image can later be used by the wizard to create a matching pattern of his own. The imprinted image can be recalled by the wizard for up to one month per wizard's level (at casting time). If this time is exceeded, or the wizard creates a matching pattern (even if different size), then the imprinted image is dispelled. This spell is necessary to create an exact size matching pattern if the original pattern is not present for the creation of the matching pattern. The wizard can have up to one imprinted image per size per level at a time.

Mangar's Bloodfire (Evocation, Necromancy)

Range: 40 yards
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 2
 Area of Effect: One creature
 Saving Throw: ½ (check each round)
 Author: Mangar

This spell engulfs a creature with blue fire that burns for 1d4 points of damage per 3 wizard levels (or fraction thereof) on round 1, then loses 1d4 points of damage per round until it goes out. The flames do not ignite flammable objects, they just hurt creatures. The material component of this spell is a drop of blood, not originating from the caster.

Memorise Song (Enchantment/Charm)

Range: 0
 Components: V, S
 Duration: Permanent
 Casting Time: 1
 Area of Effect: The caster
 Saving Throw: None
 Author: Martin Ott <p581mao@mpifr-bonn.mpg.de>

This spell enables the caster to memorise the next song he hears. From then on, the caster can sing and play the song exactly as he heard it, without worrying about forgetting verses or notes later on in life.

This is especially useful for travelling minstrels, who must remember someone else's songs for a long time in order to sing them (in other words, "spread the news") in faraway lands.

Mikkis' Awesome Disarm (Alteration)

Range: 30 yards
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 2
 Area of Effect: One creature
 Saving Throw: Special
 Author: Samuli Mattila <zam@vinkku.hut.fi>

This causes an opponents weapon or other item he is holding to burst into flames. This is merely an explosion and the creature holding the item receives 1d4 points of damage +1 per level of the caster and must roll a saving throw versus spell with a -4 penalty to the check whether the item is to be dropped. If the creature holds the item with two hands, the penalty is negated. Creatures immune to

fire receive no damage, but must still save versus spell (with no penalty, however). Magical weapons have a 10% chance per magical plus to resist this spell. The material component is a bit of sulphur.

Mimicry (Illusion/Phantasm)

Range: 0
 Components: V, S
 Duration: 3 rounds per level
 Casting Time: 2
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Brian Dawson

This spell is similar to the 1st-level wizard spell *minor mimicry* (q.v.). However, the spell continues even after a form is dispelled by movement, and once the spell recipient again becomes stationary, he can be concealed by a new form (again chosen by the wizard). Therefore, the only ways the spell would end are an end to the wizard's concentration, or the spell's recipient passing beyond a 10-yard range per level. If the wizard's concentration is ended, any illusionary form will last 5 rounds + 1 round per level.

Minor Spell Invulnerability (Abjuration)

Range: 0
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 3
 Area of Effect: The caster
 Saving Throw: None
 Author: Benjamin C. Ford <benford@wpi.edu>

This spell creates either an immobile, faintly shimmering magical sphere around the caster that prevents any 1st-level spell effects from penetrating or a mobile, faintly shimmering field around the caster that prevents any 1st- and 50% of all 2nd-level spell effects from penetrating. This includes innate abilities and effects from devices. However, any type of spell can be cast out of the magical sphere or field, and these pass from the caster to the subject without affecting the globe or field. The caster can enter and leave the globe version without penalty: the field disappears when the caster leaves it. Note that spell effects are not disrupted by the globe or field unless cast directly into it. Area effect spells, however, are disrupted within the globe or field only as long as the caster is inside the globe or field.

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

Momentary Lapse of Reason (Enchantment/Charm)

Range: 60 yards
 Components: V, S, M
 Duration: 1 round
 Casting Time: 2
 Area of Effect: 1d4 creatures in a 20-foot cube
 Saving Throw: Negates
 Author: Brian J. Toleno <brian@opus.chem.psu.edu>

This spell causes 1d4 creatures in a 20-foot cube to momentarily become disoriented, enough to add +4 to their initiative roll in the next round. If only one creature is in the area of effect, it gets a -3 to its saving throw, two targets each have a -2, if three are in range, they have a -1. The wizard casts this spell by holding his arm straight out, his wrist bent up at 90 degrees, saying "Hunggh!". The material component for this spell is a piece of slug.

Wizard Spells (2nd level)

Neville's Wandering Hand (Enchantment)

Range: 20 yards
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 2
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Mario R. Borelli <mario.r.borelli.3@nd.edu>

Neville's wandering hand is named not after its inventor, but its first victim: Neville, high priest of Torm, who suddenly found himself unable to keep from groping and otherwise feeling up the young nubile acolyte he was initiating into the order. We hear that his latest missionary assignment to the Icewind Dale is going nicely. The material component is a leaf of poison ivy.

Noise Filter (Illusion)

Range: 10 yards per level
 Components: S, M
 Duration: 1 round per level
 Casting Time: 2
 Area of Effect: 5-foot per level radius
 Saving Throw: Special
 Author: Unknown

All creatures within the area effect at the time of casting will have their hearing muted — they will not hear anything unless they have some other confirmation of its existence. Thus, you can only hear people speak if you can see their face or know precisely what they will say; background noise will continue if you know it should be there but sudden noises from the next room will not be heard, etc. Once a creature notices or becomes suspicious of the effect (by turning around and seeing a large pile of broken crockery they did not hear break, for example), it will automatically be dispelled with respect to that creature. The material component is a pair of blinders.

Noska Trades' Blackfire (Evocation, Necromancy)

Range: 0
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 2
 Area of Effect: 1-foot radius sphere
 Saving Throw: None
 Author: Noska Trades

When this spell is cast, a cold, black fire appears in the wizard's hand, shedding violet coloured light equivalent to torchlight. The wizard can hold the *blackfire* without taking damage or throw it at an opponent. Throwing it at an opponent requires a roll to hit. If the sphere hits, the target ignites the creature's life force doing 1d6 points of damage the first round and 1d3 the following rounds until extinguished. The flames can be extinguished by padding them out, but water has no effect. The flames only consume living matter (creatures and plants) and have no effect on non-living material or undead. The end product of *blackfire* combustion is oxygen and a grey-blue ash.

The material components are human fat and powdered magnesium.

Orko's Eternal Indestructible Everflavourful Non-stick Bubblegum (Conjuration)

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

This spell creates 1d20 pieces of bubble gum that will never lose their substance or flavour. The gum will always be juicy and flavourful, and never sticky, no matter how long it has been chewed. The gum is meant to be permanent so it cannot be thrown away or swallowed. It can be rewrapped and saved, but never discarded.

The material component for this spell is a piece of fruit to represent the flavour.

Paldeggeron's Accurate Arrow (Enchantment)

Range: Special
 Components: V, S
 Duration: 1d6 turns + 1 turn per level
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: None
 Author: Adam Dickson <orion@desire.wright.edu>

When cast, *Paldeggeron's accurate arrow* enchants one missile weapon (i.e., sling stone, arrow, quarrel, etc.) to automatically hit any target normally within the weapon's range. Effective with "called shots", and situations of that nature. The missile's enchantment does normal damage as it were an unaided hit of the same nature. The enchantment instantly wears off upon the arrival at the missile's destination.

Petition (Conjuration/Summoning)

Range: Special
 Components: V
 Duration: Instantaneous
 Casting Time: 1 round
 Area of Effect: One creature
 Saving Throw: Special
 Author: Unknown

This spell is used to alert an extra-planar being that the wizard wishes to contact it. The spell does not allow further communication (though the extra-planar being may then contact the wizard through other magic).

Photocopy (Evocation)

Range: Sight
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 2
 Area of Effect: Special
 Saving Throw: None
 Author: Unknown

This spell, a variation of the 1st-level *copy* spell, allows the wizard to create a permanent image, on a piece of parchment, canvas, or the like, of whatever he sees and concentrates upon at the time of casting, to the range of his vision. Detail in the final picture depends on distance, field of vision, and level of the wizard. For every level of the wizard, he may choose that the final image will appear on the parchment as if he were 10 yards closer to the subject; eg., the picture created by a 5th-level wizard standing 60 yards away from a creature could contain detail he would normally notice at a distance of 10 yards.

Wizard Spells (2nd level)

Material components are a piece of parchment, paper or canvas — which is not expended and upon which the image appears — and a silver coin and a pinch of salt (which are expended).

Plane Source (Divination)

Reversible

Range: 5 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 2
 Area of Effect: One creature or item
 Saving Throw: Negates
 Author: Unknown

Reveals the plane of origin of any one creature, object or magical phenomenon in spell range, or the plane reachable by the closest gate or dimensional nexus point. Hostile or unwilling creatures save versus spell to avoid their origins being divined. The reverse, *obscure plane source*, obscures detection by this spell for 24 hours. The material component for this spell is a *lodestone*, which is consumed in the casting.

Pobithakor's Pacifier (Alteration)

Range: 0
 Components: V
 Duration: Instantaneous
 Casting Time: 1 second
 Area of Effect: The caster
 Saving Throw: None
 Author: Paul D. Walker <pdwalker@hk.super.net>

This spell is used when the wizard is the subject of *Pobithakor's placer*. What this spell does is disrupts the energies and allows the wizard a saving throw versus spell to avoid the effect. There is enough time when the wizard is being pulled through to cast this spell.

The verbal component varies, but usually sounds something like "not tonight, I have a headache" or "not on the first date".

Pointdexter's Dex Points (Alteration)

Range: 0
 Components: V, S, M
 Duration: 6 turns per level
 Casting Time: 1 turn
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Kenneth C. Jenks <kjenks@gothamcity.jsc.nasa.gov>

Similar to a *strength* spell, this spell causes an increase of a character's Dexterity for a limited duration. The spell will never increase a Dexterity rating score beyond the maximum values set by race and sex. The amount of increase depends on the class of the character affected:

Class	Dexterity gain
Fighter	1d6
Priest	1d4
Thief	1d8
Wizard	1d6

For multi-class characters and characters with two classes, roll the die for whichever class is most favourable. The material component of this spell is a set of three small balls.

Pornographic Glamour (Illusion/Phantasm)

Range: 10 yards
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 2
 Area of Effect: 10×10-foot vertical square
 Saving Throw: Negates
 Author: Mario R. Borelli <mario.r.borelli.3@nd.edu>

This spell creates a very convincing, erotic illusion with the phantasmal effect of an Arousal cantrip. All those viewing the illusion are affected that would normally be sexually excited by engaging in the behaviour or by the objects or people being viewed. The illusion includes visual and auditory effects only. The material component is a small white linen square.

Power Bolt (Invocation/Evocation)

Range: 60 feet
 Components: S, M
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One creature or object
 Saving Throw: None
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

This spell sends a magical bolt of electricity which causes 1d8 points of damage to the affected creature or object. The material component for this spell is a piece of cat skin.

Power Word, Awaken (Enchantment/Charm)

Range: 1d3 feet + 5 feet per level
 Components: V
 Duration: Special
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: Special
 Author: Coyd D. Watters <cwatters@magnus.acs.ohio-state.edu>

This spell was designed as a counter-spell to the 1st-level *sleep* spell. A DM with whom I played ruled that *sleep's* targets had to be kicked or somehow given at least a point of damage to be woken from the slumber.

The wizard must pick a living creature within the area of effect (see below) for the spell. When the *power word* is spoken, that target will be subject to the effects of the *power word* as listed below. In addition, twice the wizard's level of Hit Dice of creatures within 1d3 feet + 5 feet per level, will also be affected, starting with the closest creature. These creatures may be either asleep or awake, since the spell's effects are not limited to sleeping creatures.

The spell causes an effect like a sudden rush of adrenaline to the creatures.

If the creatures are asleep, either magically or normally, the Power Word will wake them from their slumber. The sleeping creatures will be up and ready for action half a round later. There is no saving throw, and the creatures will awaken even if they wish to remain asleep. Note that this completely ruins a wizard's or priest's resting, forcing them to begin again. They have normal to hit ratios and Armour Class. Sleeping creatures have no indication of why they wake up, their unconscious mind just receives the *power word* and wakes them.

When the creatures are awake, they automatically gain initiative for the round, as well as a +1 to-hit and a bonus -1 Armour Class for that round. Any creature performing an action that requires extreme concentration (such as casting a spell, scaling a wall, picking a lock, etc.) must save versus spell or automatically fail the action. Likewise, affected creatures attempting missile fire must save versus spell. Failure indicates the shot will miss, success means they must roll with a -1 to-hit. The awoke creatures will know the general location of the wizard, since they heard the *power word* consciously.

This spell is not effective within a magical silence, nor will *vocalize* make the spell castable. Since this spell does not cause damage, it will not disrupt an *invisibility* spell.

Power Word, Slow (Alteration)

Range: 60 yards + 5 yards per level
 Components: V
 Duration: 5 rounds + 1 round per level
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Special
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell slows one creature within range, otherwise it is the same as the 3rd-level *slow*. There is a -2 penalty to the saving throw.

Powerful Blast of the Red Wizard (Elemental (Fire), Evocation)

Range: Special
 Components: V, S, M
 Duration: 1 round
 Casting Time: 2
 Area of Effect: 10-foot radius
 Saving Throw: Special
 Author: C.D. Hershberger <u38483@uicvm.uic.edu>

Casting of this spell calls into existence an egg shaped ball which smoulders, giving off sparks, and wisps of smoke which smell strongly of sulphur. The egg appears in the casters hand, and can then be thrown, treated as a grenade-like missile. The egg must be thrown within the round of its creation or it will self detonate. Once thrown, the egg will explode against the first object it hits. A creature directly hit by the egg suffers 1 point of fire damage for every 2 levels of experience of the spellcaster, and 1 point of concussion damage for every 2 levels of experience of the spellcaster. Flammable items directly hit by the egg are scorched, but the fire is put out by the blast. Those creatures caught in the explosion radius suffer 1 point of concussion damage for every 2 levels of experience of the spellcaster. A successful saving throw versus breath weapon reduces the damage by half. To summarize, the damage is 1 HP per level for a direct hit, 1 HP per 2 levels if caught in the blast radius. Save for half damage.

2d6 creatures within the blast radius are also affected (in order of increasing distance from the centre) by one of the effects on the table below. To determine the nature of the effect add the modifiers appropriate for the affected creature, and the effect that matches the total is applied. Modifiers are as follows:

- Creature saves versus breath weapon: +1
- Creature not directly hit by the egg: +1
- Creature has more than 6 Hit Dice: +1
- Creature has more Hit Dice than caster: +1 per 2 Hit Dice over caster
- Creature is larger than size M: +1 per size category over M
- Creature is smaller than size M: -1 per size category under M

Undead are not affected by the blast (except for the damage they take).

Modifier	Effect
up to 0	Knocked unconscious for 2d4 rounds
1	Stunned for one round and deaf for 2d4 rounds
2-4	Stunned for one round
4+	No effect

Fragile items within the blast radius must save versus crushing blow or be shattered (normal rules on saving throws for items in a character's possession apply).

Additionally, the egg can be thrown at an object such as a door or a chest. There is a chance of destroying this object, equal to the chance that a fighter of Strength 15 plus the caster's level would have. If the Strength value exceeds 18, then percentile Strength is used (1

category per level). The maximum blast Strength achievable by this spell is 21.

The material component of this spell is a normal, unbroken egg.

Prosthesis (Necromancy)

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: Creature touched
 Saving Throw: Special
 Author: John M. Martz <john_martz@unc.edu>

Prosthesis allows the caster to fashion a relatively functional prosthetic limb. The limb may be as small as a single digit, or it may be any amount up to an entire arm or leg.

In order to cast this spell, the wizard must obtain a matching limb (of about the same size and species as the missing limb). While the limb is usually taken from a dead body, the caster can use the target's own limb if it is available. If the stump has healed (if it is not a fresh amputation), the wizard must cut all living flesh from the end of the stump before casting this spell — this spell provides no pain relief. After the stump has been prepared, the caster touches the prosthetic limb to the stump and casts prosthesis. The new limb fuses with the target's skeleton, and he can begin to use it as soon as the casting is finished.

Unfortunately, the target does not regain full function of his limb. The new limb, while functional, has no sense of touch and provides only 25% of normal functioning. With each passing week, the character gains another 5% functionality up to a maximum of 75% of normal. It is up to the DM as to the exact impact this decreased functionality has on the character — examples included worsened movement rates, Armour Class, THAC0, reaction adjustments, etc. Furthermore, only the bone within the limb is affected by this spell — the remainder of the limb continues to rot until nothing remains but the bone. The material component is a bit of glue.

This spell can only be used on characters with missing limbs (it can't be used to give a two-legged character a third leg, for example). The limb may be in any state of decomposition as long as the bones are intact.

Protection from Charm (Abjuration)

Range: 0
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 2
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell gives the recipient a +1 bonus for every two levels of the wizard to save versus all charm magic. It is effective against spells and spell-like effects, but not the effect of high Charisma (either normal or magically enhanced). The material component is a lock of hair from a person with a Charisma of at least 17.

Protection from Enchantment (Abjuration)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 2
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Geoffrey Edward Fagan <gefagan@uokmax.ecn.uoknor.edu>

The recipient of this spell is partially immune to magical forms of sleep, charm, and fear. He automatically receives a saving throw even if one is not ordinarily permitted, and if one is permitted, he saves at +4. Note that this spell will not free the recipient from any

Wizard Spells (2nd level)

enchantment already in force, nor will it protect him from natural drowsiness or feminine guile, for example. Also note that protection extends only to actual charm spells, such as *charm person* or *charm monster*, not to enchantment/charm spells as a class. The material component is a lapis lazuli or more potent stone.

Protection from Housework (Abjuration) Reversible

Range: 0
Components: V, S, M
Duration: 1 day per level
Casting Time: 1 round
Area of Effect: One up to 10×10 feet per level room
Saving Throw: None
Author: David E. Brooks Jr. and Elizabeth H. Brooks
<dbj@central.keywest.mpgn.com>

Although the title of this spell may seem strange, its use is common throughout the lands — particularly those of the gentry or nobility. What *protection from housework* does is prevent air-borne dust from settling on surfaces and keep common spores and molds from growing within the area of effect, essentially eliminating the need to perform everyday dusting and cleaning. This spell does not, however, clean up dirt and muck that is accidentally or deliberately brought into the area, thus it is wise to prevent muddy children or recently returned adventurers into the protected area.

The reverse of this spell, *continual housework*, causes dust and dirt to accumulate much more rapidly than normal. Normally, within a few hours after casting the spell, the area will be covered in a fine layer of dust.

The material components for the normal version of this spell is a small clump of bird feathers tied together, whereas the reverse requires a bit of an old cobweb.

Protection from Intoxication (Abjuration)

Range: 0
Components: V, S
Duration: 1 hour per level
Casting Time: 1
Area of Effect: Person touched
Saving Throw: None
Author: A.C. <ac001@freenet.carleton.ca>

This spell causes the recipient to be immune to the effects of any kind of alcohol. It also grants immunity to the *hourly spell kiss of intoxication*.

Protection from Light (Abjuration)

Range: 0
Components: V, S
Duration: 1 hour per level
Casting Time: 2
Area of Effect: Creature touched
Saving Throw: None
Author: Peter Gourlay <gourlay@slais.ubc.ca>

The recipient of a *protection from light* is granted a total immunity to all light, natural or magical, for the duration of the spell. Light spells cast against anyone protected by this spell will automatically fail. Any creature adversely affected by light can ignore magical light while under this spell. This spell is often used by drow wizards. It is not effective for creatures that are actually harmed by sunlight, such as vampires.

Quiz's Interposing Shield (Conjuration/Summoning)

Range: 0
Components: V, S, M
Duration: Special
Casting Time: 3 rounds
Area of Effect: The caster
Saving Throw: None
Author: Brian A. Weibel <v062p74v@ubvms.cc.buffalo.edu>

This spell can only be used in conjunction with *armour*: the *armour* spell must be cast first and this should immediately be followed by casting this spell.

Quiz's interposing shield performs in much the same way as *armour*. It is an invisible barrier the size of a medium shield. The barrier acts as a medium shield and lowers the caster's Armour Class by 1 in regard to attacks that it can impose itself upon. The caster does not need to concentrate in order to use the *shield*.

The *shield* adds one point to the amount of damage that *armour* can take before being dispelled. When the *armour* has been dispelled, the *shield* vanishes as well.

The material component for the spell is a medium sized metal shield. It is consumed in the casting.

This magic was developed by Quiz, practitioner of the art of illusion. "Rumour has it that I often found myself too encumbered in combat to use anything other than party members for my shields. This did not fare well with certain people, so I created this spell".

Quiz's Speedy Sprint (Alteration)

Range: 0
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: The caster
Saving Throw: None
Author: Brian A. Weibel <v062p74v@ubvms.cc.buffalo.edu>

This spell allows a caster to store a burst of energy in a crystal worth 50 gp, the material component of this spell. This crystal is consumed only upon use of the spell. The caster must keep it with him until the spell is activated.

When activated, the caster can increase his movement rate by 6 for up to 1 round per level. This spell must be used upon starting movement or while moving. Premature destruction of the crystal results in an uncontrollable burst of speed. The caster must make a Dexterity check at -4 to avoid tripping. Those who trip are assumed to have moved a random distance (DM's discretion) and then fallen. They are then stunned for the rest of the round.

Note that any caster can only have one crystal at any given time.

This spell was created by Quiz, practitioner of the art of illusion. "Being a short-legged gnome, I found it quite necessary to find a method to overcome my reduced running speed. One who runs today fights another day!".

Raztak's Target Spell (Divination, Wild Magic)

Range: 0
Components: V, S
Duration: 1 round per level
Casting Time: 2
Area of Effect: 30-foot radius
Saving Throw: Negates
Author: Kris <simonis@stpc.wi.leidenuniv.nl>

When this spell is cast, every wizard in the area of effect has to save versus spell. Those who fail have a big glowing, flashing, neon sign saying "I'm a wizard, hit me!" and an arrow pointing at them pop up.

A normal wizard has a sign that changes colours, but a specialist has one of a specific colour. The colours are:

Specialist Type	Colour
Abjurer	Purple

Wizard Spells (2nd level)

Conjurer	Green
Diviner	Yellow
Enchanter	Violet
Illusionist	Blue
Invoker	Red
Necromancer	Black
Transmuter	Orange

The sign of an elemental is surrounded by his element. The sign of a wild mage is most spectacular. It has light bulbs of all colours flashing around it. It turns around, spinning on its axis as it shrinks and enlarges at random and bobs up and down.

The spell was first cast by Rastak at a wizard academy, with a spectacular result: his tutor almost strangled him for it.

Refresh (Alteration)

Reversible

Range: 0
 Components: V, S, M
 Duration: 1 day + 1 day per level
 Casting Time: 1 round
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: Unknown

This spell has an initial effect exactly like that of the 1st-level spell *clean* (q.v.). In addition, *refresh* keeps the recipient in that condition for the full duration of the spell. Thus, any dirt or odour would simply not find a hold upon the person. One could survive downpours of rain, wading through mud, and walk through a sand storm with one's clothes clean, skin fragrant, and hair in place (after a pass or two of the comb).

The spell also prevents the recipient from contracting any of the common non-magical contagious diseases, keeps wounds from infecting, and blocks the sun's ultraviolet rays.

The reverse of the spell, *dirty*, has all the effects one would expect: attract dirt and filth, etc.

The spell components are a piece of soap, a small sheet of silk, and a fairly freshly plucked rose or similar flower.

Resist Cold (Abjuration)

Range: 0
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 1 round
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Unknown

Except as noted above, this spell is identical to the 1st-level priest spell *resist cold* (q.v.).

Resist Paralysis (Abjuration)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 5
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Geoffrey Edward Fagan <gefagan@uokmax.ecn.uoknor.edu>

For the duration of this spell, the recipient is immune to all forms of paralysis, including gaze attacks, paralytic poison, *hold* spells and dragon-induced fear. The spell does not remove paralysis already in effect, it just prevents the recipient from being paralysed in the future.

The material component is a feather and an infusion of tea and ginger (to be consumed by the recipient).

Resist Poison (Abjuration)

Range: 0
 Components: V, S
 Duration: 3 rounds per level
 Casting Time: 2
 Area of Effect: Person touched
 Saving Throw: None
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell grants a willing recipient the ability to better resist poison. The spell grants a +1 saving throw bonus versus poison for every three levels of the wizard (round up). If the bonus is +4 or more, then the recipient gains a normal saving throw versus any poison that would not normally grant one.

Restore Circle (Necromancy)

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 2
 Area of Effect: Special
 Saving Throw: None
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

This spell restores the magic of a neutralized *circle of protection* and merged inscriptions as the wizard inscribes out the break with the proper magical material, usually a ball of magical chalk.

Reveal Owner (Divination)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 1 round
 Area of Effect: Item touched
 Saving Throw: None
 Author: Geoffrey Edward Fagan <gefagan@uokmax.ecn.uoknor.edu>

The caster of this spell receives a mental impression of the most recent owner or owners of the recipient object. An "owner" is defined as an intelligent entity who was in direct physical contact (i.e., no gloves) with the object one hour, or who had the object upon his person for 24 hours. These time requirements may be divided by the wizard's level, and for every 4 levels of the wizard, one previous owner can be identified. Thus, an 8th-level wizard, for example, could determine the last two owners who carried the object for at least 3 hours each.

The information gained is sufficient that the wizard will recognise the owner on sight, and he can uniquely specify the owner for the purpose of such spells as *legend lore*. The material component of this spell is a handful of dust.

Reveal Spectra (Divination)

Range: 10 yards
 Components: V, S
 Duration: 1 round per level
 Casting Time: 1 round
 Area of Effect: One chromatic wizard
 Saving Throw: Negates
 Author: Christopher Brian Pound <pound@ruf.rice.edu>

This spell gives the caster complete knowledge of the target's skin spectra, which the caster can communicate without error (via telepathy or with some visible illusion for a number of rounds following the casting equal to the caster's Intelligence). The caster must remain stationary and concentrate on the subject for a full two rounds in order to reveal each and every individual spectral line; if the caster concentrates for only one round, he will learn only the actual number of spells of each spell level that the target has

prepared. The target is allowed a saving throw versus spell, which, if successful hides all special spectral information from the caster.

This spell was originally written as a spell to be used in conjunction with the "chromatic wizard" character class.

Runetrue (Abjuration, Invocation)

Range: Special
 Components: V, M
 Duration: 1 turn per level
 Casting Time: 5 rounds
 Area of Effect: Special
 Saving Throw: None
 Author: Unknown

This is a spell that allows wizards to infuse the magical symbols they draw (see below) with the power needed to repel summoned or extraplanar creatures. The maximum Hit Die creature that may be fenced in or out is equal to the wizard's level plus four.

Note: as the above implies, it is possible to fence out summoned or extraplanar creatures of less than 4 HD by using the symbols without *runetrue*.

The only symbols that this spell empowers are listed below:

Symbol	Protects from
Pentacle	Demons, demodands
Pentagram	Devils, daemons
Magic circle	Spirits of good
Magic (protection) circle	Undead
Thaumaturgic circle	Spirits of nature and neutrality
Thaumaturgic triangle	Elementals

The wizard must still create the symbol manually, using anything from a stick to gold inlay.

Sanh's Improved Ray of Light (Evocation)

Range: 6 yards + 1 yard per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 2
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

This spell is a more powerful version of *Sanh's ray of light*. If a saving throw versus death magic is failed, the victim suffers 1d4 points of damage per level of the wizard. A fumbled saving throw results in the victim being permanently blinded in one eye and dazzled for 2d6 rounds (-2 on all rolls).

As per the 1st-level version, *Sanh's improved ray of light* is basically a laser beam. The colour is chosen by the wizard, but multichromatic light, such as sunlight, cannot be duplicated. Since the beam itself is not magical, magic resistance has no effect against this spell.

Sarius' Golden Squares of Protection (Evocation)

Range: 0
 Components: V, S, M
 Duration: 1 turn + 1 round per level
 Casting Time: 2
 Area of Effect: One floating 2-foot long square plate per level
 Saving Throw: None
 Author: William T. South <tsouth@netcom.com>

This spell creates golden, shimmering square plates of force which move around the wizard in a constant motion, attempting to deflect missile, hand, or weapon attacks directed at the wizard. The Armour Class of the wizard is not altered by the spell, but any successful physical attack (other than boulders, ballista, or attacks similar to a dragon's belly-flop manoeuvre) will be deflected if the wizard

successfully saves versus breath weapons. Non-missile attacks by creatures with an effective Strength of 19 or greater require a saving throw versus spell to deflect.

Each plate is able to sustain 4 points of damage before disrupting, so if a deflected attack does not cause enough damage to disrupt a square (chosen randomly) the square will remain active. For every 5 squares active, the effects of breath weapons directed at the wizard will be reduced by 1 HP per damage die, with 1 point of damage per die being the maximum reduction allowable. However, unless the breath weapon causes less damage than the current hit points of a square it will assuredly disrupt the entire field of squares in the process.

While the squares orbit the wizard he is at a -1 to-hit penalty for every square active whenever a to-hit roll is needed, including spells. The wizard may create fewer squares than the maximum possible. The material component of this spell is a single gold piece for every square created. All pieces are thrown into the air where they disappear and are replaced by the floating squares.

The source of this spell is Sarius Mendlekin.

Secret Light (Alteration)

Reversible

Range: 60 yards
 Components: V, M
 Duration: 1 turn per level
 Casting Time: 1
 Area of Effect: 20-foot radius globe
 Saving Throw: Special
 Author: Niels Ull Jacobson <null@diku.dk>

This spell is in all respects the same as the 1st-level *light*, except that only the wizard can see the light. This of course means that it can in no way be used as an attack (blinding people, harming certain undead, etc.). It will cancel magical darkness, as it is cancelled by magical darkness, just like *light*. The material components are the same as for *Light* plus two drops of blood and a tear from the wizard.

The spell can be reversed to *secret darkness*, although this normally isn't very useful. Perhaps if in presence of a blinding light you could cast *secret darkness* at the light source, so that you wouldn't be blinded. Of course, you'd better have another source of illumination handy. Also, it wouldn't save a vampire from the effects of direct sunlight — the light is still hitting his body, he just can't see it.

Secret Torch (Illusion/Phantasm)

Range: 0
 Components: V, S, M
 Duration: 6 turns
 Casting Time: 1 round per torch
 Area of Effect: One torch touched per 2 levels
 Saving Throw: None
 Author: Unknown

This spell lights one or more ordinary torches. The flames will, however, be cold and dark, shedding no ordinary light. The wielder of the torch will however be able to see by the torch, as if it was an ordinary torch, as long as he has it in his hand. Only one person can benefit from the torch at a given time: if two or more persons touch it, no-one will benefit. The wielder must hold it in his bare hand if he wants to see by it, and the flames will seem warm to him. The torch can be put aside or handed over, as an ordinary torch would be, but cannot set fire to anything. It can be extinguished by any normal means, for example water or very strong winds. The torch will slowly smoulder and burn out, as an ordinary torch would.

The material components are the torches to be lit, and a small portion of oil with rare herbs, which the torches are rubbed with (3 gp worth of herbs per torch). In addition, the wizard must have access to a source of fire.

Seduction (Enchantment/Charm)

Range: Special
 Components: V, S, M
 Duration: Permanent
 Casting Time: One hour
 Area of Effect: One person
 Saving Throw: Special
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

The wizard may affect one individual of the opposite sexual orientation to become enamoured with the wizard and willingly subject to all his or her commands. That the victim has been seduced (magically or otherwise) will be readily apparent to all on a Wisdom check. In order to cast the spell, the enchanter 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 1d20 based his highest class.

Class	Saving Throw
Fighter	13
Barbarian	15
Cavalier	10
Paladin	10
Wizard	9
Priest	8
Monk	8
Specialist Priest	DM's option
Rogue	12

The roll is modified by adding the victim's Wisdom and level and subtracting the wizard's apparent Comeliness and enchantment level. The spell is effective until dispelled. While under the enchantment, the victim will take as gospel everything the enchanter says, and will strive to protect and defend the wizard 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. The material component for this spell is a flask of perfume or after-shave that must be shattered.

Self Aura (Illusion)

Range: 0
 Components: V
 Duration: 1 round per level
 Casting Time: 5
 Area of Effect: The caster
 Saving Throw: None
 Author: Vegard Hamar (Ellothinel Silverstar) <vegard.hamar@nhidh.nki.no>

This spell surrounds the caster with a glowing aura that makes him appear more powerful. Opponents get a -1 to-hit per 3 levels of the caster.

Sexify (Enchantment/Charm, Illusion/Phantasm)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 round
 Area of Effect: Person touched
 Saving Throw: Negates
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

The recipient of this spell undergoes a transformation in appearance to become more sexually attractive to members of the opposite gender no matter what the recipient's initial Comeliness. Looks, smell, smoothness, and even taste of the outer skin are all affected. The recipient's Comeliness is effected as follows (note that Comeliness will not decrease by casting this spell):

Wizard's Level	Comeliness	Duration
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3	13	10 minutes
4	13	20 minutes
5	14	30 minutes
6	14	1 hours
7	15	2 hours
8	15	4 hours
9	16	8 hours
10	16	16 hours
11	17	1 day
12	17	2 days
13	18	3 days
14	18	4 days
15	19	5 days
16	19	6 days
17*	20	1 week

Note that if two specialised wizards, an enchanter and an illusionist, work this magic in conjunction, then their levels may be added together to achieve a stronger magic. Furthermore, this spell has the effect of negating any curse magic which degrades the recipient's natural beauty. The material component of this spell is a cosmetic and perfume kit, magically prepared by a thaumaturge.

Sexual Imagination (Enchantment/Charm)

Reversible

Range: 1 foot per level
 Components: V, S, M
 Duration: 3 rounds per level
 Casting Time: 1 round
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Neil Rabideau <gitzlaff@uxa.cso.uiuc.edu>

By means of this spell, the victim is caused to become terribly horny for the duration of the spell. The victim has a saving throw as for a *charm* spell (q.v.). This spell causes the victim to actively seek sex (or in case of the reverse, abhor it) for the duration of the spell. The material component for this spell is a straight, non-magical rod. That for the reverse, *sexual lethargy*, is a small, supple twig.

Shadetree (Alteration, Illusion)

Range: 0
 Components: V, S, M
 Duration: 1 hour per level
 Casting Time: 5 rounds
 Area of Effect: Special
 Saving Throw: None
 Author: David E. Brooks Jr. and Elizabeth H. Brooks <dbj@central.keywest.mpgn.com>

When this spell is cast, the caster creates one or more shadetrees, each shading (as a tree would) an area of approximately 12 foot radius. One such tree can be created for every 4 levels of experience of the wizard. Beneath such a shadetree, the temperature will be 5°F per level cooler than the surrounding temperature (no cooler than 75°F in any case). If the air temperature is less than 75°F, no cooling will occur. Shadetrees created by this spell cannot be scaled in any manner. The caster is required to use a leaf, twig, small feather fan and a drop of water during the casting of the spell.

Wizard Spells (2nd level)

Shadowbolt (Illusion/Phantasm)

Range: Special
 Components: V, S
 Duration: Special
 Casting Time: 1 round
 Area of Effect: One creature
 Saving Throw: None
 Author: Aaron Wigley <wigs@yoyo.cc.monash.edu.au>

This spell creates arrows from wisps from the plane of shadows, when the wizard performs the somatic action of drawing a physical, unloaded bow, and mutters the word "shadowbolt". The arrow is then fired as normal, requiring an attack roll to hit the target, doing 1d8 points of damage. Obviously, the wizard should know how to use a bow.

After the spell is initially cast, up to 2 arrows per level of the wizard can be fired within the next hour. Only the wizard can use the arrows, and they disappear both whether they hit the target or not.

Shield II (Abjuration)

Range: 10 yards
 Components: V, S
 Duration: 5 rounds per level
 Casting Time: 2
 Area of Effect: The caster
 Saving Throw: None
 Author: Unknown

This spell creates an invisible barrier in a hemisphere around the wizard. This barrier provides the equivalent protection of:

- AC 0 versus hand thrown objects (daggers, dart, throwing axes, etc.);
- AC 1 versus device propelled (arrows, bolts, etc.);
- AC 2 versus everything else.

Against magic the wizard gains +1 to saving throws versus things that are physically damaging, negates magic missiles, and decreases spell damage by 1 point per level.

Shocksphere (Evocation)

Range: 60 yards + 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 2
 Area of Effect: 2-inch diameter sphere
 Saving Throw: ½
 Author: Paul D. Walker <pdwalker@hk.super.net>

This spell creates a small ball of crackly blue light which expands outwards when it contacts a solid object, hits its target, reaches its maximum range or it reaches the point where the wizard wishes it to expand. When it does expand, a large amount of electrical energy is given off, small lightning bolts arc from object to object inside the sphere and blue light is given off in a 6-inch diameter sphere. All creatures within the area of effect must make a saving throw versus spell or take 1d3 points of damage per level of the wizard (a successful saving throw means damage is halved). If a particular creature was targeted for the spell then they take 1d4 points of damage per level of the wizard and their saving throw is made at a -2.

If the area in which the *shocksphere* expands is not circular then the sphere will expand and conform to the volume it can occupy. The *shocksphere* encompasses a volume of 4200 cubic feet. If a creature fails its saving throw versus spell then all of his items must make a saving throw versus lightning or be destroyed. The material component for the spell is a small chunk of dried flesh from an electric eel or any other creature that uses electricity for an attack.

Otherwise, this spell is similar to a *fireball* spell in all respects.

Sidney's Excellent Alcohol (Conjuration)

Range: 10 feet
 Components: V, S, M
 Duration: Permanent
 Casting Time: 2
 Area of Effect: ½ pint per level
 Saving Throw: None
 Author: Brother Tyrus Hellbane <c9108613@cc.newcastle.edu.au>

This spell allows the caster to magically summon alcohol of any sort, within the caster's tasting experience (the caster must have sampled the alcohol beverage previously in his life). The tankard or whatever container is used becomes full of the desired beverage.

One material component of the spell is the container which must be of a value of no less than 10 gp (it is not consumed in the casting). The other material component is pinch of hops or a few grapes.

Sidney was a particularly alcoholic wizard who unfortunately could no longer cast the spell because of the verbal components that were impossible to speak in his constant drunken state.

Sidney's Flash Fermentation (Alteration)

Range: 15 feet
 Components: V, S, M
 Duration: Permanent
 Casting Time: 5
 Area of Effect: ½ pint per level
 Saving Throw: None
 Author: Brother Tyrus Hellbane <c9108613@cc.newcastle.edu.au>

This spell is a simple spell which speeds up the normal fermentation times for alcohol manufacture. The wizard can speed up fermentation by a maximum of 3 years per level of the caster, and thus instantly have a truly fine aged wine. Of course, the wizard must be of fairly high level. If the wizard knows how long fermentation normally takes (through research or just being an alcoholic), he can cast this spell with automatic success: the alcohol is ready to be consumed. If the wizard doesn't know how long it should ferment, it is guesswork. The DM then decides whether the brew is underdone (juice) or overdone (vinegar). The material component is a sprinkle of hops.

This spell was originally researched by an alcoholic wizard who was sick of having to wait years to produce a fine wine. A more powerful version of the spell is currently being researched in order to make wines of the magnitude of thousands of years fermentation, but Sidney is having trouble with some of the material components (a wine mug and pitcher from the Halls of Valhalla).

Sillvatar's Silver Lining (Enchantment/Charm)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 2
 Area of Effect: Melee weapon, 2 arrows or 2 bolts touched
 Saving Throw: None
 Author: Allan J. Mikkola (Sillvatar) <allanm@vulcan.med.ge.com>

This spell is used to temporarily enchant a weapon to give it the properties of a silver weapon. In order for this spell to work, the wizard must have 1 silver piece per pound of the weapon to be enchanted. When the spell is cast, the weapon is held in one hand, and the silver pieces in the other; the two are then touched together, and the blade absorbs the silver pieces. For the duration of the spell, or until it is dispelled, the weapon will have all the properties of a silver weapon (i.e., it may be used to hit creatures who are normally harmed only by silver weapons). If one looks closely at the weapon, a silver glint will be seen upon its edge.

This spell will only enchant slashing or piercing weapons; blunt weapons are not affected by this spell. One melee weapon, or up to two arrows or bolts may be enchanted per casting of this spell.

The only component for this spell are the silver pieces.

Wizard Spells (2nd level)

Skeletal Scribe (Enchantment, Necromancy)

Range: 0
 Components: V, S, M
 Duration: 1 day per level
 Casting Time: 4
 Area of Effect: Skeleton touched
 Saving Throw: None
 Author: The Warlord of Heaven <fsmtw1@alaska.bitnet>

This spell creates an undead scribe for the wizard. It is not permanent, but is much safer to use for reading new tomes and writing down words of great power. It is able to take dissertation as well. The material components of this spell are a skeleton, a hawk feather, and a red robe. The skeleton is only consumed at the end of the duration.

Skip Self (Alteration)

Range: 0
 Components: V, S
 Duration: Special
 Casting Time: 3
 Area of Effect: The caster
 Saving Throw: None
 Author: Joshua Rosenfeld <emilus@u.washington.edu>

This is a variation on the 1st-level *skip object*, only this spell affects the caster, including any non-living object he is wearing or holding at the time of casting (except for artifacts and relics, which may not be skipped with this spell). The caster can skip himself forward in time a number of rounds equal to the factorial of his level plus three (a 5th-level wizard, for example, can skip himself forward $5+4+3+2+1+3=18$ rounds). He can decide to skip a lesser amount of time, but this must be stated when the spell is cast, for while he is "skipping", for all intents and purposes, he does not exist. When the duration has expired, if something or someone occupies the space previously occupied by the spell caster, he will reappear instead in the nearest open space.

Somaticize (Alteration)

Range: 0
 Components: V
 Duration: Special
 Casting Time: 1
 Area of Effect: The caster
 Saving Throw: None
 Author: Nathan Sugioka <nsugioka@cs.indiana.edu>

With this spell, the caster may cast another spell without somatic components. *Somaticize* is cast; the round afterwards, the other spell must be cast, or all benefits are lost. This spell has obvious uses for a bound or otherwise restricted wizard.

Sonic Barrier (Abjuration)

Range: 0
 Components: S, M
 Duration: 1 turn per level
 Casting Time: 2
 Area of Effect: 10-foot radius sphere
 Saving Throw: None
 Author: Geoffrey Edward Fagan <gefagan@uokmax.ecn.uoknor.edu>

This spell creates an invisible, spherical barrier through which sound cannot pass. The barrier remains centred on the wizard, enabling an assault group to move in absolute silence without giving up inter-communication. However, sound cannot pass into the barrier either, making the party deaf for the duration. The material component is a glass globe.

Sonoric's Lodestone (Divination)

Range: Special
 Components: V, S, M
 Duration: 1d4 rounds + 1 round per level
 Casting Time: 2
 Area of Effect: Special
 Saving Throw: None
 Author: Tim Prestero <ez003387@george.ucdavis.edu>

Using this spell, the wizard is able to determine the general direction of a creature within one mile plus one mile per three levels of the wizard above first (two-mile range at fourth level, three at seventh, etc.). This direction sense lasts for the duration of the spell, regardless of the movement of the wizard, or the creature. If the distance between the wizard and the target should exceed the maximum range (target teleports, etc.), the spell is broken.

If the wizard comes within three feet of the object of the spell, he gets a sharp headache. If the wizard actually touches the object of the spell, the spell is broken.

The material component of this spell is some item which was in contact with the creature, up to the wizard's level in turns previously.

Sound Bit (Alteration)

Range: 0
 Components: V, M
 Duration: Special
 Casting Time: Special
 Area of Effect: As far as the sound carries
 Saving Throw: None
 Author: Unknown

To cast the spell, the wizard places a number of currant seeds (the material components) near the sound source. Half way through the spell the wizard ceases his chanting. All of the sounds created between this point and the time the wizard resumes chanting become the sound pattern to repeat. The maximum duration of the sound pattern is up to 1 second per level of the wizard. The actual duration is the length of the pattern times the number of currant seeds, provided this is less than the maximum time. The sound need not be created by the wizard.

When the spell casting has ended, the sound pattern is repeated continuously until all the currant seeds are used. It is repeated at the same decibel level as the original sound.

Spell Tell (Alteration)

Range: Line of sight
 Components: V
 Duration: 1d6 rounds + 1 round per level
 Casting Time: 1
 Area of Effect: The wizard's eyes
 Saving Throw: None
 Author: Health Man <mpk9716@rigel.tamu.edu>

When the wizard casts this spell he is able to use the non-weapon proficiency spell craft with 100% accuracy. He is able to tell exactly what spell a wizard or priest is casting, no matter what level the spell, type of spell, or nature of the spell. He is also able to discern the intended effects of the spell. A wizard that has cast *spell tell* and wishes to determine spells other wizards are casting is penalised in the initiative roll. He may freely view one wizard and take whatever other action he wishes, but for each wizard over one that he observes, the wizard is at another +1 to his initiative. For example, the wizard rolls a 5 for initiative, he views 3 wizards to determine what spells they are casting, then his modified initiative roll is an 8.

Wizard Spells (2nd level)

Spellcrystal II (Conjuration, Invocation)

Range: 0
 Components: V, S
 Duration: 2 months + 2 months per level
 Casting Time: 2 rounds
 Area of Effect: One crystal, worth at least 200 gp
 Saving Throw: Special
 Author: Kris <simonis@stpc.wi.leidenuniv.nl>

Except as noted above, this spell is the same as the 1st-level wizard spell *spellcrystal I* (q.v.).

Spider Climb II (Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 1 round
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Unknown

By this spell, the creature can walk on any surface and not slip. The creature can walk on walls, ceilings, ice, etc., and not slip or slide (feet are like suction cups to the surface). The creature can also have one jump like the *jump* spell (this is only one jump, not three like the 1st-level spell gives).

The jump does not include a safe landing, but by using this spell, the creature can jump up on a wall and start climbing, or climb up some wall and jump to a different wall.

The material components needed are: a piece of gum (tree sap, or some type of sticky substance) and a small jumping spider (a grass hopper leg and a piece of spider webbing can be used as a substitute).

Spirit Command (Enchantment/Charm)

Range: 30 yards
 Components: V
 Duration: 1 round
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Phill Hatch <phatch@slc.mentorg.com>

This spell enables the wizard to command a spirit or extra-planar creature with a single word. The command must be uttered in a language the creature can understand (or a language its creator would understand, if the spirit was summoned). Spirits and creatures with 6 or more Hit Dice receive a saving throw versus spell. Summoned creatures save at the summoning wizard's level (if the wizard is of at least sixth level).

Spitfire (Evocation)

Range: 3 yards
 Components: V, S, M
 Duration: 1 round + 1 round per 5 levels
 Casting Time: 3
 Area of Effect: One creature
 Saving Throw: None
 Author: Roger Terrell <terrell@musky2.muskingum.edu>

The casting of this spell causes the victim to be surrounded by a swarm of small, popping, firecracker-like bursts of fire. While these bursts do little damage (only 1 point of damage per round) and only 1 points of damage per turn to anyone wearing armour other than a shield — they make it impossible to concentrate to the degree necessary to cast any spell. This spell will do no damage at all to anyone who is thoroughly soaked in water, but the concentration

breaking effects of the spell still function. The material component of this spell is a pinch of sulphur.

Stealth Missile (Evocation)

Range: 10 yards + 5 yards per level
 Components: S
 Duration: Instantaneous
 Casting Time: 2
 Area of Effect: One or more creatures in a 10 foot-long square
 Saving Throw: None
 Author: Joseph Delisle <jdelisle@loyola.edu>

This spell is the same as a *magic missile* spell, except that it can be cast in absolute silence, and its missiles are extremely hard to see (5% chance per observer's level). It is perfect for those who need quiet, mage/thieves for example.

Strengthen (Alteration)

Range: 0
 Components: V, S, M
 Duration: 10 years per level (or see below)
 Casting Time: 1 week
 Area of Effect: Stone touched
 Saving Throw: None
 Author: Unknown

This enables the wizard to carve a special rune on some structure, a wall, well, or other stone design, that will keep it sturdy and strong for the duration specified. About 250 cubic feet of stone per level can be affected. Earthquakes will not damage the structure.

After tenth level, the spell becomes permanent (until dispelled). The material components for this spell are a piece of chalk, and a set of arches constructed of steel. The wizard must analyze the structure beforehand, to place the spell appropriately.

Strengthen Illusions (Alteration, Metamagic, Illusion)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 2 rounds
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell strengthens illusions to the point that even undead or successful disbelievers still believe in them. The spell gives one spell level per caster level. With these spell levels, illusions of any level may be strengthened. Undead or successful disbelievers have to save versus spell (in addition to the normal saving throws, if applicable) at a -1 per caster level and +1 for each of their own levels or Hit Dice. If successful, the illusion vanishes like any normal illusion; if it fails, the illusion affects them normally. The saving throw may be modified further by the caster if he gives up additional spell levels. Every time an additional amount to the normal amount of spell levels is used, the saving throw is adjusted by -2. Thus, it may be even more likely that the illusion affects the targets normally. The casting times for these illusion spells are increased by one unit per spell level given up for them (an *improved phantasmal force* with a casting time of 2 is strengthened by this spell with 6 spell levels; while this reduces the saving throw versus spell by -4, the casting time increases to 8).

This spell may be cast multiple times on one person by the same caster. It has to be the same caster who uses the same spell on the same person multiple times. This is called stacking or layering. The stacking or layering effect will be used quite often in many of the following spells. The effect of stacking or layering will be given in a form something like the following: "the spell *strengthen illusions* may be layered for a maximum effect of 3 spell levels per caster level".

This means that the target creature can store a maximum of one spell level of effect in its person at once.

The material component is a mithril coin of at least 10 gp worth for every spell level gained.

Summon Undead (Necromancy)

Range: 30 yards
 Components: V, S
 Duration: 1 turn + 1 turn per level
 Casting Time: 2
 Area of Effect: Special
 Saving Throw: None
 Author: Unknown

The spell causes 3 HD of undead per 2 levels of the wizard to appear within range. They will obey his commands until slain, dispelled, or the spell ends. The wizard may mix and match types as long as he does not exceed his Hit Dice allotment.

The necromancer cannot summon a creature of more Hit Dice than his level. Treat a +3 or better bonus to Hit Dice as the next die up, so a wight is worth 5 HD, a wraith is 6, a mummy 7, a spectre 8, and a vampire (the toughest undead that can be summoned) is worth 9 HD.

Sunscreen (Invocation/Evocation)

Range: 0
 Components: S, M
 Duration: 3 turns per level
 Casting Time: 1 turn
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Ally's Spellbook <knudsenm@wpsmp.ohsu.edu>

Through the use of special oils applied to the skin, this spell negates the effects of sunlight on the affected creature. Aside from blocking ultraviolet rays, it also dims the brightness of the light to an acceptable level (by drow standards). The material components of this spell are exotic oils costing 100 gold pieces (more for larger creatures).

Talking Mist (Alteration)

Range: 30 yards
 Components: V, S, M
 Duration: Special
 Casting Time: 2
 Area of Effect: 20-foot + 10-foot cube per level of mist or fog
 Saving Throw: None
 Author: Unknown

The *talking mist* is similar in many aspects to a *magic mouth* and an *animate mist* spell. When a trigger occurs (as per *magic mouth*), a mist is created and subsequently animated. The animation is simple on lower wizard levels, but the message which the mist can speak is always under 25 words.

All other effects are detailed under *animate mist* and *magic mouth*. The component of this spell is the smoke from a burning paper which has the message written on it.

Target Selector (Alteration, Enchantment/Charm, Metamagic)

Range: 20 feet per level
 Components: V, S, M
 Duration: Special
 Casting Time: 2 rounds or 2
 Area of Effect: 10 feet per level radius sphere
 Saving Throw: None or Negates
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is actually two spells. The first version is used for spells, the second for affecting creatures directly.

The first version has a casting time of two rounds. After this time the caster can choose up to one creature per 3 levels or up to 1 object per level (or a respective mixture of objects and creatures). There are two possible effects of this selection:

1) These creatures and objects can be completely unaffected by area-of-effect spells of fifth level or lower within the sphere of this spell, as long as these spells are cast by the caster of this spell. Thus, the wizard could cast this spell into an area (let's say in the throne room of his king) and protect his king from the area of effect of a *fireball* he is going to hurl at the opponents of the king without affecting the king at all.

2) These creatures could be affected first despite any contradicting reasons of Hit Dice, size, etc. which are given in the additionally cast spell. Thus, the caster could choose to use *sleep* and if he specifies the ogre captain first, then he would drop first (if the caster rolls good enough) and then his underling kobolds would go to sleep after him. This would still not allow a wizard to affect a creature with more than 4+3 HD with a normal *sleep* spell.

This spell is not mobile and it cannot be made permanent. Anyone not protected nor selected by this spell is affected normally by any spells cast by the caster of this spell.

The second version of this spell has a casting time of 2. It ensures that any non-magical missiles fired into the area of effect only hit their intended targets or they miss completely — but even if a missile is fired into the most chaotic melee, it still only hits its intended target or absolutely no-one, unless the caster cannot protect enough creatures with this spell. The number of creatures the caster can affect is one creature per 3 level. This version of the spell is mobile. If desired the caster can carry the spell around with him to protect his fellow fighters from being hit by stray shots or throws from his darts or daggers (those wizards are notoriously known for fumbling at the worst of times, which means, exactly then when our courageous fighter just starts to buckle under the onslaught of the opposing masses and he just has the necessary hit points to survive — barely — but then that stray fumble of 1 rerolls a critical backstab damage or something of that kind! So, wizards, carry this spell around active with you and be protected from the rage of your soon to be resurrected fighter companion...).

The material component is a lodestone of the size of a coin painted with red-and-gold target circles on it (one per creature or ten objects to be protected) costing approximately 10 gp per lodestone.

Thrasne's Magical Mire (Abjuration)

Range: 20 yards
 Components: V, S, M
 Duration: 1 turn
 Casting Time: 2
 Area of Effect: 10-foot square
 Saving Throw: Special
 Author: The Death Quasit <xazil@deakin.edu.au>

This spell creates an invisible force that is 3 feet deep over the area of effect. This force simulates thick mud. Creatures wading through the area that is mired must save versus spell or be stuck for the duration of the spell. A successful saving throw means that the creature can move through the area at half the normal rate and loses half its Dexterity bonuses while doing so.

Those stuck simply can't move their legs and lose all Dexterity bonuses to Armour Class, but they can still move their bodies above the 3-foot high area. So, the force will not stop an elven archer using his bow, but will stop a halfling swinging his sword.

Obviously, very large creatures are not affected nor are flying creatures in most cases. The material component is a small clay tile that was laced with spider webs when made. It can be reused.

Wizard Spells (2nd level)

Transcribe Song (Alteration, Evocation)

Range: 0
 Components: S, M
 Duration: 1 round
 Casting Time: 2
 Area of Effect: One piece of paper
 Saving Throw: None
 Author: Martin Ott <p581mao@mpifr-bonn.mpg.de>

This spell converts sound waves from a song currently being played within hearing range of the bard to musical notation onto a piece of paper the bard has in his possession. It will transcribe up to one round worth of music into the musical notation most familiar to the bard.

This spell is useful for keeping records of new songs, or for keeping track of songs the bard is worried about forgetting. It does not work well for conversations, since it does not transcribe the words of songs, only the notes of the song itself.

The material components for this spell are a piece of paper or parchment, two ounces of good ink, and a grain of diamond dust.

Transfer Charm (Alteration, Enchantment)

Range: 10 feet
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One person
 Saving Throw: None
 Author: A.C. <ac001@freenet.carleton.ca>

This spell allows a caster of higher level to subvert previous magical charms to his own purposes. An example: Erin, a second level wizard casts *charm person* on a Bryce, who becomes charmed. Anna, a third level wizard casts *transfer charm* onto Bryce, whereupon Bryce becomes charmed to Anna. Deneira, another third level wizard, can now no longer transfer the charm to herself, as she is of the same level as Anna.

Tread of the Corpse (Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 hour + 1 hour per level
 Casting Time: 2
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Garinthrall <calvalent@husc>

The creature affected by this dweomer will find that their movements have become utterly silent. So long as the creature does not exceed its normal base movement rate for the environment it is in (i.e., measured in tens of feet indoors and tens of yards outdoors), then it will make no perceptible sound as it moves about, regardless of the mode of transport be it flight, swimming, climbing, walking, etc. If the subject of the spell is willing to take no other actions besides movement in a given round, then inanimate objects may be handled silently as well, meaning that a sword may be unsheathed without being heard, or a door opened that is not jammed in its frame. Any object that requires great force to move or open will not allow for this silent action.

Environmental factors will not normally affect the subject's ability to move silently, and thus squeaky doors, floors, water, and mud offer no resistance: squeaky doors will not squeak when opened by the subject of the spell, squeaky floors will not give enough to creak under the subject's weight (although unsound flooring will, of course, not remain silent if the floor cannot support the subject at all and breaks out from underneath him), water will not splash with the subject's passing, and mud will not slosh. Traps or other items which react in a noisy manner by snapping shut violently or trip wires strung with bells must be avoided normally as they will hinder the subject's passage and make noise as usual.

Any sudden action on the subject's part will make the expected amount of noise, but cautious, slow actions will make no sound at all. This spell does not actually mask sounds that the subject intends on making, and thus speech, spell casting, and forcefully opened doors will all be heard normally. The subject of this spell may, of course, alternate between making noise and moving unheard for the spell's duration.

Note that this spell is not an illusion, and actually alters the amount of sound a creature makes when interacting with its environment.

The material component for this spell is a bit of zombie flesh.

Trosli's Spontaneous Defenestration

(Illusion/Phantasm)

Range: 20 yards
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Trosli

This spell creates an illusion of a window in a wall near the subject. The subject must save versus spell or be seized by an irresistible compulsion to leap through the supposed window, hitting his head on the wall and taking 1d4 points of damage per level of the wizard and being stunned for one round. Non-intelligent creatures are immune to this spell, and creatures immune to blunt weapons, or unable to perform leaping actions, take no damage. The material component is a small pane of glass, which is consumed in casting.

This spell was researched by the gnomish illusionist/thief Trosli Kenderkin, a notorious trickster who once took out five gnolls (at first level) with a bag of marbles and a dagger.

Turn Lesser Quasi-Elemental (Abjuration)

Range: 30 yards
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 2
 Area of Effect: One creature
 Saving Throw: Negates
 Author: François Menneteau <mennetea@acri.fr>

This spell causes a lesser radiance, lightning or mineral quasi-elemental to flee at its faster rate for a number of rounds equal to the level of the caster. The material component is a miniature golden shield, worth at least 10 gp.

Twilight's Slumber (Enchantment/Charm)

Range: 10 yards per level
 Components: S, M
 Duration: 5 rounds per level
 Casting Time: 3
 Area of Effect: 20-yard radius
 Saving Throw: Negates
 Author: Robert A. Howard <ssa94isa06@rcnvm.rcn.mass.edu>

Twilight's Slumber is an improved version of the *sleep* spell. It affects 2d6 levels of up to 6 Hit Dice creatures. The caster can decide who is and who is not affected by this spell. The component for this spell is either a pinch of fine sand or a fresh rosebud petal.

Wizard Spells (2nd level)

Ty's Blades (Invocation/Evocation)

Range: 40 yards
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 4
 Area of Effect: Special
 Saving Throw: None
 Author: The Wizard <ier101@psuvm.psu.edu>

With this spell, the caster creates a number of magical knife-like blades of energy, which speed from the casters hand at the target, as if thrown by a fighter of a level equal to the level of the caster, with the caster's Dexterity bonus applicable. The missiles cannot affect astral, ethereal, or out of phase targets, nor does it affect non-corporeal targets. Invisible targets can be struck, however, if their location is known to the caster. The caster can create two missiles plus one additional missile for every two levels above third that the caster has obtained, to a maximum of five missiles at ninth level or higher. Each missile that successfully strikes its target inflicts 1d6 HP of damage. Attack rolls must be made for each missile, and more than one creature may be targeted.

In addition, at the caster's option, one missile may be forfeited to gain a +2 bonus to hit and damage with all other missiles created. This does not enable the caster to strike the above noted creatures, however. The material component is a finely crafted miniature dagger of at least 500 gp in value which is not consumed by the casting.

Valdor's Vindicating Ladder (Evocation)

Range: 60 yards + 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 2
 Area of Effect: One creature
 Saving Throw: Special
 Author: Brian A. Weibel <v062p74v@ubvms.cc.buffalo.edu>

This spell is used by a wizard who truly appreciates the many uses of one of man's greatest creations, the ladder. In this spell, a ladder of pure energy is emitted from the caster's fingertips. The ladder consists of as many rungs as the caster has levels. When the ladder hits the target, the rungs progressively burst on the target for 1d4 points of damage per rung, to a maximum of 10d4. A successful saving throw indicates the target has managed to dodge some part of the ladder, and damage is reduced to 1 point per rung.

The material component of the spell is a one inch diameter by a section of a ladder rung, half an inch long. On one side is written "Spell Use Only — Evocation Department". On the other is a large "V" with the letters "I.G.A.F." below it.

Vampiric Kiss (Necromancy)

Range: 0
 Components: S
 Duration: 1 round per level
 Casting Time: 1
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Hugo M. Nijhof <sbbehn@hlerul57>

When a wizard casts this spell, he must kiss the intended victim on the neck and the victim must be able to receive a kiss (cannot be in combat). After the kiss, the victim will lose 2 hit points per round. The caster will receive one of those hit points per round if he is not at maximum hit points already.

Vanquill's Tent (Alteration)

Range: 0
 Components: V
 Duration: 4 hours + 1 hour per level
 Casting Time: 2
 Area of Effect: 11-foot radius sphere
 Saving Throw: None
 Author: Joseph Delisle <jdelisle@loyola.edu>

This spell is a lesser version of *Leomund's tiny hut*. It will keep out winds of up to 50 miles per hour, as well as any one type of precipitation (rain, snow, sleet, hail, etc.) that is named at casting time and cannot be changed. For example, if the spell was cast to keep out rain, but the weather changed to hail, the hail would be able to enter the tent. As with *Leomund's tiny hut*, the wizard cannot leave the tent without ending the spell. Temperatures inside the tent are the same as those outside the tent, but there is enough room inside for a small fire.

Vanquill developed this spell as a lower-level alternative to the *tiny hut*, since he typically used all of his 3rd-level spells in combat.

Veschiul's Shadowbolt (Evocation)

Range: 120 feet
 Components: V, S
 Duration: Instantaneous
 Casting Time: 2
 Area of Effect: Special
 Saving Throw: None
 Author: Aaron Sher <ars3_cif@uhura.cc.rochester.edu>

Veschiul's shadowbolt allows the wizard to mould a bolt of shadow from the plane of shadow, and fire it up to 120 feet range. A to-hit roll is required, but is made as a fighter at a level of 1½ times the wizard's level, rounded up. The *shadowbolt* does damage by impact: at ranges under 40 feet, the damage taken is 1d4 points per level, at ranges between 40 feet and 80 feet the damage taken is 1d4 points per 2 levels, and at greater ranges the damage is 1d4 points per 4 levels. The number of dice should be rounded down in all cases (thus, a 5th-level wizard at 50 feet does 2d4 points of damage, but a 6th-level wizard does 3d4). The creature must make a Dexterity check to remain standing, adjusted by a -1 for every two levels of the wizard (again, rounded down), as well as by mass:

Mass (pounds)	Dexterity Adjustment	Distance
1-30	-8	25 feet
31-60	-6	20 feet
61-90	-4	15 feet
91-120	-3	10 feet
121-150	-2	5 feet
151-180	-1	-
181-210	0	-
211-240	+1	-
241-270	+2	-
271-300	+3	-
300+	+4	-

The distance column indicates how far the target has been knocked away from the wizard if a modified Dexterity check was failed.

Veschiul's Shadowcourse (Alteration)

Range: 30 yards
 Components: V, S, M
 Duration: Special
 Casting Time: 3
 Area of Effect: Special
 Saving Throw: Negates
 Author: Aaron Sher <ars3_cif@uhura.cc.rochester.edu>

The *shadowcourse* can affect any creature of the world of light. The area of effect is one creature for every two levels of the wizard above first; i.e., a 3rd-level wizard can affect one creature, a fifth can affect two, and so on. The effect of the *shadowcourse* is to afflict the victims with some of the vulnerabilities of a shade. The effects depend on the light conditions, as shown on the following table:

Light	Abilities	Move	Max. HP
Bright	-2	½	½
Average	-1	¾	¾
Twilight	-	-	-
Shadowy	-	-	-
Night	-	-	-
Darkness	-1	¾	¾

See the description of the shade in the *Monster Manual II* for exact descriptions of these light conditions. The material component is a piece of pitch.

Vibration (Alteration)

Range: 10 feet per level
 Components: V, M
 Duration: 1 round per level
 Casting Time: 3
 Area of Effect: One object of 2 pounds per level
 Saving Throw: Special
 Author: Vegard Hamar (Ellothinel Silverstar) <vegard.hamar@nhidh.nki.no>

This spell makes an object vibrate rapidly. Intelligent objects get saving throw versus spell. A vibrating object (for example, a sword) becomes almost impossible to hold: there is a 15% per level chance to fumble the object each round, else there is a -1 to-hit. Objects with a mass of 1 pound per level or less must make a saving throw versus spell or disintegrate. The material component is a rattlesnake's tail.

Vicarious Touch (Enchantment)

Range: 10 yards per level
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: None
 Author: The Ghost <c572909@mizzou1.bitnet>

The creature upon whom this spell is cast is empowered to make any touch attacks from spells cast by the wizard during the duration of this spell. Note that the wizard loses the ability to make such attacks, and spells such as *vampiric touch* confer their benefits on the person who delivers the touch, not upon the caster. The caster must prepare the recipient of a *vicarious touch* spell for 10 minutes prior to casting the spell, but this preparation can take place up to 24 hours before the spell is cast.

The material components of this spell are pure water and a specially prepared oil used to wash and anoint the hand of the recipient.

Voice Mimicry (Illusion/Phantasm)

Range: 0
 Components: V
 Duration: 1d6 rounds + 3 rounds per level
 Casting Time: 2
 Area of Effect: The caster
 Saving Throw: Special
 Author: S. W. Marshall <u9116878@muss.cis.mcmaster.ca>

By means of this spell, the caster is able to mimic the voices and sounds of others. This automatically allows him to duplicate any accent he has heard. Thus, an orcish accent or one from a far off country could be mimicked convincingly. Animal sounds can also be mimicked, though druids and rangers may save versus spell to uncover the ruse. The volume of the mimicked voice can range anywhere from a whisper to a shout.

The spell can also be used to mimic a specific individual's voice, though this allows those hearing the voice a saving throw versus spell, modified by the following table. These modifiers are cumulative.

Caster...	Modifier
has heard voice once	+4
has heard voice occasionally	+2
has heard voice often	+0
studied desired voice	-2
looks approximately like the mimicked person	-2
looks exactly like the mimicked person	-4
looks radically different from mimicked person	+6

Victim...	Modifier
has heard voice once	-2
has heard voice occasionally	+0
has heard voice often	+2

The caster can attempt to mimic one voice or animal for every two levels he possesses per casting of the spell. Once voice mimicry has been cast, concentration is not required to maintain it and the caster may switch between available voices (including his own) as he wills.

The caster cannot duplicate sounds he himself has not heard. The effects of *ventriloquism* can also be created by the spell so that the mimicked voice can be made to come from another source. Using the spell in this manner reduces the number of available voices to one half (one per four levels).

This spell is particularly effective if the caster is disguised to look like the person he is mimicking. It can be very effective for causing political problems.

Voyeur (Alteration)

Range: 20 feet
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 2
 Area of Effect: One person
 Saving Throw: None
 Author: Morgan Blackheart of the Chaotic Realm <ecz5tan@mvs.oac.ucla.edu>

A voyeur is a person who derives sexual gratification from observing other's sex organs, especially in secret. Thus, this spell allows the wizard to see through a person's clothing and examine sexual organs. Of course the gratification part must be achieved solely by the wizard. The material component of the spell is a small piece of cloth and a small piece of glass.

Wizard Spells (2nd level)

Waterproof (Alteration, Evocation)

Range: 0
 Components: V, S, M
 Duration: 1 hour + 1 turn per level
 Casting Time: 1
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Thomas Watson <gitzlaff@uxa.cso.uiuc.edu>

This spell creates an invisible, thin membrane around the recipient and any objects in his possession, through which water cannot pass, except at the mouth (*water breathing*, for example, is not hindered if it is in effect, but it is not otherwise provided by this spell). Its purpose is to protect and keep dry objects that could otherwise be damaged or destroyed by water (spellbooks, torches, tinderboxes, etc.), since precipitation merely beads and rolls off the recipient and bodies of water do not penetrate the barrier. The spell does not confer any special abilities to survive or breathe underwater, but it will keep the wizard and his possessions dry while there.

If used against a creature native to the elemental plane of water, the spell inflicts 1d4 points of damage on a successful attack roll.

The wizard may affect an additional man-sized creature for every extra level of experience. The material component of the spell is a duck feather or a small square of oilcloth.

Weave Knots (Enchantment)

Range: 5 yards
 Components: V, S
 Duration: Special
 Casting Time: 2
 Area of Effect: Special
 Saving Throw: None
 Author: Aaron Wigley <wigs@yoyo.cc.monash.edu.au>

This spell causes a short length of rope, hair, ribbon, twine or thread (up to 1 foot per level of the wizard long) to weave and knot itself around or into anything the wizard wishes (even itself). The knot is usually quite intricate, and can be extremely difficult to untie by hand. It can be used to join two ends of rope together. Given enough raw material, it could even be used to weave 1 square foot per level of the wizard of cloth or tapestry.

The caster of the spell can command the knot to untie at any time, and also to retie itself. All other creatures cannot untie the lock, although they may be able to cut or break the string or rope the knot is on. This effect is permanent, and the knot will detect as magical. In the case of cloth or tapestry made from this spell, it will not unravel. However, it may be torn, ripped, or cut.

Alternatively, the wizard can opt for the knot to be inextricable by anyone else. This is not permanent, and the knot will not detect as magical.

Whisper's Darkstaff (Necromancy)

Range: 0
 Components: V
 Duration: 2 rounds per level
 Casting Time: 2
 Area of Effect: One staff
 Saving Throw: None
 Author: Robert Johan Enters <whisper@wpi.edu>

The ultimate spell for the wizard who does not want to bother carrying a staff, but might want to fight some nasty creatures with one since he has the proficiency anyway. This spell calls into being a 7-foot staff of pure blackness. This is actually a piece of the negative material plane, and its powers therefore depend greatly on the control a wizard can exert over the arcane matter, hence on his level. The effects and powers of the staff are listed as follows (make a saving throw versus death magic):

Level	Staff	Special Powers
1-3	+1	no powers
4-6	+2	drains 1d6 if the saving throw failed
7-9	+3	drains an additional 1d6 if the saving throw failed
10-12	+4	stunned for 1d4 rounds if the saving throw failed
13-15	+5	can be used to shoot globes of negative material for 3d6 points of damage up to 1 yard per level
14-16	+5	can be used to absorb a spell cast specifically at the caster (physical only)
17+	+5	drains one level per Hit Die if the saving throw failed

The powers listed in the rightmost column are cumulative. Thus, if an archmage hits with the staff, the victim must make four saving throws versus death magic, and if the target fails all saving throws, he would take regular staff damage plus 5 (bonus) plus 2d6 (first two powers), be stunned for 1d4 rounds, and lose one level of experience.

Note: this spell might be seen by some as too powerful as second level spell, but was put there because of the lack of good offensive 2nd-level spells in the original TSR lists.

Whisper's Deadly Darts (Conjuration)

Range: 60 yards + 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 2
 Area of Effect: Special
 Saving Throw: None
 Author: Robert Johan Enters <whisper@wpi.edu>

When this spell is cast, two normal darts per level of the caster come into existence, streaking towards their appointed target(s). The fact that these darts, once created, are normal, makes them unaffected by *shield*, *globe of invulnerability*, or *anti-magic shell* type spells. However, each dart must be rolled for to hit, at the caster's level as though he were a fighter. The material component for the spell is a single golden dart of at least 500 gp, which is consumed in the casting of the spell.

Whisper's Mana Bolt (Evocation)

Range: 60 feet + 10 feet per level
 Components: V
 Duration: Instantaneous
 Casting Time: 2
 Area of Effect: One creature
 Saving Throw: None
 Author: Robert Johan Enters <whisper@wpi.edu>

This bolt of "mana" energy attacks the target's psyche rather than body. The target adds his Wisdom and Intelligence scores to his level in order to figure out his "strength". This spell takes two points per level of the caster from this source. Should this reduce the "strength" of the target to or below zero, the target passes out. Otherwise, the target is temporarily deprived of that much "strength" but not otherwise affected. However, multiple spells might still take out the person. The "strength" returns at two points per round. When losing points, the highest of Intelligence, Wisdom, or level is affected first. In case of a tie, the target's Intelligence is affected first, then his Wisdom.

Wizard Spells (2nd level)

Whisper's Minor Lightning Bolt (Evocation)

Range: 10 yards + 1 yard per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 2
 Area of Effect: One creature
 Saving Throw: ½
 Author: Robert Johan Enters <whisper@wpi.edu>

This spell is an attempt to furnish low-level wizards with some destructive power. This spell can only affect one creature at a time, and is of reduced range. The damage is still 1d6 per level of the caster however. As per regular *lightning bolt*, if the target saves, it receives only half damage. The bolt is of weak power, in that it will not rebound, nor be powerful enough to hit multiple targets. Once striking a target, all its charge is used up in that singular event.

Whisper's Wings (Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 2
 Area of Effect: The caster
 Saving Throw: None
 Author: Robert Johan Enters <whisper@wpi.edu>

This simple, but useful spell, when cast, grows wings onto the casters shoulders. These wings are not powerful enough to allow flight, however, in combination with *levitation*, it essentially does give the user flight. The wings can be used to steer the caster sideways at a rate of up to 12. To achieve this speed takes time, however. The wings give an acceleration of 3 per round. Thus, if the caster is starting out, at the end of the first round he will have a move of 3, at the end of the second round 6, etc. If the caster wishes to reverse course, the same rules apply. The first round slows down by 3, etc. The material component of the spell is a wing-feather from a falcon or similar hunting bird (note that the spell was developed by a drow wizard to augment his natural levitate ability).

Wings (Alteration)

Range: 0
 Components: V, S, M
 Duration: 3 rounds + 2 rounds per level
 Casting Time: 3 rounds to cast, 3 more for wings to grow
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Unknown

By this spell, the wizard causes "wings" to appear out of the affected creature's back. The *wings* are magically attached to the back area, but are not attached in the sense that the person can be wearing clothing or armour. They are not part of the creature. The wings need a +1 magical weapon to hit, have AC 7 and have 2d6 HP before being destroyed. The spell has no effect on creatures that already have wings. If there is no room for the wings to grow, for example because of clothing, the spell is lost.

The *wings* can support a total of 200 pounds + 20 pounds per level. They give an aerial manoeuvre rating of C, and fly at a rate of 12.

The material component of this spell is a bird's feather. The *wings* appear to be the same colour as that of the bird feather used in the spell.

Winthrop's Undead Summoning I

(Conjuration/Summoning, Necromancy)

Range: 30 yards
 Components: V, S, M
 Duration: 5 rounds + 1 round per level
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: None
 Author: Al Singleton (Isaac Winthrop) <eaay@catcc.bitnet>

This spell is like *monster summoning*, except that the spell is forgotten when the caster learns a higher-powered version of the spell. This causes the caster to lose the ability to cast this lower-level version and it even disappears from his spellbook (this spell is normally transcribed from a scroll). Either 2d6 skeletons or 2d4 zombies may be summoned.

The undead appear at the end of the casting and fight to the best of their ability until slain, the duration expires, they are released, or they are further than 30 yards from the caster (the caster may not intentionally move out of range, nor may the undead for they are not free-willed while under the spell). At such time, they return to their point of origination.

The material component is a lit candle inside a small bag.

Wizard's Voice (Alteration, Evocation)

Range: 50 yards per level
 Components: V, S, M
 Duration: Special
 Casting Time: 5
 Area of Effect: 30-foot radius sphere
 Saving Throw: None
 Author: David E. Brooks Jr. and Elizabeth H. Brooks
 <dbj@central.keywest.mpgn.com>

Wizard's voice is an old spell, dating back to the earliest days of magic. When cast, a loud, booming representation of the wizard's voice is projected to any point within range. The wizard may speak anything desired, up to 2 words per level of the caster. Spells may not be cast through *wizard's voice*, but command words for previously placed magic are allowed, at the discretion of the DM. Normally, however, *wizard's voice* is used to warn intruders of their lack of Wisdom, or to call apprentices to their presence for additional chores.

The material component for *wizard's voice* is a small glass jar, into which the caster must speak, seal and immediately smash underfoot.

Word of Power (Invocation/Evocation)

Range: 100 feet
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: None
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

This spell sends a magical bolt of energy (treat as electrical) into the target doing 1d6 points of damage plus an additional hit point per level of the wizard above one. The material components for this spell are a gold piece and a silver piece.

Wizard Spells (2nd level)

Wound Closure (Necromancy)

Range: 0
 Components: V, S
 Duration: Permanent
 Casting Time: 5
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Geoffrey Edward Fagan <gefagan@uokmax.ecn.uoknor.edu>

This spell closes the wounds of the recipient to prevent bleeding and infection, incidentally curing 1d4 points of damage. All of the victim's wounds will be closed by a single casting, but further application is possible to increase the healing effect. The spell can be used on corpses to disguise the cause of death, but it does not work on non-corporeal or extra-planar entities.

Note: a recent posting suggested that wizards should be able to cast healing spells using 1d6 instead of 1d8. I believe the above spell description shows my opposition to that approach (see also the *Dungeon Master's Guide*, page 43), unless you intend to do away with priests as a PC class. From a game mechanics standpoint, such an approach would destroy the balance between priest and wizard, but there is a campaign background reason as well: pseudo-medieval medical knowledge would be atrocious. A priest's healing is a gift from God or the gods, relatively omniscient and omnipotent fellows, but magical curing would depend upon the wizard's understanding of the body and its functions. Thus you might find a wizard who can pull the edges of a wound back together, as described above, but you could not find one who could stimulate the replication of tissue of various injured organs, insure an increased blood supply to the affected regions, metabolise fat and increase respiration to enrich said blood, etc. You certainly could not find a wizard to cure diseases before any microbes are discovered.

Xaviar's Leaf Filter (Alteration, Divination)

Range: 0
 Components: V, S
 Duration: 1 round per level
 Casting Time: 2
 Area of Effect: The caster
 Saving Throw: Special
 Author: Brian A. Weibel <v062p74v@ubvms.cc.buffalo.edu>

The casting of this spell allows the wizard to filter any leaves out of his vision for the spells duration. The leaves are treated as if they weren't present only for vision purposes. Spells that require a line of sight will work for the caster.

This spell was developed after one too many forest ambushes. Note that it will not detect invisible creatures, only those using natural cover.

Zhaida's Instant Stoneskin Remover (Conjuration, Evocation)

Range: 2 yards + 1 yard per level
 Components: V, S, M
 Duration: 3 rounds
 Casting Time: 2
 Area of Effect: One creature
 Saving Throw: Special
 Author: Ådne Brunborg <brunborg@solan.unit.no>

This spell creates 1d4 pebbles, plus 1 pebble per level, up to a maximum of 1d4+12 at twelfth level. Each pebble counts as one attack regarding *stoneskin* spells. To be successful, the wizard must simultaneously hurl the pebbles at the target, and roll a successful attack roll against AC 10 with a +4 added to the die roll for this to have effect. No modifiers for range, magical protection or Dexterity are applicable. Each pebble will remove one *stoneskin*, and no saving throw is allowed.

If used against an opponent without a *stoneskin* cast on him, an unmodified attack roll against the target's Armour Class is required.

If successful, each pebble will inflict but one hit point of damage, and a successful saving throw versus spell reduces this to half damage, the total rounded down.

If the spell creates more pebbles than the target has *stoneskins*, the extra pebbles are lost, not inflicting any damage.

The material components are a pebble or sling stone to be multiplied and hurled towards the target.

Zoe's Psionic Enhancement (Alteration) Reversible

Range: 0
 Components: V
 Duration: Special
 Casting Time: 2
 Area of Effect: One psionic creature touched
 Saving Throw: Negates
 Author: Ryan Biggs (the Net Psionics Handbook) <doppy@io.org>

This is an unusual spell for the simple reason that wizards don't like psionicists (they would however, like the reverse: *Zodiac's psionic restriction*). This wizard spell can boost (or reduce) PSPs. The total can be raised above the normal maximum. At any rate, the bestowed PSPs disperse at 1 PSP per 2 rounds. Therefore, the bonus is short lived, so use it fast. It starts to drain away the round after casting. This spell involves great concentration and is a drain on the wizard. 3 PSPs are given for each hit point the spellcaster is willing to "cannibalize".

The reverse, *zodiac's psionic restriction*, drains PSPs at the rate of 3 PSPs per level per round. The duration is 1 round per 2 levels. A saving throw (adjusted for Wisdom) may be made each round the effect is applied.

The caster can do very little while this spell is in effect. No spellcasting is possible. The caster may move at half his movement rate while this spell is in effect. A 20 Wisdom gives immunity to this spell.

This spell was created by Zodiac. Zoe was an astrologer who later became a psionicist. After a near-death experience (involving illithids), she devoted her life to her god. As an ascetic, she still used her psionic talents. She researched this spell to allow herself to enhance her previous abilities.

Zombie (Necromancy)

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 hour
 Area of Effect: Corpse touched
 Saving Throw: None
 Author: Jeff Vogel <jvogel@jarthur.claremont.edu>

This spell is identical to *skeleton* in most respects. Instead of creating a skeleton, it creates a zombie. The wizard may control a number of zombies made by this spell equal to half his level, round down. The material component is a salve that costs 100 gp and 48 hours of uninterrupted time.

Zombie Dust (Necromancy)

Range: 10 yards
 Components: V, S, M
 Duration: 2 rounds + 1 round per level
 Casting Time: 1
 Area of Effect: 20-foot cube
 Saving Throw: Negates
 Author: Al Singleton (Isaac Winthrop) <eaay@catcc.bitnet>

Blowing dust into the 20-foot cubic area causes all creatures in area to save versus spell or automatically lose initiative rolls for the duration of the spell. If individual initiative is used treat this as a +20 on initiative. The material component is zombie dust: the dust of

Wizard Spells (3rd level)

zombies that have turned dead once again. The ability to breath has no effect on this spell: it operates by magic, not by inhalation.

Third-Level Spells

Acidball (Evocation)

Range: 1 yard + 1 yard per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 3
 Area of Effect: 20-foot radius
 Saving Throw: ½
 Author: Max Becherer <becherer@sun0.cs.uiuc.edu>

This spell is identical to *fireball* except that it inflicts acid damage instead of fire. The material component is a ball of bat guano and caustic soda.

Air Mask (Conjuration/Summoning)

Range: 0
 Components: V, S
 Duration: 2 turns per level
 Casting Time: 4
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: Joseph DuBois (Scooby) <jdubo.wbst102a@xerox.com>

This spell creates a small invisible mask of air that is connected to the plane of air around the recipient's face. This mask will allow the user to breathe normally in almost any condition. In a *stinking cloud*, under water, or (in Spelljammer) in wild space or Phlogeston. Talking is normal through the mask, and allows for spell casting of spells that require verbal components when in such conditions.

Albino Fruit Flies (Conjuration/Summoning)

Range: 30 yards + 10 yards per level
 Components: V, S, M
 Duration: Special
 Casting Time: 3
 Area of Effect: One 10-foot cube per level
 Saving Throw: Negates (but see below)
 Author: Unknown

This spell causes a great cloud of small, white, harmless but annoying flies to spring forth. These bugs are so dense as to obscure vision within the cloud to only 2 feet. These albino fruit flies, while they do not bite, secrete a sticky, gooey substance, so that anyone caught within the cloud and failing a saving throw will be affected as if by a *slow* spell.

While the cloud itself will only last for 2 rounds + 1 round per level of the wizard, the effects of the sticky gunk on characters will last until they manage to wash it off, a feat which requires at least half a gallon of water for a man-sized creature, and takes 1 turn. Using more water will reduce this time, of course, and complete submersion in water will wash a character in a single round. These flies have an even worse effect on vegetation. Beings made from vegetable matter will take 1d3 points of damage per level of the wizard for as long as they remain within the cloud. Other vegetation will surely be eaten within a few rounds, destroying gardens or forests, and probably greatly angering any nearby druids!

The material component of this spell is a live ash-white fly or any other kind of small, harmless, but extremely annoying insect.

Alpha's Comet (Conjuration, Evocation)

Range: 10 feet + 5 feet per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 3
 Area of Effect: Special
 Saving Throw: None
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

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

Alpha's Darklight (Alteration)

Range: 10 yards per level
 Components: V, S, M
 Duration: 1 turn + 1 round per level
 Casting Time: 3
 Area of Effect: 15-foot radius globe
 Saving Throw: None
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

This spell is exactly the same as the 2nd-level wizard spell *darkness*, 15-foot radius (q.v.), except in that the wizard can see normally through the darkness so created as if in normal lighting conditions. Alternatively, the wizard can bestow the visual benefits to another character by crushing the material component and sprinkling the dust into the eyes of the recipient. The material component is a piece of coal or charcoal, which must be crushed and applied as above. Note that the spell only allows normal vision through the darkness caused by the particular casting, and lends no benefit towards other darkness, either normal or magical.

Alpha's Flames of the Faltine (Alteration, Evocation)

Range: 0
 Components: V, S, M
 Duration: 2 rounds + 1 round per level
 Casting Time: 3
 Area of Effect: Special
 Saving Throw: None
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

This spell sheathes the wizard in hot yellow flames and blurs the wizard's features somewhat, causing them to assume a smooth and somewhat indistinct shape, also turning a dark red colour. The flames will appear to be present even coming out of the wizard's eyes and mouth. These flames give the wizard no special protection, but they do shed bright light in a 30-foot radius. Furthermore, any creature striking the wizard with a claw, bite, or similar attack or a hand-held weapon less than 5 feet long will suffer damage as though contacting a *wall of fire* (q.v.) — 2d6 points of damage + 1 point per level of the wizard. Undead suffer double damage, and creatures especially susceptible to flame may also take additional damage.

The wizard may attempt a melee attack to burn others with this fire, a successful blow causing 1d6 points of damage + 1 point per two levels of the wizard. Creatures passing within a 5-foot radius of the wizard suffer 1d4 points of heat damage. By standing still and concentrating, the wizard may extend this heat radiation, inflicting 2d4 within a 5-foot radius and 1d4 within a 10-foot radius, but this falls back to the usual level if the wizard stops concentrating or resumes moving.

Wizard Spells (3rd level)

The wizard can attempt to destroy inanimate objects by touching them, requiring a saving throw versus normal fire to avoid destruction. This may be attempted once per round, at a -1 cumulative penalty for each consecutive round of handling. Items on the wizard's person at the time of the casting of this spell are unaffected by the flame. The wizard may end this spell prematurely if desired. The material component for this spell is a flask of oil, poured over the wizard's head during the casting of the spell, and an open flame of any size.

Alpha's Heat Lightning (Evocation)

Range: 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 3
 Area of Effect: One creature
 Saving Throw: ½
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

This spell calls down a bolt of reddish-purple lightning which strikes a single creature within range. The bolt inflicts 1d6 points of damage per level of the wizard. Cold or water-based creatures suffer an additional 1 points of damage per die, while creatures resistant to heat or electricity suffer half normal damage (¼ with a successful saving throw). All non-magical metal worn by the target must save versus lightning (at +2 if the saving throw was made, but at -2 if the saving throw was failed) or be fused to any nearby metal (sword fused to gauntlet, pieces of armour fused together, preventing movement). The material component of this spell is a short glass rod, a bit of fur, and a bit of iron or *lodestone*.

Alpha's Ice Bolt (Conjuration/Summoning)

Range: 60 yards
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 3
 Area of Effect: Special
 Saving Throw: Special
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

With this spell, the wizard opens a small hole in the spatial fabric into the supernatural cold of the para-elemental plane of ice. It brings forth a shaft of solid para-elemental ice 6 inches thick and 10 feet long (the hole is opened for only a very brief time). This missile hits with great force, causing 3d10 points of damage from the impact alone. If the target saves versus petrification, only a glancing blow is dealt, and the victim suffers only 1d10 points of damage.

An additional saving throw (also versus petrification, and at +4 if only a glancing blow was suffered) must be made, or the victim will be stunned for 1d6 rounds from the force of the blow.

The ice absorbs heat from the nearby air, and this causes 1d6 points of cold damage (no saving throw) to all within 5 feet of the bolt's path, and within a 10-foot radius of the target creature. The bolt shatters upon striking its target, and the victim will suffer an additional 4d6 points of cold damage (2d6 if only a glancing blow was suffered).

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

Water-based creatures in liquid form will suffer only 1d10 points of damage from the blow, and cannot be stunned, but they will automatically be slowed for 2d4 melee rounds.

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

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

Alpha's Images of Ikonn (Illusion/Phantasm)

Range: 0
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 3
 Area of Effect: 15-foot radius sphere
 Saving Throw: None
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

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

Alpha's Lightwall (Evocation)

Range: 10 yards per level
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 3
 Area of Effect: 10-foot per level long square
 Saving Throw: Special
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

This spell causes a wall of dazzling yellow-white light to come into being at any point within the range of the wizard. Vision through the wall by any means is quite impossible, though it is negated by a *darkness* (q.v.) spell cast at it. When the wall first comes into being, all those within 10 feet of it who are not averting their eyes (thus a wizard could warn his companions that he was about to cast this spell) must make a saving throw versus petrification to avert their gaze from the wall in time to avoid being dazzled by its brightness. This dazzling results in a -2 penalty to-hit, a 20% spell failure chance for wizards, and a -1 penalty on initiative dice rolls. These effects persist for as many rounds as the difference between the victim's die roll and the roll needed for him to save. These effects can persist even after the duration of the spell has elapsed.

Naturally, blind or sightless creatures are unaffected by this spell, but subterranean or dark dependent creatures (drow, duergar, or *svirfneblin*, for example) suffer a -3 on their saving throw. Further, they are not protected by their normal magic resistance, as the spell is not cast directly at them. They are as vulnerable to its existence as any other creature would be.

The light given off is equivalent to a *continual light* (q.v.) spell within 20 feet, and equivalent to a *light* spell (i.e., normal torchlight) in an additional 80-foot radius. The *lightwall*, if cast outdoors, can be seen up to a mile away per level of the wizard (reflecting the additional size of a larger wizard's *lightwall*). The wall can, of course, be created smaller than the maximum size for the wizard's level.

The wall itself causes no damage to creatures passing through it. However, a character fighting someone with a *lightwall* directly behind him suffers a -1 on his chances to-hit (note that this is cumulative with the dazzling effects described above). Similarly to the 1st-level *wall of darkness* (q.v.), sound is blocked by the *lightwall*, assuming that it does not allow sound waves to travel around the sides of it (as when cast outdoors, for example). It does not absorb sound or prevent spellcasting, it merely does not allow sound to pass through it (even if such sound is from a *horn of blasting* or a *shout* spell). The material component is a clear gemstone or a *sunstone* worth no less than 100 gp.

Wizard Spells (3rd level)

Alpha's Lucent Lance (Alteration)

Range: 10 yards
 Components: V, S, M
 Duration: 1 round
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

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

Type of Light	Damage Modifier	Saving throw Modifier
Candlelight	½	+3
Single torch or lantern	1	+1
Multiple torches, <i>light</i> , starlight, magical dagger	2	+0
Large bonfire, bright moonlight, <i>continual light</i> , magical sword	4	-1
Multiple magical light sources, indirect or filtered sunlight	6	-2
Direct sunlight, <i>sunray</i>	12	-4

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

Alpha's Night of the Leonids (Conjuration/Summoning)

Range: 30 yards + 10 yards per level
 Components: V, S, M
 Duration: 1 round
 Casting Time: 3
 Area of Effect: Special
 Saving Throw: None
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

This spell can only be cast outdoors at night. It calls down a number of flaming meteorites to strike unerringly any targets within range. The wizard can call down 1d4 meteorites, plus another for every five levels of experience (1d4+1 at 5th-9th, 1d4+2 at 10th-14th, etc.). Each meteorite strikes a single target, though more than one may strike any given target. Each of these "Leonids" comes blazing down from the heavens, striking for 1d6+1 points of impact damage and an additional 1d6+1 points of fire damage. The material component for this spell is a bit of meteoric iron.

Alpha's Rolling Thunder (Evocation)

Range: 0
 Components: S
 Duration: Special
 Casting Time: 1
 Area of Effect: 5-foot per level radius circle
 Saving Throw: Special
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

The wizard need but throw his arms heavenward and a great rolling thunderclap will sound directly overhead. All creatures within 10 feet of the wizard must save versus petrification or be knocked prone, suffering 1d4+1 points of damage, and are automatically stunned for 1 round and deafened for 1d4+1 rounds. Those within one-half the radius of the spell (for example, within 25 feet of a 10th-level wizard) but not within 10 feet must save versus spell or be stunned for 1 round, and are automatically deafened for 1d4+1 rounds. All others in the area of effect must save versus spell or be deafened for 1d4+1 rounds.

Alpha's Silverlight (Evocation)

Range: 60 yards
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 3
 Area of Effect: 30-foot radius sphere
 Saving Throw: Special
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

This spell is similar to the 2nd-level *continual light* spell in that it creates a very bright light (almost as bright as full daylight). However, any creature within the area of light which is vulnerable to silver (wights, wraiths, lycanthropes, or devils, for example) will suffer 1d6 points of damage every round that it remains in the area of effect, and will be at -2 to on to-hit rolls and +2 to be hit due to the intense discomfort felt by such creatures while within the *Silverlight*. Alternatively, the wizard may throw the spell directly at a single target. Such a creature must save versus spell or be blinded for the duration of the spell. If the saving throw is made, the spell forms as per usual about one foot behind the intended target, and its duration is halved. A creature vulnerable to silver who is thus targeted need not save versus blinding, but will instead suffer 1d6+1 points of damage per level of the wizard, up to a maximum of 10d6+10, and will be stunned for 1d4 rounds. A successful saving throw versus spell at -2 will halve the damage and reduce the duration of the stun to a single round. If thrown thus at a creature vulnerable to silver, the spell will not form normally, regardless of the saving throw, as its magic is used up in the attack on the creature. The material component is a bit of pure silver.

Alpha's Starfire (Evocation)

Range: 30 yards
 Components: V, S, M
 Duration: 1 round
 Casting Time: 1
 Area of Effect: 5-foot diameter column, 30 feet high
 Saving Throw: Special
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

This spell creates a column of brilliant, blazing silvery-white flames. All within 10 feet of the column not looking away must save versus petrification or be blinded for 1 round and dazzled (-2 to-hit, +2 to be hit) for an additional 1d3 rounds. Creatures adversely affected by bright light (drow, duergar, etc.) save at -3 versus this effect. Any creature within the narrow column of fire (most likely only a single creature) is automatically blinded and dazzled as above, and additionally suffers 1d6 points of damage per level of the wizard, up to a maximum of 10d6. A saving throw versus spell will halve this damage. If the spell is cast outdoors under a night sky, a bonus of +1

Wizard Spells (3rd level)

per die of damage is added. The material component for this spell is a bit of silver and a shard of crystal.

Ape Call (Conjuration/Summoning)

Range: 30 yards
 Components: V, S
 Duration: 2 rounds per level
 Casting Time: 3
 Area of Effect: Special
 Saving Throw: None
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell is similar in effect to the other call spells. With it, the wizard can summon up to 1 HD worth of carnivorous apes to fight. The apes will only fight, they cannot be used for other tasks. Each ape has a Hit Die cost of 5, and all remainders are dropped. This spell can only be cast in tropical areas, and is a favourite of tribal spellcasters and witch doctors in these areas.

Apparition (Illusion/Phantasm)

Range: 0
 Components: V, M
 Duration: 1 round per level
 Casting Time: 1 round
 Area of Effect: Creature's face touched
 Saving Throw: Negates
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

This spell transforms the recipient's or victim's face into a horrible and terrifying mask of the wizard's own imagination. The spell will not duplicate the face of any known creature, but the characteristic of a number of creatures can be mixed. The magic used is highly volatile, and often takes on a life of its own, adding emphasis to the ideas of the wizard. Creatures of 1 HD or less who are surprised must roll a saving throw versus spell or flee for 1d3 rounds. If the spell is cast on an unwilling victim, the victim is allowed a saving throw versus spell to avoid the affects. The material component is some rouge.

Armeth's Sand Dome (Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 hour + 1 hour per level
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: Michael Kenyon <kenyon@dickinson.edu>

This spell cause sand, earth, loose gravel, topsoil, etc. around the wizard to form into a hollow dune. The dune is one foot thick and large enough to hold 10 people, their gear and sufficient air for them to breathe comfortably for the duration of the spell. Note that the spell is sufficient for a certain number of life forms, so pets and the like take up just as much room for the spell's effect as a hill giant does and if a life form is more than 10 feet distant from the rest of the creatures, it is excluded from the spell. The dune is hard enough that it may be walked over by any creature of Medium size or less, without a chance of it collapsing. Should a creature of Large size walk on it, it holds for 1 round + 1 round per level of the caster, assuming that creature is not actively attempting to enter the dome. Larger creatures crush the dome in one round. From the outside, the dune appears to be part of the natural landscape and unless the person in question knows the terrain intimately, they will not suspect that there is anything afoot with the terrain. The dune cannot be seen through from the inside and it requires a hear noise roll to perceive sound through the earth.

Common uses of this spell are to give the party a convenient place to sleep to avoid encounters or to protect the party from either sand storms or the beating mid-day sun.

The material component is a glass dome, half filled with fine sand and a miniature silver replica of a campsite attached to the base. The item is worth 100 gp and is not destroyed with the casting of the spell. The sand, however, must be replaced with each casting, through the corked hole in the base. Upon casting the spell, the globe is shook, while the words "there's no place like home" are said in Svifneblin.

Astral Wall (Abjuration, Conjuration)

Range: 1 yard per level
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 1 round
 Area of Effect: 100 square feet per level, 5-foot radius at first level
 Saving Throw: None
 Author: Unknown

This creates a wall (which can have any shape the wizard desires, including a sphere) which prevents physical effects which would pass through normal walls, such as *teleport*, *astral projection*, monkish "phase" ability, etc. Any such attempt by a character will fail, leaving the character on the same side of the wall. It is, however, possible to simply walk through an *astral wall*. If the spell is linked to an existing physical wall (including one created by *wall of stone* or *wall of iron*), the duration becomes one hour per level. The *astral wall* can be disrupted by *dispel magic* cast from either the physical or astral plane. The material component is a piece of parchment.

Aura of Protection (Evocation)

Range: 0
 Components: V, S
 Duration: 1 turn per level
 Casting Time: 3
 Area of Effect: The caster
 Saving Throw: None
 Author: François Menneteau <mennetea@acri.fr>

This spell is a more potent version of *lesser aura of protection*, subtracting 3 from all attacks.

Azaldam's Waterspray (Invocation/Evocation)

Range: 0
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 3
 Area of Effect: 50-foot long, 5- to 15-foot wide cone
 Saving Throw: ½
 Author: Azaldam

This spell causes a high-pressured cone of water to stream from the wizard's hand; this cone is 50 feet long, 5 feet wide at the wizard's hand, and 15 feet wide at the base. The majority of damage is caused by the high pressure of the stream; anyone caught inside the area of effect suffers 3d8 points of damage; a successful saving throw versus spell will reduce this damage by one half. Those who fail their saving throws must roll saving throws versus crushing blow for all their possessions to avoid their destruction. In addition, victims who fail their initial saving throws must make a Dexterity check; if this check fails, the target is pushed backwards 1d20 yards, and is knocked prone.

The water from this spell will extinguish any normal fires, but has only a 50% chance to put out magical fires. This spell will inflict double damage on fire elementals or similar creatures.

The material component for this spell is a large beaker of water which is used up when the spell is cast.

Wizard Spells (3rd level)

Backstab Backlash (Abjuration)

Range: 0
 Components: V, S
 Duration: 1 turn per level or until activated
 Casting Time: 1 round
 Area of Effect: The caster
 Saving Throw: None
 Author: Russian Wyatt <saseds01@ube.bitnet>

This spell creates an invisible magical field covering the back of the spellcaster from head to toe. Should a thief attempt to backstab the wizard, or anyone else who attacks the mage's rear, the wizard will take full damage from the attack. But the attacker will be hit with a blast of pure force which does twice the damage of the attack, with no saving throw. Each casting creates a one-shot field. This spell will only be activated if the wizard is attacked by a hand-held weapon at close range; thrown weapons will not activate the spell (as there is no one to blast). The spell effects are non-cumulative, only one spell in effect at anytime.

This spell was created by a wizard who had one too many spells disrupted by a thief's backstab. Whenever there is a combat situation where the wizard is surrounded or he sees a thief, this is usually the first spell he casts.

Ball Lightning (Evocation)

Range: 1 yard + 1 yard per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 3
 Area of Effect: 20-foot radius
 Saving Throw: ½
 Author: Max Becherer <becherer@sun0.cs.uiuc.edu>

This spell is identical to *fireball* except that it inflicts electrical damage instead of fire damage. The material component is a ball of bat guano and iron filings.

Bigby's Bitchslap (Evocation)

Range: 1 yard per level
 Components: V, S
 Duration: 1 round + 1 round per 2 levels
 Casting Time: 1
 Area of Effect: One bitch
 Saving Throw: Negates
 Author: <wiegekn@wkuvx1.bitnet>

This spell is the lesser known cousin of the Bigby's fist spells. It, upon casting, causes the victim (one bitch per level of the caster) to be struck by a stinging slap, disrupting any and all actions that were going to be taken by said bitch for that round, plus one round for every two levels of the caster. It also causes 1d4 points of ego damage to the bitch per every three levels of the caster. The verbal component of this spell is the uttering of the word, "Bitch" while enacting the somatic component of the spell, which is a strong forehanded swing (or backhanded, or both, all at DM's option).

This spell got its start when the apprentice Bigby and his close friends Bryan and Seth were all three simultaneously seriously peeved at several bitches (note: the lack of gender attached to the term "Bitch" is intentional. Yes, I'm covering my tail, but...) and concocted this spell as a revenge method. Bryan and Seth went on to become boot salesmen, and Bigby went on to become the seriously bad news that he is today. This spell has several serious uses, especially when dealing with any drow priestess, any elf or dwarf, and any ex-significant other. Finally, the only thing that is known to stop this spell is a *wall of force*, which only halves the effects.

Bilador's Spellshape (Alteration)

Range: 10 yards per level
 Components: V
 Duration: Special
 Casting Time: 3
 Area of Effect: Up to 20 cubic feet per level
 Saving Throw: None
 Author: Gregory R. Block <gblock@csd4.csd.uwm.edu>

When cast, this spell allows the altered spell to affect the area the wizard desires, up to 20 cubic feet per level.

For instance, a 19th-level wizard (that's Bilador) could make a wall, 1×19×19 feet in any orientation which would be "filled" with the area of effect, a solid dome in a spherical shape 6 inches thick and having a radius of 15 feet, or flood a hemisphere with a radius of 6 feet. A hemispherical dome would have a radius of 22 feet at 6 inches thickness, and a cube 7 feet on a size could also be shaped.

Any spell can be shaped, as long as the shape has a thickness at the axis of at least 6 inches. For instance, a teleport can move anything "encompassed". Lightning bolts become fields of lightning affecting all those encompassed. Abjurations can enclose areas or surround people.

Bind Warder (Alteration, Charm)

Range: 0
 Components: V, S
 Duration: 1 round
 Casting Time: Until death of subject or caster
 Area of Effect: Person touched
 Saving Throw: Negates
 Author: Robert A. Howard <ssa94isa06@rcnvm.rcn.mass.edu>

Bind warder will allow the wizard to pass some of his mystical energy to another person (usually a fighter), giving that person enhanced endurance, the ability to sense magical creatures, and enhanced senses; allowing the target to sense where the caster is at all times (within a mile), and allowing him to know the condition the caster is in. The caster can sense where the warder is at all times (again, within a mile) and what condition he is in. Warders usually tend to defend the spell casters, though this doesn't have to be true. This depends on the person who was bound and on the binder himself. Any wizard can only bind one Warder at the same time. This spell cannot be ended voluntarily.

Bleed (Alteration)

Range: 5 feet + 1 foot per level
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 3
 Area of Effect: One creature
 Saving Throw: ½
 Author: August Neverman <gitzlaff@uxa.cso.uiuc.edu>

When cast, this spell causes the victim's nose to bleed for the duration of the spell. The victim will lose one hit point every turn of the spell. The spell will also cause the victim to be highly uncomfortable and therefore fight at only 95% of efficiency (add 1 to the victim's THAC0). The damage can be negated by a cure light wounds, or having the nose completely bound and having the victim to lay motionless for the duration of the spell. The material component is a drop of blood.

Wizard Spells (3rd level)

Bloodfire (Invocation/Evocation)

Range: 30 feet
 Components: V, S, M
 Duration: Special
 Casting Time: 2
 Area of Effect: One creature
 Saving Throw: ½
 Author: Ally's Spellbook <knudsenm@wpsmtp.ohsu.edu>

This spell engulfs the target creature in a black and crimson glow that causes 1d4 points of damage per level (as *magic missile*) on the first round, diminishing 1d4 per round until reaching 0d4. The victim may make a saving throw every round, and if it makes its saving throw, it takes only half damage that round. The material component is a black onyx stone.

Bolt of Stone (Evocation)

Range: 40 yards + 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 3
 Area of Effect: One 2-foot bolt
 Saving Throw: ½
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell creates a powerful bolt of stone, approximately two feet long, which strikes its target without fail up to the maximum range. The bolt inflicts 1d6 points of damage per level, to a maximum of 10d6. As well, any creature struck by the bolt must save versus petrification or be stunned for one round per two levels of the wizard. A separate saving throw is also allowed for half damage. The bolt can be used to open doors as a frost giant and inflicts damage to structures as a large catapult. Objects struck by the bolt may have to make a saving throw versus crushing blow to avoid being destroyed, at the DM's option. The material component of the spell is a polished piece of marble.

Boot-to-the-Head (Abjuration)

Range: 10 yards
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 5
 Area of Effect: One creature
 Saving Throw: None
 Author: Unknown

Boot-to-the-head causes a large boot to appear near the head of the spell recipient and kick him in the head. The spell recipient must save versus spell (with modifiers) or be stunned for 1 round. Modifiers are: -2 per level below caster, +2 per level above caster. For each hit, the boot does 1d4+2 stunning damage. If the stun damage total matches or exceeds the total hit points of the target, the target falls unconscious for 1d4 rounds +1 round per level of the caster. Note: no actual damage is done by *boot-to-the-head*. The target of the spell may not be changed once the spell is cast; the boot will continue to kick unconscious creatures until the spell expires. Concentration need not be maintained once the spell is cast.

The spell caster must be wearing a boot. The spell is invoked by pointing to the creature to be affected, making a kicking motion with the booted foot, saying "boot to the head". The boot on the caster's foot does not disappear with the casting of the spell.

Bovart's Right Touch (Enchantment)

Range: 0
 Components: V, S, M
 Duration: 1 year per 3 levels
 Casting Time: 1 hour
 Area of Effect: Limb or item touched
 Saving Throw: Negates
 Author: Ken Forslund (Bovart Seeslom) <kforslund@wpo.uwsuper.edu>

This spell was designed to work with *Janx' artificial control* to enable recipients of artificial limbs to have normal feeling sensation in their mechanical parts. It conveys a sense of touch and texture, but not temperature or pain. The material component is a bit of glue. This spell is cast immediately after the limbs are attached.

Brains (Alteration)

Range: 0
 Components: S, M
 Duration: 6 hours per level
 Casting Time: 1 hour
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Unknown

The recipient of this spell gains a temporary increase in Intelligence as follows:

Normal Intelligence	Extra Points
1-4	4
5-8	3
9-11	2
12-13	1

These bonuses are not cumulative. The material component of this spell is the brain of a small rodent.

Burning Hands II (Alteration)

Range: 10 feet
 Components: V, S
 Duration: Instantaneous
 Casting Time: 2
 Area of Effect: The caster
 Saving Throw: ½
 Author: Unknown

This spell is exactly the same as its namesake except that it does twice the amount of damage and reaches 10 feet out.

Burning Hands of Savanthalas (Alteration)

Range: 0
 Components: V, S
 Duration: 1 round
 Casting Time: 1 (if using both hands: 5 if not)
 Area of Effect: 5-foot long cone
 Saving Throw: ½
 Author: Savanthalas <kumm7779@snyplava.bitnet>

When the wizard casts this spell, flames shoot out of his hand (he has a choice of using one or both of his hands). This spell is meant to be versatile and as such it also allows one to still use a throwing weapon if the character has a Dexterity of 18 and uses only one hand for the casting (anything less than 18 receives a penalty to the to-hit roll equal to its difference with 18; 18 only hits on a normal roll with no bonuses). The damage is 1d4+2 HP for each level of experience.

Creatures who make their saving throw versus spell receive only half damage from the spell but can still be nailed by the thrown weapon.

Wizard Spells (3rd level)

Bushwack (Alteration, Evocation)

Range: 120 yards
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 3
 Area of Effect: One to 4 creatures in a 20-foot cube
 Saving Throw: Negates
 Author: Ally's Spellbook <knudsenm@wpsmtp.ohsu.edu>

This spell holds up to four humanoid creatures completely immobile for five or more rounds. *Bushwack* affects any humanoid of man-sized or smaller including; brownies, dryads, dwarves, elves, gnolls, hobgoblins, nixies, troglodytes and others.

The spell is centred on a point selected by the caster and brings into existence sturdy vines which spring from the floor (or mid-air if no surface is within the area of effect) and attempt to wrap the target creature in a cocoon-like entrapment. If the spell is cast at three or four creatures, each gets an unmodified saving throw. If only two creatures are targeted, each makes its saving throw with a -1 penalty. If the spell is cast at only one creature, the saving throw suffers a -3 penalty. Those creatures failing their saving throws are unaffected by the spell.

Creatures failing their saving throws are fully enwrapped in the vines, whisked off their feet and held upside down approximately one foot off the ground. Held beings may not move nor speak, nor may they see or hear what is happening around them. The held creatures may be freed if the vines sustain damage equal to one half the caster's total hit points but any damage applied to the vines is equally applied to creatures held within them.

The caster may end the spell with a single utterance at any time. The material component for this spell is a piece of creeping ivy.

Cavevision (Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 hour per level
 Casting Time: 3
 Area of Effect: One creature
 Saving Throw: None
 Author: Ally's Spellbook <knudsenm@wpsmtp.ohsu.edu>

This spell enables the recipient to see in total darkness as if there was torchlight, up to the 10 feet per level. Magical darkness will still appear as complete darkness. The material component is a live firefly.

Channel Item (Enchantment, Invocation)

Range: Special
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 hour
 Area of Effect: One rechargeable magic item
 Saving Throw: Special
 Author: William T. South <tsouth@netcom.com>

This spell is used to recharge any item which was initially created by the use of an *enchant an item* spell, such as magical rings, gems, rods, staves, and wands; but not limited to such.

The wizard must be fully rested and not engaged in any physical activity to cast this spell. Usually, most wizards try to find a secure area since the result of spell failure can be deadly. He first cast this spell over the item, in the process opening up a channel between him and the magic item to be recharged, taking one round to initiate the channel. At this time, the total possible charges an item may contain may be discerned by casting *identify* at this time with a modifier of +10% added onto his normal chance of success. Then, the appropriate spells must be cast into the item to bring about its recharging. While the spells needed for various items are too large to be listed, it can be assumed that a spell which the item imitates is able to recharge the

item (spell research can aid in gaining more knowledge of this subject).

At the end of the recharging session (or at least before the channelling effect ends due to the casting time limitations) the wizard must "close" the item's channel. This requires a successful saving throw versus spell modified by +1 for every level of the wizard and -1 for every spell cast into the item which did nothing to recharge it. A failed saving throw means that none of the spells cast into the item had any recharging affect. If the wizard is physically attacked or the spell disrupted during the recharging period the wizard must make an unmodified successful saving throw versus spell, with a successful saving throw indicating the entire process has been merely cast for naught and a failed saving throw indicating that the magic item explodes for a magical blast effect in a 10- to 60-foot radius doing damage equal to 1d4 points of damage per charge the item currently contains (save versus spell for half damage). The item in question (unless of artifact or relic status) is irrevocably ruined in the explosion. The material component of this spell is a small gold funnel worth at least 100 gp value, which is destroyed in the casting of the spell.

The source of this spell is the Telnorne Mageocrat.

Charm Mammal (Enchantment/Charm)

Range: 10 feet per level
 Components: V, S, M
 Duration: Special
 Casting Time: 5
 Area of Effect: One mammal
 Saving Throw: Negates
 Author: Ally's Spellbook <knudsenm@wpsmtp.ohsu.edu>

This spell is exactly the same as the 1st-level wizard spell *charm person* except that it affects only non-humanoid mammals. The material components are a few holly berries.

Charm Man II (Enchantment/Charm)

Range: 16 feet
 Components: V, S
 Duration: 1d6+4 turns
 Casting Time: 1
 Area of Effect: 1d6 men per level of 4 HD or less
 Saving Throw: Special
 Author: John Daniel <c548285@umcvm.missouri.edu>

Except as noted, this spell is the same as the 1st-level spell *charm man I*. If a successful saving throw is made by a group's leader, the effects of this spell are reduced to those of *charm man I* (make another saving throw for the leader). If a leader of a group fails his saving throw, the spell works on him, but all other members of the group still get to make a personal saving throw to negate the effects.

Charm Undead (Enchantment/Charm, Necromancy)

Range: 30 yards
 Components: V, S
 Duration: Special
 Casting Time: 3
 Area of Effect: One or more creatures in a 20-foot radius sphere
 Saving Throw: Special
 Author: Unknown

This spell works just like the *Player's Handbook's* spell *charm monster*, except as noted above and that it only works on undead.

Wizard Spells (3rd level)

Chime (Alteration)

Range: 30 feet
 Components: V, S
 Duration: Special
 Casting Time: 1 round
 Area of Effect: One object
 Saving Throw: None
 Author: Unknown

This spell enchants an object such that, when a condition is met (specified as in *magic mouth*), a reasonably loud chime, bong or ring will sound from the item. This chime is loud enough to wake a nearby sleeper or be heard from a nearby room. This behaviour will continue, functioning at most once per round, until the condition ceases, the item is destroyed, or the dweomer dispelled.

Cobaltas's Infrash (Evocation)

Range: 0
 Components: S
 Duration: Instantaneous
 Casting Time: 2
 Area of Effect: 20-foot radius half circle
 Saving Throw: Special
 Author: Bladehawk <igacork@irtcork.bitnet>

This is a less powerful form of *thunderflash*, which only affects those using infravision, blinding them in all types of light however. Those not using infravision will feel a wave of heat wash over them, but will be otherwise unaffected.

Conceal Magic (Divination)

Range: 0
 Components: V, S
 Duration: 4 hours per level
 Casting Time: 3
 Area of Effect: Object touched
 Saving Throw: Negates
 Author: Paul D. Walker <pdwalker@hk.super.net>

Cast this spell on a magic item and it renders that item undetectable by *detect magic* (great for hiding magical traps). The wizard will not know if the object has made its saving throw, though he can of course check this by casting a *detect magic*...

Conjure Drink III (Conjuration/Summoning)

Range: 10 feet
 Components: S
 Duration: Permanent
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell conjures alcoholic drinks, the quantity being determined by the quality desired by the caster. If beer or ale is wanted, 1 tun per 5 levels will appear. In the case of wine, 1 keg per 5 levels is conjured. If spirits are desired, 1 mug per 5 levels will appear. The components are only the desire to have the desired drink in the container in hand and a snap of the fingers of the other hand.

Conjure Lesser Radiance Quasi-Elemental

(Conjuration/Summoning)

Range: 30 yards
 Components: V, S
 Duration: 1 turn + 1 round per level
 Casting Time: 3 rounds
 Area of Effect: Special
 Saving Throw: Special
 Author: François Menneteau <mennetea@acri.fr>

With this spell the caster may freely summon one or more lesser radiance quasi-elementals (see the table below). The creatures will do anything within their power to aid the caster.

The lesser elementals can be sent back by the caster, one at a time or all at once, at any time. They automatically return to their home plane after the duration of the spell. Conjured lesser elementals must be controlled by the caster. Otherwise, they simply assume a defensive posture until they return to their native planes. Lesser elementals will not attack the caster when uncontrolled. They may be controlled up to 30 yards away per level of the caster.

Note that radiance elementals cannot be summoned at night.

D100 Roll	Creatures
1-10	Two 2 HD lesser quasi-elemental
11-50	Three 2 HD lesser quasi-elemental
51-80	Two 4 HD lesser quasi-elemental
81-00	One 6 HD lesser quasi-elemental

Lesser Quasi-Elemental

Intelligence: semi- (2-4)
 Alignment: neutral
 Armour Class: 3
 Movement: flight, 18 (A)
 Hit Dice: 2, 4 or 6
 THAC0: 18, 16 or 15
 Number of attacks: 1
 Damage per attack: 1d6+1 point per Hit Die
 Special attacks: see below
 Special defence: needs +1 or better weapon to hit
 Magic resistance: nil
 Size: S (1-foot sphere)
 Moral: elite (14)
 XP value: 270, 650 or 1400

Lesser radiance quasi-elementals inflict 1d6 points of energy damage + 1 point per Hit Die (double damage to creatures directly affected by sunlight), and all within 10 feet must save versus petrification or be -1 to hit from the blinding light. Light and energy attacks do not harm them. Fire and heat do only half normal damage. Cold and water attacks do double damage. *Darkness* keeps them at bay.

Contain Area of Effect (Alteration, Metamagic)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 3 rounds
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell gives the creature touched one spell level per caster level with which spells may be cast. The freely chosen spells are then changed in their aspects so that stay within a certain area of effect the caster specifies at the casting of these spells. This prevents the spells from expanding in their effect into undesired areas as it so often happens with these unruly *fireball* spells.

This spell may be layered up to a maximum of 2 spell levels per caster level. As it works by touch it can be given to anyone who casts spells or uses items which duplicate spell effects (or spell-like effects).

These creatures can use up the spell levels at their leisure: This spell lasts until all spell levels have been used up.

The material component is a small silver box encircled with a paper strip inlaid with a strip of hammered platinum which costs no less than 500 gp (the whole arrangement).

Control Normal Fires (Alteration)

Range: 1 foot per level

Components: V, S, M

Duration: 1 round per level

Casting Time: 2

Area of Effect: 1 cubic foot per level

Saving Throw: None

Author: Brock Neverman <gitzlaff@uxa.cso.uiuc.edu>

This spell enables the wizard to cause fires as small as a torch or lantern to become as large as a 6-foot diameter bonfire or to cause a bonfire to shrink to the size of a torch or explode into a fire with a diameter of 18 feet. In this process fuel is burned according to the size of the fire. Also heat dissipation can be adjusted which will also affect the amount of fuel used.

The amount of change a wizard can bring about in a fire is determined as follows: take the wizard's level divided by 2 and round it down. This is the maximum multiplier or divisor for the size (in volume) and effects of the fire.

The material component differs for the two different uses of the spell: if the spell is used to increase a fire, the material component is a tinderbox, which is not consumed in the casting. If the spell is used to shrink a fire, the material component is a drop of water.

Create Bedroom (Conjuration/Summoning)

Range: 10 feet

Components: V, S, M

Duration: 2 hours per level

Casting Time: 1 turn

Area of Effect: 30 square feet per level

Saving Throw: None

Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell creates the interior of a bedroom. It contains one or more beds (5 square feet per level maximum), covered in sheets (rheumatic covers), a thin layer of covers (in summer) or succeeding thicker for other temperatures (up to and including Arctic temperatures), one pillow per two levels, one night table per 5 levels, one shuttered oil lamp (with oil) per table, a bed warming pan, some bed rugs, a small sparker set (to light the lamps), a small wardrobe with sleeping gowns (male or female), a night cap for men, one beard holder per level (any size), soft night slippers, and a covered bed pot. This spell creates only the interior of the room; it doesn't normally create the walls, floors, or ceilings.

As with the other room spells, no items can be used to cause harm, help in combat; nor can they be sold. If tried, they vanish in a puff of smoke.

The material components: a small bit of cloth or fur (for the covers, gowns, and slippers), a drop of oil (for the oil lamps), a tiny piece of flint (for the sparker set), and a tiny piece of any kind of metal (for the pot, pan, and lamp).

Create Kitchen (Conjuration/Summoning)

Range: 10 feet

Components: V, S, M

Duration: 1 turn per level

Casting Time: 1 turn

Area of Effect: 10 feet per side per level area (any shape)

Saving Throw: None

Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell creates a complete set of kitchen utensils, including: a small icebox (large enough for approximately 6 to 8 gallons of fluid), 2 large fireplaces including a spit each, a stove with 8 fire places, an oven with three large compartments, 4 pots (large enough to contain enough stew for a very hungry halfling each), 8 small stirring dishes, 4 pans, 5 stirring pots, 3 hot water baths (for the pots), 3 cold water baths (again for the pots), 10 small but very sharp knives, 10 small spoons (for tasting), 5 large forks (for turning meat), 3 small hammers (for softening meat), 5 cutting boards, 2 egg cutters, a salad dryer, 3 large mixing bowls, a large sink, 3 waste baskets, 10 wooden stirring rods, 10 pan scrubbers, 10 wooden turnabouts, 3 corkscrews or one elaborate bottle opening set, and 3 serving dishes per level. This spell creates only the interior of the room; it doesn't create the walls, floors, or ceilings.

The utensils cannot be used for anything but cooking or the preparation of food (and I mean normal food, not what goblins consider food). Thus, the knives cannot be used to attack someone (or even to defend oneself with), the water in the water baths cannot be drunk or be used for washing or anything else but heating or cooling food still in the creation process, the waste basket cannot be used for anything but storing the remains of cooking the food, etc. If it is tried the appropriate utensil vanishes with a small puff of smoke. The whole set of utensils also vanishes at the end of the duration including anything still in the waste basket or the sink unless it is normally not put into these containers (thus, this spell cannot be used to escape a hopeless situation or to create utensils for an escape or something else). The utensils cannot be sold (if tried they vanish as above). They can only be used to prepare food. They will even vanish if they are used to block someone's way during combat.

The material component depends on the quality desired: the caster needs a small model of a kitchen knife, a pot, a pan, a tiny stove, a tiny bit of ice (if the icebox is desired), a tiny splinter of wood, and a small spark. These miniatures can be from almost any material (except the wood and the spark as they are necessary for the fire). The utensils will be of the same material as the miniatures were made from. The caster can either use these material components during the actual casting or he can use it during the preparation. If it is used in the actual casting, the casting time is one turn; if it is used during the preparation time, the preparation (memorisation) time increases to one hour (instead of 45 minutes), but the caster can then summon the kitchen utensils at any later time with a snap of his fingers — ready to be used.

Curse Weapon (Enchantment)

Range: 5 feet per level

Components: V, S, M

Duration: 1 round per 2 levels

Casting Time: 3

Area of Effect: One weapon

Saving Throw: Negates

Author: Unknown

This spell is used to curse the weapon of an opponent. When it is cast, the wizard chooses which weapon to curse. Unless the owner of the weapon makes a successful saving throw versus spell, that weapon will have a penalty applied to all to-hit and damage rolls for the duration of this spell. The penalty is equal to 1 for every four levels of the wizard, to a maximum of -5. This penalty only applies to the chosen weapon, not to other weapons carried by the owner.

This spell will negate magical bonuses (only for the spell's duration); if a weapon's magical bonus is reduced, its current value is used for determining which types of creatures may be hit by it (i.e.,

if a *sword*, +4 sword is reduced to +1 by this spell, it cannot be used to hit elementals for the duration of the spell).

The material component of this spell is a small replica of the weapon to be cursed; it is consumed with the casting.

Cyril's Bungee Snap (Evocation, Wild Magic)

Range: 30 feet per level

Components: V, S, M

Duration: Instantaneous

Casting Time: 3

Area of Effect: One 10-foot per level long magical cord

Saving Throw: Special

Author: Craig Allen Campbell <craigc@csd4.csd.uwm.edu>

This unique spell allows the wild mage to pull wisps of raw magical energy directly from the astral plane to create a magical "bungee" cord. The term "bungee" was chosen by Cyril. He had heard the word long ago and didn't know what it meant, but has always liked the sound. He believes it to be from a long-forgotten language. Two loops on the ends of the cord are then looped over two items or creatures. After the wizard has looped the cord and released control of the magic, the raw magical energy in the cord collapses in upon itself, pulling the two items or creatures together at a magnificent velocity. Only creatures who are magically anchored or objects that are securely attached to something else are immune, although the DM may allow a "bend bars" roll for a character who reacts quickly to grab onto something.

Note that there must be some way for a magical cord to fasten itself to each item. For example, a tree can be easily looped, but a wall can only be looped if there are protrusions or other fastening points for the cord.

The two items or creatures are drawn together and will hit each other. Items drawn against items must save versus crushing blow or be broken into no less than 50 pieces. An item drawn against a person need not save, but the person will take falling damage in accordance with his previous distance from the object (1d6 per 10 feet with a maximum of 10d6). If the item is particularly small, the DM may impose less damage. Cyril prefers bouncing people off of walls with this spell. If two people are drawn together, each takes falling damage for half their previous distance apart.

In all cases, the DM may call for Strength or Dexterity checks to hold onto items and saving throws versus fall to check for item damage. In the case of a creature drawn to an item, a saving throw is allowed for half damage. No saving throws are allowed for two creatures drawn to each other.

The material component for this spell is a piece of string, looped at both ends.

Dancing Lights II (Evocation)

Range: Special

Components: S

Duration: 1 day

Casting Time: 1

Area of Effect: One globe per level

Saving Throw: None

Author: Jim Gitzlaff and Jim Sisolak <gitzlaff@uxa.cso.uiuc.edu>

This spell creates up to one globe of light per level of experience of the caster. Each globe may be controlled separately and individually, and can float, bob, and otherwise behave rather like the lights from the 1st-level wizard spell *dancing lights*. The globes must either remain in sight of the caster or stay within a 30-foot per level radius lest they instantly vanish. They can move as fast as 200 feet per round.

The globes may be given a variety of simple commands by the caster. These commands may be individual (eg.: "globe 6 stop there in the centre of the intersection") or global (eg.: "all globes spin around the head of that figure"). The globes are not intelligent, hence cannot be given commands that require more discernment than a *magic mouth* could handle.

The globes are 1 foot in diameter and can be varied in colour (any) and brightness (anywhere from a guttering candle to a *light* spell for each globe).

This spell has several major uses:

- An improved, more eerie version of the 1st-level spell.
- To provide portable illumination. The lights can brighten things on ledges, in rooms, in pits, etc., without risking any party member's health. Since each globe can be the equivalent of a *light* spell, this illumination can be quite significant.
- To try to distract opponents in long range combat. Folks in melee usually dodge, jump, and otherwise dance about too much for this spell to affect them. Archers and spellcasters, on the other hand, need to be still and concentrate in order to be effective. For every three globes spinning or flashing around the eyes of a single archer, missile attacks are made at a -1 penalty to-hit. For example, if Zarg tries to shoot his crossbow while 8 globes whirl and oscillate around his head, he will get a -2 penalty to-hit. Spellcasters must make a Wisdom check at a -5 bonus to the roll in order to keep their concentration & avoid botching the spell. For every globe after the first, the caster gets a +1 penalty to the Wisdom check. For instance, Abulator is trying to *disintegrate* Malithe while 4 globes spin in front of his eyes. Thus, he must make a Wisdom check at a -2 bonus to the roll or his spell fails.

The globes may be destroyed in two ways. A successful *dispel magic* cancels every globe in its area of effect. The alternative is to destroy the globes physically. They may be hit by magical, silver, or iron weapons (but not steel or wooden ones), have AC 0, and can take as many points of damage as the caster has levels of experience. Damage from spells will also harm the globes, though they are immune to fire and electrical damage of any sort.

Darklight's Field of Infeasibility (Enchantment, Illusion)

Range: 0

Components: V, S

Duration: 2 turns per level

Casting Time: 3

Area of Effect: Special

Saving Throw: None

Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell was created by Darklight when he was captain of a spelljamming vessel crewed by a mix of plasmoids, lizardmen, xixchil, and hurwaeti. It was designed in an attempt to keep local populations from being thrown into chaos at every landing. The spell creates a subtle field of illusion and enchantment around 2 HD of creatures per caster level, which lasts for two turns per caster level. This field clings to each being touched, whether they remain in a group or not, and radiates an insidious message to all who encounter or view the affected beings. This message reassures onlookers that there is nothing out of the ordinary about these beings. Thus, the most bizarre of beings may enter crowded groundling cities and not be subject to undue attention or attack. A side effect of this is that all reaction modifiers are nullified, negating Charisma and related bonuses. When an observer is questioned later about a being under the field's protection, they will remember the event precisely, and may become puzzled retroactively at their lack of reaction beforehand. The magic of the field tends to prevent this realization from becoming traumatic, however. Certain very powerful or extraplanar beings may not be affected by this spell: especially dragons, demons, devils, daemons, etc. generally will not sustain such a subtle camouflage, as their natural aura negates the feeble cloaking of this spell.

Darklight's Haywire Hands (Conjuration)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 3
 Area of Effect: 1 yard per level
 Saving Throw: Negates
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell causes multiple twisting strands of thin wire to project from the caster's hands. Each strand consists of around ten wires, all tangled around each other. Up to ten strands can be conjured, one per three levels of the wizard, and each can be directed at individual targets within range and all within an arc of 60° in front of the wizard. A strand will fan out upon striking a target, whipping and twisting around any solid objects to entangle the victim. Multiple strands can be targeted on the same victim as well. A target gets one saving throw versus breath weapon per strand, and if it succeeds, they manage to leap free or remain basically unhindered. A failed saving throw results in the victim becoming horrendously tangled in the strands. A bend bars roll (at +10%) is needed to escape, but multiple strands incur a -10% penalty per extra strand upon the roll. The strands can be cut with difficulty, each strand requiring 2d4 rounds in order to be sawn in two. The wire lasts until cut, at which point it winks out of existence with a "sproing" sound.

The material component is a highly twisted bit of steel or iron wire.

Darklight's Inexplicable Image (Enchantment)

Range: 0
 Components: V, S
 Duration: Special
 Casting Time: 1 round
 Area of Effect: Object touched
 Saving Throw: None
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell is cast upon an inanimate object so that when a being next touches it, they receive a clear and perplexing mental image of the caster's choosing. The mental image can be of anything the caster desires, but not of any concept requiring more than three words to describe, or of any object or creature specifically. The image could be, for example, a white rose, but could not be a red and blue paisley silken smock manufactured in Calimshan. The image does not have to be a picture, but can be a simple concept or feeling, for example: "Doom lurks here", or: "Big apples yonder". Any sufficiently simple concept can be set into the spell. The dweomer remains passive within the object until a creature touches it, at which point the image manifests in their mind. Their reaction may vary: although they may not associate the image with the thing touched, they are aware that a distinct "something" has happened to deliver this mental message. The nature of the image also affects their reactions: the image of a pink bunny rabbit is less disturbing than that of a looming skull.

This spell is often made permanent for various reasons. First, so that every creature touching an object receives the same image. This is accomplished by simply laying a *permanency* upon *inexplicable image*. Secondly, it is often incorporated into the enchantments of a magic item (often a sword) to give the item personality.

Darklight's Ring Bolt (Alteration, Metamagic)

Range: Special
 Components: V, S
 Duration: Instantaneous
 Casting Time: 2 (but see below)
 Area of Effect: Special
 Saving Throw: None
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This Metamagic spell will alter the course of a single bolt- or ray-class spell of up to seventh level into the shape of a ring. The casting time of the secondary spell is added to the 2 required to

frame the Metamagic spell. When the bolt is cast, the caster chooses the point of origin as usual, and the bolt then arcs outward in a circular path. If the bolt's length is sufficient, it will form a circle with a radius of at least 20 feet. The caster has several choices when framing the magic: if the bolt's length allows for a circle of with a circumference of more than 20 feet, then it can either be made to loop several times in this 20 feet circumference path or it can be made to form a larger ring. The DM may require that the ring's radius be made an even 10-foot multiple or the bolt will take the standard radius.

Also, the caster must decide the orientation of the ring. In outdoor conditions, many interesting vertical or diagonal possibilities exist, but the ring should not be made to bounce off walls — this would break the metamagic's control, and the bolt will careen in random directions, picking a new direction every 20 feet as per the grenade scattering chart.

If the bolt is cast in a manner similar to *lightning bolt*, then the ring can start anywhere within range of the normal casting. However, some bolts begin from the caster's outstretched hand; in this case, the metamagic can delay the ring's firing by 1d4, enough for the caster (only the caster, other creatures should have no idea what he is doing) to jump back out of the ring's ending point.

Note that this spell cannot extend the normal length of such a bolt. If a bolt's length is not sufficient to finish a 20-foot circumference path, than it will not loop completely around.

Darklight's Universal Digestion (Alteration)

Range: 0
 Components: V, S
 Duration: 24 hours
 Casting Time: 5
 Area of Effect: One creature touched per 2 levels
 Saving Throw: None
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell is a last-ditch survival tactic by which the affected person may obtain balanced nourishment from anything which can be safely swallowed, including dirt, small rocks, leaves, sticks, coins, etc. It confers a +3 bonus on any saving throw versus ingested poisons during its duration, as a side effect. In addition, potions imbibed by the affected have only a 50% chance of actually working. The duration is one day; the recipients are advised not to eat any more "junk" after the first 12 hours without a re-casting of the spell, as the "food" might not have had time to digest. The rather ugly consequences that undigested rocks or coins in the bowels might have is left up to the DM's own imagination. The spell does not help the taste of the things eaten, however, and is designed to work with the *Darklight's illusion of taste* spell (q.v.). Scrolls have been found with only one or the other, however.

Darkkray's Strangling Rope (Evocation)

Range: 10 yards per level
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 3
 Area of Effect: One person
 Saving Throw: Negates
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

Using this spell, the caster is able to hold motionless a human-sized or smaller creature. It affects humanoids and thri-kreen but not half-giants.

The caster must use a piece of rope as the material component. He casts the spell on the rope and then he throws it to the target. The rope is turned into a yellow energy cord during the flight, then without error wraps around the target. The victim must save versus spell with a -2 penalty (but adjust for Dexterity), or be tied and held by the rope.

When held, the victim cannot move any part of his body. The rope inflicts 1d4 points of damage each round, due to strangulation. If the

victim wants to use psionics or magic (with verbal components only), a separate initiative must be rolled to determine when the damage occurs.

The caster can end the spell at will.

Daylight (Invocation/Evocation)

Range: 10 feet per level
 Components: V, S, M
 Duration: 1 hour per level
 Casting Time: 5
 Area of Effect: 120-foot per level radius sphere
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell invokes a sphere of daylight that passes through creatures, walls or even the ground as if they did not exist. Thus, there are no shadows within the sphere, which denies thieves their hide in shadows ability — and a shadow (the monster) is easily detectable. A shadow will try to flee the area as quickly as possible as it is completely against its nature. *Daylight* causes a little harm to several other undead. It causes spectres to become powerless as within full daylight but they can still flee from its effects. It causes vampires no harm but makes them quite irritable. Liches sneer at such a feeble attack. Some other undead might be affected (DM's judgement). It might also be damaging to some fungi.

The material component is a *continual light* scroll plus *oil of bioluminescence* (gained from glow bugs).

Death Dance (Enchantment/Charm)

Range: 40 yards
 Components: V, S, M
 Duration: 1 round + 1 round per 3 levels
 Casting Time: 3
 Area of Effect: One creature per 3 levels in a 20-foot cube
 Saving Throw: Negates
 Author: Bret Mikeal O'Neal <bo@csd4.csd.uwm.edu>

Victims of this spell are forced to dance uncontrollably, much like stringed puppets. This jerking movement is so unnatural that creatures are prone to hurt themselves. For each round under the influence of this spell the creature takes 1d6 damage from torn ligaments and wrenched muscles. Creatures affected by this spell are unable to take any action other than dance, but this requires the complete concentration of the caster, so the wizard can do nothing but control the dancers. If concentration is broken the caster can regain it anytime the dancers are within 40 yards. This spell will effect undead but not oozes or automatons.

The material components of this spell are 4 pieces of string attached to 2 small sticks.

Deaudionoyance (Alteration)

Range: 120 yards
 Components: S, M
 Duration: 3 rounds per level
 Casting Time: 6
 Area of Effect: One creature per 3 levels
 Saving Throw: None
 Author: Ally's Spellbook <knudsenm@wpsmtp.ohsu.edu>

This spell is similar to *silence, 15-foot radius* but instead of silencing an area, it affects singular creatures and their equipment. Note that this spell must be cast upon living creatures (including plant-life) only and has no effect upon non-personal equipment. Thus if the spell were cast upon a guard, and that guard struck a gong, the gong would sound, while if the guard where to try blowing a horn, no sound would issue forth. The caster may end the spell any time prior to the duration. The material component of this spell is two small pieces of cotton.

Decay (Necromancy)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 3
 Area of Effect: The caster
 Saving Throw: Negates
 Author: Bret Mikeal O'Neal <bo@csd4.csd.uwm.edu>

When this spell is cast, the wizard collects and controls a powerful negative energy force that will decay flesh upon contact. This force will be seen as a shadowy darkness enveloping one hand. The spell remains in effect for 1 round per level or until the caster touches someone. The victim must save or watch a random limb wither away. creatures with decayed limbs are unable to use them for 1 hour per caster level. It is not possible to kill a creature with this spell since it will not decay the head or torso. Undead, automatons, jellies and anything without limbs are immune to this spell.

The material components are a poisonous mushroom and a pinch of mould.

Detect Charm (Divination)

Range: 30 yards
 Components: V, S
 Duration: 1 turn
 Casting Time: 1 round
 Area of Effect: One creature per round
 Saving Throw: None
 Author: Geoffrey Edward Fagan <gefagan@uokmax.ecn.uoknor.edu>

This spell will reveal whether or not a recipient is under the effect of a charm spell, provided that the recipient fails his saving throw. Up to ten persons can be checked before the spell wanes. The wizard has a 5% chance per level of determining the exact nature of the charm spell (or spells) which affect the recipient.

Detect Shapechanger (Divination)

Range: 10 yards
 Components: V, S
 Duration: 1 round per level
 Casting Time: 1 round
 Area of Effect: One creature per level
 Saving Throw: Negates
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

By means of this spell a wizard can see the true form of any shapechanging creature. On the first round of viewing, the victim is allowed a saving throw versus spell. If this saving throw is successful, the wizard will think that the creature cannot shapechange. If the saving throw is failed, the wizard will know whether the creature has the ability to change form. On the second round of viewing, the wizard then sees the true form of the creature. There is only a saving throw on the first round, not on the second. Note that a wizard who knows *polymorph self* or *shape change* will be detected as a shapechanger, even if neither spell is currently memorised (the same goes for druids in their true form). This spell will not detect or see through illusions.

Detect Teleport (Divination)

Range: 0
 Components: V, S
 Duration: Concentration
 Casting Time: 3
 Area of Effect: 240-yard radius sphere
 Saving Throw: None
 Author: Unknown

After casting this spell the wizard gets an impression whenever anyone arrives via *teleport*, enters or leaves the prime material plane in the area of effect. The spell lasts only while the wizard concentrates on it. The impression will not reveal the location within the range in which the effect occurs.

Determine Prowess (Divination)

Range: 10 feet per level
 Components: V, S
 Duration: 1 round
 Casting Time: 3
 Area of Effect: One creature
 Saving Throw: Special
 Author: David E. Brooks Jr. and Elizabeth H. Brooks
 <dbj@central.keywest.mpgn.com>

This spell allows the caster to determine the approximate power of the target creature in relation to the caster. When cast, the DM responds by telling the player the target creature's relative power by using phrases such as "about the same", "a little worse", "vastly inferior" or "much more powerful".

If a saving throw is made by the targeted creature, the wizard casting *determine prowess* will always feel as if the target creature is "much more powerful" or "vastly inferior". The DM can determine randomly or choose as appropriate.

Deity-level creatures automatically make their saving throw against this spell, and are allowed to choose the reading given to the casting wizard.

Detonate (Enchantment, Invocation/Evocation)

Range: 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: One 5-foot per level cube
 Saving Throw: None
 Author: Jason Riek (Karaieth) <jriek@shs.mv.com>

This spell allows the caster to charge an item with magical energy and cause it to explode. The item must fit within the area of effect. If the item is larger, only one 5-foot cube per level is affected (part of a wall could be blown out, for example). The spell does not affect living creatures, but it does cause 1d6 points of damage per level to a maximum of 10d6 to all creatures within 10 feet of the object. The material components of this spell are burning coal and an eagle's feather.

Dheryth's Tomelore (Divination) Reversible

Range: 0
 Components: V, M
 Duration: instantaneous
 Casting Time: 15 rounds
 Area of Effect: Book or scroll touched
 Saving Throw: None
 Author: Jim Gitzlaff <gitzlaff@uxa.cso.uiuc.edu>

With this spell, the wizard may detect whether or not a book or scroll is cursed, what language it is in, whether or not its contents are

encoded or enciphered, and other general information about its contents.

- None of the following things will be revealed by the spell, though:
1. Absolutely nothing will be told about the special books listed in the *Dungeon Master's Guide* (a *libram of ineffable damnation*, a *manual of puissant skill at arms*, etc.). Likewise, very powerful books (artifacts or relics) will be utterly out of this spell's power.
 2. Specific spells and scrolls will not be revealed ("secret page spell on page 2", "fire trap cast on cover", "explosive runes on binding", etc.), nor will the exact nature of a curse, if present, be told.
 3. If the book or scroll contains spells, the wizard will not be told precisely which spells are there, although the DM might allow weak statements like "20 pages are devoted to spells", or "a few weak spells seem to be inside this tome".

The reverse of this spell, *tome shield* (abjuration), must be cast on a particular book or scroll, which is thenceforth immune to *Dheryth's tomelore* for one month. It further resists the operation of the *history* and *identify* spells, granting the protected book a saving throw versus spell as if it were a wizard of the same level as the one who cast *tome shield*.

The material component for this spell is a magnifying glass, for the reverse it is a blank page. Both are consumed in the casting.

Dispel (Abjuration)

Range: 30 feet
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: None
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

By use of this spell, the wizard can attempt to negate the effects of any other single spell providing that at least some part of that spell's area of effect is within thirty feet of the wizard. The base chance for success is 50% modified upward or downward by 5% per level the wizard is above or below the caster of the spell being negated. This spell can also be used to negate the magical effects of potions (either before or after ingestion), with the level of the potion maker being generally treated as twelfth. The material component of this spell is a piece of gum.

Dispel Shield (Abjuration)

Range: 0
 Components: V, S
 Duration: Until dispelled
 Casting Time: 1 round
 Area of Effect: The caster
 Saving Throw: None
 Author: Russian Wyatt <saseds01@ube.bitnet>

When this spell is cast, a double layer of magical energy surrounds the caster at approximately 1 foot from the caster's body. This field's only function is to stop any two dispel magic spells cast at the wizard.

This spell was created by a wizard for his human (actually a polymorphed dragon) apprentice, who believes it is actually a *protection from polymorph other*. The objective is that enemy mages can't turn him into a dragon and use him against his allies.

Disrobe (Alteration)

Range: 60 yards + 10 yards per level
 Components: V, S
 Duration: Special
 Casting Time: 3
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Kenneth C. Jenks <kjenks@gothamcity.jsc.nasa.gov>

The target of this spell must make a saving throw versus magic. Success indicates that the spell has no effect; failure means that all magical and non-magical items worn by the creature, excluding items held in hands, are stripped from the creature and strewn in a 3-foot radius. Items magically blink from the creature to the ground and will not be harmed by the fall unless the creature is flying more than 3 feet from the ground.

This spell was researched by Insley Hofton. Insley has a kinky streak. This was invented partly as an amusement, and partly to strip all those nasty magic items from the bad guys. It's best combined with *unseen servant*, *telekinesis*, or light-fingered friends which can pick up the items thus removed.

Disrupt Spellcaster I (Alteration)

Range: 5 yards per level
 Components: V, S
 Duration: 2d4 rounds
 Casting Time: 3
 Area of Effect: One spellcaster
 Saving Throw: Negates
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell makes the victim incapable of casting spells for 2d4 rounds. There is a saving throw versus death magic to avoid this. This spell actually makes spellcasting impossible by disrupting the magical energy of memorised spells. Thus, the victim could still cast a spell from a scroll, and innate spell-like abilities are not affected.

Distract (Enchantment/Charm)

Range: 60 feet
 Components: V, M
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One wizard
 Saving Throw: Negates
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

This spell is specifically designed toward distracting wizards before they can unleash their magic. The victim must save versus spell at -5 or lose spell concentration. Note that this spell has absolutely no effect against non-wizards. All it does is interrupt the flow of magical information between the wizard's conscious and subconscious. The material component for this spell is a pair of scissors, which is consumed in the casting.

Ditan's Decorating Hands (Conjuration/Summoning)

Range: Special
 Components: V, M
 Duration: Special
 Casting Time: 4
 Area of Effect: Special
 Saving Throw: None
 Author: Ditan

This spell creates one pair of magical hands per three levels of the caster. These hands are skilled artisans at half the caster's level, and will decorate any room to the fashion designated by the caster. After the room is redecorated the hands will disappear. The material component for this spell is a single pair of white leather gloves.

Dragon's Breath (Invocation/Evocation)

Range: 20 feet
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: ½
 Author: Brian J. Toleno <brian@opus.chem.psu.edu>

With this spell, the wizard is able to imitate a single type of dragon breath for the duration of the spell, doing his hit points in damage. During the spell's duration and an equal number of rounds afterwards, the wizard cannot speak due to the strains this spell makes on his throat. The material component is a piece of dragon hide of the type of dragon the wizard is trying to imitate.

Dreamoore's Eldritch Sphere (Evocation)

Range: 20 yards + 10 yards per level
 Components: V, S
 Duration: Special
 Casting Time: 3
 Area of Effect: 1-foot diameter sphere
 Saving Throw: None
 Author: Jonathon Salazar (The Adept's Spellbook)

This potent spell launches a mentally guided 1-foot diameter globe which travels up to 60 feet per 6 seconds and turns up to 90° per round. The sphere strikes as a monster of the wizard's Hit Dice, but even on a missed roll, the missile may return the following round as long as the wizard concentrates. Once it hits, the globe disperses and inflicts 2d6 points of base damage + 2 points of damage per level of the wizard to the first creature touched, up to 2d6+20 maximum potential.

The sphere harmlessly vanishes if the wizard's concentration is broken or the globe exceeds maximum range. Despite its limited area of effect, the *eldritch sphere's* true advantage is its damage potential and ability to pursue and possibly corner single foes.

Drowse (Illusion/Phantasm)

Range: 3 yards
 Components: V, S
 Duration: 1 round per level
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: None
 Author: Brian Dawson

This spell creates the illusion in the victim's mind of extreme exhaustion, and in fact he is on the verge of collapsing and falling asleep. The victim suffers a -4 to-hit, a +2 penalty on Armour Class, 50% vision reduction, and half his normal movement rate for the full duration of the spell. Wizards have a chance of spell failure equal to 100% - 5% per point of Intelligence. The spell can be negated by *dispel illusion*, but not by *dispel magic*.

Dwindle (Alteration)

Range: 0
 Components: V, S
 Duration: 1 turn per level
 Casting Time: 3
 Area of Effect: The caster
 Saving Throw: None
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

The wizard is able to shrink himself to as small as one inch in height for the duration of the spell, during which time all items carried are also shrunk. This spell may be cancelled at any time by

the wizard. Effects on combat mechanics are left undefined and to the DM's discretion.

Eldarr's Spell Conversion (Alteration)

Range: 0
 Components: V, S, M
 Duration: 3 turns per level
 Casting Time: 1 turn
 Area of Effect: The caster
 Saving Throw: None
 Author: Eldarr

This spell allows its wizard to convert one spell into another of the wizard's choice. As long as the *spell conversion* is in effect, when another spell is cast, the wizard may choose to cast it normally, or alter it into another spell. The spell to be altered must be of third level or lower, and the spell to be converted to, must be of second level or lower (the additional level of power is expended in the conversion process) and must be a spell the wizard already knows, although it does not have to be currently memorised.

This spell is usually cast at the beginning of a day or before a known encounter, to give the wizard ample time to replace it in his memory with another spell. Only wizard spells may be converted by this spell — priest spells are not affected by it, and only the wizard's own spells are affected. Range, duration, area of effect, and saving throws are as per the spell being converted to; the spell being converted determines the spell components and casting time (however, in order to convert a spell, a few additional incantations are necessary, and the name of the new spell must also be uttered; this effectively increases the casting time of the original spell by one).

As an example of the use of this spell, let us assume Biff the wizard has cast this spell before a large battle; during the fight, Biff finds himself levitated by an enemy wizard and to be dropped from a great height. Unfortunately, Biff has nearly used up his complement of spells in the battle, and has a single *fireball* left — not much use in this situation. However, since *spell conversion* is in effect, Biff starts the incantations of the *fireball* anyway; when he is dropped, Biff casts the *fireball* but uses *spell conversion* to convert it to a *feather fall*, floating softly to the ground unharmed.

The material component for this spell is the pelt of any were-creature; the pelt is consumed with the casting.

Eldritch Fire (Invocation/Evocation)

Range: 60 feet
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: ½
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

The wizard hurls a magical bolt of flame which does 1d6 points of damage on impact and has a 50% chance of catching the target's combustibles on fire (burning clothes do 1d6 to 2d6 points of damage depending on how heavy they are). Victim may make a saving throw versus spell for half damage. Fire-based creatures take no damage; cold-based take double.

Energy Bolt [2] (Invocation/Evocation)

Range: 40 feet + 10 feet per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 3
 Area of Effect: Special
 Saving Throw: ½
 Author: François Menneteau <mennetea@acri.fr>

This spell functions almost identically to the 3rd-level *lighting bolt*. However, as it is a pure beam of light energy drawn from the quasi-elemental plane of radiance, undead creatures must save versus spell twice to take only half damage. The material component is an ebony rod of at least 1 foot length.

Enhance Illusion (Alteration)

Range: 30 yards
 Components: V, S
 Duration: 1 round per level
 Casting Time: 3
 Area of Effect: One illusion
 Saving Throw: None
 Author: Mark A. Robinson <jarvis@eleazar.darthmouth.edu>

This spell is one way for wizards to add actual substance to their illusions. Up to two rounds before casting an illusion (notably *phantasmal force*, *improved phantasmal force* or *spectral force*), the wizard casts this spell on the area in which the illusion is to initially appear. Once cast, the illusion then does 10% of the actual damage that it would do if it were real if the victim made a saving throw against it, and is treated as normal with respect to Armour Class, attacks, etc., if the victim failed the saving throw and doesn't recognise it as an illusion. The illusion also becomes AC 10, and gains 10% of the hit points it would normally have; however, illusionary creatures may never have more combined Hit Dice than the wizard.

If the illusion is not cast in the enhanced area within 2 rounds the former spell will be wasted. Multiple *enhance illusions* on one illusion will cancel each other. This spell can also be used in conjunction with *shadow monsters*, *demi-shadow monsters* or *shades*, adding 10% more realism to that already inherent in the spell, and lowering the perceived Armour Class by 1.

Enhance illusion is attributed to the deceased wizard Scaurlin Oberlin, who died in a magical duel with a grey slaad he summoned and subsequently released. This is reputedly the only spell Scaurlin ever wrote in his once promising career.

Enhance Poison (Alteration, Invocation/Evocation) Reversible

Range: 1 foot
 Components: V, S, M
 Duration: 1 hour + 1 hour per level
 Casting Time: 7
 Area of Effect: One dose of poison per 5 levels
 Saving Throw: Special
 Author: Kris <simonis@stpc.wi.leidenuniv.nl>

With this spell, a wizard can temporarily enhance the power of a poison, either making it more deadly, debilitating or potent, such as adding a -1 to the saving throw of the subject. This spell can only be used once on a given dose of poison. Multiple castings of this spell don't work.

The reverse of this spell, *dilute poison*, makes a poison less lethal, granting a +1 to the subject's saving throw or making it less effective. If cast on a subject already having poison in his system, this spell grants a new saving throw. If cast to dilute the poison of a monster, the monster must be touched to be effective. Secondly, the monster gets a saving throw versus spell.

The material component of this spell is either a dead black widow spider, or a dove's feather for the reverse.

Enhanced Armour (Abjuration)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 3
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: Unknown

This spell is identical to the 1st-level *armour* spell except that it confers 10 points of Armour Class reduction instead of 4. Note that it is not cumulative with the 1st-level *armour* spell, i.e., the two spells cast together do not confer 14 points of Armour Class reduction.

Erelas's Curious Surge (Alteration, Wild Magic)

Range: 0
 Components: V, S, M
 Duration: 1d4 rounds + 1 round per level
 Casting Time: 5
 Area of Effect: 20-foot + 2-foot per level radius sphere
 Saving Throw: Special
 Author: Dave Michaels <dragon@nmt.edu>

This spell can be very complicated in combat involving numerous creatures within the area effect. All sorts of simplifications may be applied at the DM's discretion, but be consistent. The example given covers all basic possibilities.

The casting of this spell causes an unusual wild-like surge in the area. Creatures within this area have their saving throws versus other effects altered as per the following table (roll once for each saving throw to determine adjustment).

Caster Level	D20 Roll									
1	-1	-1	-1	-	-	-	-	-	-	-
2	-2	-1	-1	-1	-	-	-	-	-	-
3	-2	-2	-1	-1	-1	-	-	-	-	-
4	-3	-2	-2	-1	-1	-1	-	-	-	-
5	-3	-3	-2	-2	-1	-1	-1	-	-	-
6	-4	-3	-3	-2	-2	-1	-1	-1	-	-
7	-4	-4	-3	-3	-2	-2	-1	-1	-1	-
8	-5	-4	-4	-3	-3	-2	-2	-1	-1	-
9	-5	-5	-4	-4	-3	-3	-2	-2	-1	-
10	-6	-5	-5	-4	-4	-3	-3	-2	-1	-
11	-6	-6	-5	-5	-4	-4	-3	-2	-1	-
12	-7	-6	-6	-5	-5	-4	-3	-2	-1	-
13	-7	-7	-6	-6	-5	-4	-3	-2	-1	-
14	-8	-7	-7	-6	-5	-4	-3	-2	-1	-
15	-8	-8	-7	-6	-5	-4	-3	-2	-1	-
16+	-9	-8	-7	-6	-5	-4	-3	-2	-1	-

Caster Level	D20 Roll									
1	-	-	-	-	-	-	-	+1	+1	+1
2	-	-	-	-	-	-	+1	+1	+1	+2
3	-	-	-	-	-	+1	+1	+1	+2	+2
4	-	-	-	-	+1	+1	+1	+2	+2	+3
5	-	-	-	+1	+1	+1	+2	+2	+3	+3
6	-	-	+1	+1	+1	+2	+2	+3	+3	+4
7	-	+1	+1	+1	+2	+2	+3	+3	+4	+4
8	-	+1	+1	+2	+2	+3	+3	+4	+4	+5
9	-	+1	+2	+2	+3	+3	+4	+4	+5	+5
10	-	+1	+2	+3	+3	+4	+4	+5	+5	+6
11	-	+1	+2	+3	+4	+4	+5	+5	+6	+6
12	-	+1	+2	+3	+4	+5	+5	+6	+6	+7
13	-	+1	+2	+3	+4	+5	+6	+6	+7	+7
14	-	+1	+2	+3	+4	+5	+6	+7	+7	+8
15	-	+1	+2	+3	+4	+5	+6	+7	+8	+8
16+	-	+1	+2	+3	+4	+5	+6	+7	+8	+9

The creature may attempt a normal saving throw versus spell against this spell 50% of the time each round. In other words, there's a 50-50 chance the creature may attempt a saving throw (if so desired — this spell could benefit the creature) each round. Magic resistance, wild magic immunities or resistances, or other surge protections (such as *chaos shield*) negate or resist the spell for that creature for the duration of this spell (if the necessary checks are successful).

The material component of this spell is a silver piece.
 An example: if Erelas, the 10th-level wizard, casts this spell in the heat of combat, every creature within a 40-foot radius sphere flips a coin. If the coin lands heads, the creature may make a saving throw to negate the effects of this spell for the first round. Every round a creature is in the area effect (including the caster), a coin is flipped for that creature (if the creature so wishes — if it opts not to make the saving throw, it is automatically affected by this spell). If the coin lands tails, the creature is not entitled to a saving throw, and is affected by this spell as per the table below. If the coin is heads, the creature makes a saving throw. If the saving throw is failed, or if the creature declines the right to a saving throw, or if no saving throw is permitted, then every time that creature needs to make any other saving throws of any kind during that round, the creature must first roll 1d20 and consults the table below to see how his saving throw is affected.

Instead of flipping each round, the first flip may be used to determine the resulting effects for the duration of the spell. For instance, if the flip lands tails, the creature is absolutely affected by this spell for its duration. If it lands heads, the creature may save against this spell every round for the spell's duration. This will greatly simplify the accounting, and reduce the number of flips required for the battle.

If a creature leaves the area effect, the creature is no longer under the influence of this spell. If a creature enters the area effect during the duration of the spell, that creature is then subjected to the flips and rolls mentioned above, again if so desired. If a creature not originally affected by the spell enters the active area effect, that creature is subject to the spell as per the example above.

Any creature with magic resistance makes the check only once, when the spell is first cast. Any creature not in the area effect, but who later enters the sphere, may make a magic resistance check. If a magic resistant creature leaves the area effect and re-enters it, it is up to the DM to decide if the creature gets another magic resistance check or not, regardless of whether it made the first one (the author suggests the creature would not, since the creature has already demonstrated its resistance to this particular spell, positive or negative).

Example continued: there's a dragon (or part of one anyway) in the area effect when Erelas casts this spell. The dragon first makes a magic resistance check. It fails. It then flips a coin. The coin lands heads, so the dragon may make a saving throw. The dragon makes its saving throw. That same round, shortly after Erelas's spell goes off, another wizard casts a *lightning bolt* at the dragon. The dragon makes a completely normal saving throw versus that spell, as it is not affected by Erelas's spell this round.

The next round, before any other actions, the dragon again flips a coin. It again lands heads. The dragon rolls a saving throw, but fails. Erelas casts a *fireball* at the dragon. The dragon rolls his magic resistance, and fails. The dragon rolls 1d20, and consults the table. He rolls a 7. The table indicates the modifier, at Erelas' level of 10, to be -3. The dragon then again rolls 1d20 for a saving throw. He rolls a 12. This would normally make it for this particular dragon, but the -3 penalty applies for this roll, which brings it down to 9. He thus fails, taking full damage from the *fireball*.

On the third round, the dragon flips a coin. The coin lands tails, indicating that the dragon may not make a saving throw this time. Someone casts *charm monster* on him, he rolls his magic resistance, and fails. He rolls a 15 on 1d20, and consults the table: +3. He rolls a saving throw: 9. The modifier is applied, bringing that 9 to 12, which is enough for the dragon to save, so he is not charmed.

On the fourth round, the dragon flips a coin, which lands heads. The dragon makes a normal saving throw (no chart check needed, as this throw is against the spell itself), and succeeds, thus not having to worry about this spell this round.

Exploding Coins (Enchantment)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 3
 Area of Effect: One coin touched per level (10 maximum)
 Saving Throw: None
 Author: Unknown

This spell allows the wizard to enchant one or more coins with an explosive charge; the more valuable the coin, the more potent the explosion (see table below). The coins will retain their enchantment until used or dispelled; the explosion will be triggered when the wizard utters a command word chosen during the incantation. Alternately, the wizard may choose a delay, after which time the coin will explode; the length of this delay may be up to 1 turn per level of the wizard (measured from the time the wizard speaks the chosen command word).

The following table gives the amount of damage for each type of coin, along with the burst radius, and what level is required to enchant a particular type of coin:

Type	Damage	Level	Radius
copper	1d3	5	2 feet
silver	1d4	8	2 feet
electrum	1d6	11	5 feet
gold	1d8	14	5 feet
platinum	1d10	16	10 feet

A maximum of 10 coins may be enchanted per casting of this spell; also, no more than 20 of these coins may be brought within 30 feet of each other safely; if this occurs, each owner must make a saving throw versus spell for each coin. If a coin fails its throw, it explodes normally; if the throw succeeds, the coin simply vanishes in a puff of smoke. This spell has the additional limitation that it may only be cast once per two day period.

The only material component for this spell is the coin to be enchanted; the coins are consumed in the explosion.

Falerin's Irresistible Charm (Charm)

Range: 0
 Components: V, S
 Duration: 1d4 rounds + 1 round per level
 Casting Time: 1
 Area of Effect: 10-yard cube
 Saving Throw: Special
 Author: The Wizard <ier101@psuvm.psu.edu>

Developed by the evil mage Falerin while taking a trip through limbo, this spell is not evil in and of itself. Similar to *charm person*, this spell creates a 10-yard cube, extending from the caster. All creatures within the area of effect that are equal to or exceeding the level of the caster must make a saving throw or be charmed. Creatures of lower level than the caster may also make a saving throw, but at a -4 penalty. Creatures which normally have a resistance to charm spells have no resistance to this spell, nor do any Wisdom bonuses apply.

Feldegast's Mana Shield (Abjuration, Metamagic)

Range: 0
 Components: V, S
 Duration: 4 rounds
 Casting Time: 1 round
 Area of Effect: The caster
 Saving Throw: None
 Author: Ron <rsm58307@uxa.cso.uiuc.edu>

This spell prevents a caster's spells from affecting himself, resulting in illusionary harm only. It likewise shield the caster from harm caused by inferior foes (whose level or Hit Dice are lower). Also, this spell grants a saving throw against spells for which there is normally no saving throw, or a +4 if there was a saving throw.

Fellstar's Flaming Vortex (Evocation)

Range: 10 yards per level
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 3
 Area of Effect: 8x2 feet vertical cone
 Saving Throw: ½
 Author: Fellstar

This spell calls into being a spinning vortex of flames that resembles a burning dust devil; the vortex is 8 feet high and 2 feet wide at its widest. The caster may direct the movement of the vortex in any direction desired, but it may not be moved across a body of water. The vortex moves at a rate of 10 feet per round, and the caster must maintain full concentration in order to direct its movements; if the caster loses concentration, the vortex will move in a straight line at full movement rate until the caster can again gain concentration. The wizard may not move the vortex further away than 10 yards per level of the caster, or the spell terminates.

The caster may use the vortex to attack a single victim per round; he may attack the same target in following rounds, or may elect to move the vortex to attack a different one. Anyone struck by the vortex suffers 1d4 points of damage per level of the caster (up to a maximum of 10d4). A successful saving throw versus spell reduces this damage by half. The flames from this spell will ignite flammable materials on contact, but will not harm most other materials, unless exposure is prolonged. That is, if a creature is attacked by the vortex for only a single round, non-flammable possessions are not affected; if attacked on two consecutive rounds, all possessions must save versus magical fire normally (but only if the target fails his saving throw). Each additional round of exposure inflicts a -1 on all possessions' saving throws (no penalty in added to the target's saving throw).

The material component for this spell is a piece of flammable material suspended from a string; the caster lights the material on fire and twirls it in a circle while casting the spell. He must continue doing this throughout the duration of the spell, and the material must remain lit; if it does not, the spell ends prematurely.

Fireball from the Plates (Evocation)

Range: 10 yards + 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 3
 Area of Effect: 20-foot radius
 Saving Throw: ½
 Author: Perry Horner <aopch@acvax.inre.asu.edu>

This is essentially the same *fireball* as in the *Player's Handbook*, but with a slight change in the material component. Since bats are almost unknown in the Arctic, this spell was developed using whale oil. Note that like the paper in *fire aura* (q.v.), the whale oil is a replacement worked into the spell, not an optional substitution. A wizard learning *fireball from the plates* would need a supply of whale oil, although perhaps another organically produced oil could

substitute. In the tropics, dolphin oil should work fairly well, say -10% to -20% on range and -1d6 damage. At that point, the wizard simply needs to convince the local sailors (preferably Greek) to go kill a few dolphins and bring back their carcasses. Spell research into even other components is of course also an option.

Flaming Sphere (Invocation/Evocation)

Range: 10 feet
 Components: S, M
 Duration: 1 round per level
 Casting Time: 2
 Area of Effect: One 5-foot radius globe
 Saving Throw: Negates
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

This spell causes a burning globe of 5-foot radius to come into being up to ten feet distant from the wizard and roll in the direction the wizard points at a rate of ten feet per round inflicting 2d4 points of damage to all creatures with which it comes into contact unless a saving throw versus spell is made thus negating the *flaming sphere*. The sphere may roll over low barriers not over four feet tall, or through all flammable barriers. It may even roll uphill (as long as the slope is no greater than 45°) and may be extinguished by water or by lack of oxygen. The material component for this spell is a bit of sulphur.

Force Shield (Abjuration)

Range: 0
 Components: V, M
 Duration: 5 rounds per level
 Casting Time: 1
 Area of Effect: The caster
 Saving Throw: None
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

This spell creates a magical shield of force around the wizard at a 6-inch radius, which absorbs damage at a rate of one point per round plus one point per two additional levels per round. The shield also protects the wizard from biting insects, foul weather, and poisonous gases. However, the wizard is unable to make physical contact with anything outside (but not under) the shield for the duration of the spell. The spell may be broken at will. The shield provides total invulnerability to *magic missile*, *power bolt*, *word of power*, *magic darts*, *mystic bolt*, and *arcane bolt*. The material component for this spell is a small shield.

Forceball (Evocation)

Range: 1 yard + 1 yard per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 3
 Area of Effect: 20-foot radius
 Saving Throw: ½
 Author: Max Becherer <becherer@sun0.cs.uiuc.edu>

This spell is identical to *fireball* except that it inflicts damage with an expanding globe of *magic missile*-like force. The material component is a ball of bat guano and sawdust cut from a giant's club.

Forget Spell (Alteration, Metamagic)

Range: 100 yards
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 3
 Area of Effect: One spell-casting creature
 Saving Throw: Negates
 Author: Phill Hatch <phatch@slc.mentorg.com>

When casting this spell, the metamage tries to make another wizard, priest, or spell casting monster forget a single spell. The target must save versus spell at -5. If the saving throw is successful, nothing happens. If the saving throw fails, the target loses a random spell. The metamage does not steal the spell; the spell is simply forgotten. The material component of this spell is a bit of gum arabic.

Free Action [1] (Abjuration)

Range: 0
 Components: V, S
 Duration: 5 rounds per level
 Casting Time: 3
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Unknown

This spell grants the recipient the benefits of *protection from paralysis*, and the additional benefits of being able to function without penalty in a constricting environment (such as water, *web* spells, *entangle* spells, etc.). It does not affect paralysis already existing, unless it is cast specifically to counter such in which case it gives no further benefit.

Free Action [2] (Alteration)

Range: 0
 Components: V, S, M
 Duration: 2 turns per level
 Casting Time: 3
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Kenneth C. Jenks <kjenks@gothamcity.jsc.nasa.gov>

This spell enables the recipient to move and attack freely and normally whether attacked by *entangle*, *web*, *hold*, or *slow* spell, or when underwater. In the former case, the spells have no effect, while in the latter, the recipient can combat normally with hand-held combat (not missile) weapons. The material component is a drop of oil or a dab of grease.

If the recipient has a familiar, it is affected as well for the duration of the spell, so long as it remains in contact with its master.

Free Elemental (Abjuration)

Range: 10 yards per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 3
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell can be used to free one creature summoned from the inner planes from the control of its summoner. Typically, it is used on elementals summoned by a *conjure elemental* spell or device, but it also works on such creatures as *aerial servants* and invisible stalkers. The spell is cast on the summoned creature, and unless the wizard who summoned it makes a saving throw versus death magic that creature is freed from control. The freed creature may return to its own plane (25%) but usually turns on the summoner and his

companions (75%). This spell has no effect on creatures from the ethereal plane.

Frost Breath (Alteration, Evocation)

Range: 0
 Components: V, S, M
 Duration: 1 day
 Casting Time: 1 turn
 Area of Effect: The caster
 Saving Throw: None
 Author: William T. South <tsouth@netcom.com>

This spell allows the wizard to create a breath weapon similar to a *cone of cold*. Once the *dweomer* is cast the wizard may breath up to twice per day as if the breath weapon were an innate ability, causing no harm to himself. The area of effect for the breath weapon is a cone area 20 feet long with an ending base of 15 feet. The damage is 1d4+1 for every two levels of experience the wizard possesses, up to a maximum of 5d4+5 at tenth level. Attack creatures may save versus breath weapon for half damage. Any creature, including the caster, cannot have more than one of this spell active at any given time.

The material component of this spell is a pinch of powdered marble blown into the wind when the spell is cast. The source of this spell is the Ranger/Mage Aramor.

Gaseous Form [1] (Alteration)

Range: 0
 Components: V, S
 Duration: 1d6 rounds + 1 round per level
 Casting Time: 3
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: Tim Prestero <ez003387@george.ucdavis.edu>

This spell allows the wizard to turn the creature touched into a pink cloud of gas, for the duration of the spell. If the creature touched is an unwilling recipient of the spell, he gets a saving throw, with a successful saving throw negating the spell.

The spell's effects are identical to that of the *potion of gaseous form*, with regards to movement rates, and the effects of a *gust of wind* spell. However, the wizard — if he casts the spell on himself — can turn non-gaseous at any time.

Go-Behind (Alteration, Illusion/Phantasm)

Range: 30 yards
 Components: S, M
 Duration: 1 round
 Casting Time: 2
 Area of Effect: Special
 Saving Throw: Negates
 Author: Brian J. Toleno <brian@opus.chem.psu.edu>

The wizard casts this spell by snapping his fingers. After doing this, the wizard is instantly transported behind his opponent (the wizard must be able to see this area). When this happens, an image of the wizard remains behind and imitates the actions of the wizard for two rounds, then disappears. The foe receives a saving throw versus spell to believe the image is unreal. The material component for this spell is a bit of sulphur.

Godly Chaos (Invocation, Wild Magic)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 hour
 Area of Effect: The caster
 Saving Throw: None
 Author: James Fischman

This spell, when cast while a wizard is memorising his spells for the day, calls upon the gods of chaos to grant the wild mage a small amount of priestly power. The wizard can substitute one or more of his spells to be memorised for priest spells of the sphere of chaos, albeit two levels lower. For example, the wizard can memorise the spell *random causality* (a 3rd-level priest spell of the sphere of chaos) instead of a 5th-level wizard spell.

This spell can only be cast if the wizard is in good standing with the local gods of chaos. If the wizard has fallen out of favour with these gods, or has never been religious in the first place, no god will hear the request, and the casting of godly chaos will be wasted.

Note that the chance of spell failure for low Wisdom must be rolled when the granted spells are cast, if applicable. Failure indicates that the spells are lost, without replacement.

The material components of this spell are offerings of incense, and other valuable items, worth no less than 200 gp per level of priest spell requested, which are burned in prayer during the casting of this spell. Any material components of the granted priest spells must be available when those spells are cast, while an inscription of the wizard's sigil can substitute for a holy symbol.

Gopher (Conjuration/Summoning)

Range: 40 feet
 Components: V, S, M
 Duration: 2 hours per level
 Casting Time: 2 rounds
 Area of Effect: One creature
 Saving Throw: Negates
 Author: August Neverman <gitzlaff@uxa.cso.uiuc.edu>

When cast, this spell causes the victim to be followed by a crazed man who is convinced that the victim is a gopher. The man has a magic wand that shoots *magic missiles* as projectiles. However, the man always misses but he shows up at the worst times, for example when sneaking up on a sleeping dragon. Even though he misses he will continue to attempt to shoot the victim succeeding in destroying the area where the victim is.

The man has AC -2, 200 HP, regenerates 2 points of damage per melee round, has an Intelligence of 5 and a Wisdom of 3. He just loves to yell "freeze gopher!" at the top of his voice. While this spell is in effect, the victim has a -95% to his chance to surprise. The material component of this spell is a gopher tail.

Gorann's Rapid Intoxication (Alteration)

Range: 0
 Components: V, S
 Duration: Special
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell causes the creature touched during the spell's casting to instantly fail its Constitution checks for intoxication during the next 12 hours. A creature in this state will become rapidly drunk no matter what strength of alcohol they are drinking. The victim is generally not aware of the spell's existence on itself and may be puzzled by its lack of tolerance. The duration of the spell is one turn or until used, whichever comes first. The somatic component is a

friendly pat on the back, and the verbal component is a cheery "Drink up!".

Grand Unified Blast (Invocation/Evocation)

Range: 10 yards + 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: Special
 Area of Effect: 20-foot radius sphere
 Saving Throw: ½
 Author: Ken Arromdee <arromdee@blaze.cs.jhu.edu>

This spell is actually a class of spells, which have been researched in many forms by many different wizards. The spell creates a blast in a 20 foot radius, which does 1d6 per level damage, with a saving throw for half damage. In the invocation versions, the spell creates a condition in the area of effect; this version does not expand to its full volume in confined spaces. The evocation version creates a small point of fire, cold, or whatever, which instantly explodes to full radius.

The most basic form of the spell is the fireball. Other versions include iceball, steamball, etc. A wizard who knows any one version of this spell can research any other version at 50% of normal cost; he may also research, for free, versions of the same spell that differ only in the kind of damage done, after experience in the appropriate elemental plane. If you use "maximum number of spells known per level" in your game, extra versions of this spell of the same level as versions already known do not count towards the limit.

The basic version of the spell is third level and does a maximum of 10d6 points of damage. Versions of this spell above third level exist, the spell's level being determined by the following additions:

Cost	Effect
Free	Different damage type (iceball, steamball, etc.).
+1	Invocation version (does not expand in confined spaces).
+1	Spell does 1d6+1 or 1d8 damage per level (same maximum number of dice).
+1	Can be reduced to half radius at casting time, which adds an additional +1 point per die damage and gives -2 on saving throws.
+2	Spell does a maximum of 15 dice of damage.
+3	Delayed blast for up to 5 rounds (cannot be used with invocation version, since there is no explosion to delay).

For instance, a *delayed blast fireball* that did 1d8 damage per level would be a 7th-level spell (+1 for damage, +3 for delay).

The material component is a small ball made of bat guano and a relatively common substance associated with the type of damage caused by the spell: sulphur for fireball, salt from boiled water for steamball, etc.

Grasping Hands of Horror (Necromancy)

Range: 10 yards per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One arm per level
 Saving Throw: Negates
 Author: The Jade Piper <schmidea@clutx.clarkson.edu>

This spell causes a number of arms equal to the level of the wizard to reach out of the ground and grab at the target. The hands themselves do no damage, but when they pull a victim under, that victim begins to suffocate.

Victims have to make a saving throw every round they are in the area of effect and for every extra hand they have a -1 on their saving throw. In a graveyard or similar corpse-infested area there is an additional -2 to the saving throw. If a victim fails its saving throw,

it is dragged underground and starts to suffocate. Others can dig the victim out, mundanely or magically. He will be found two feet or so under the ground, paralysed, but quite aware of what happened. A really high-level wizard could cast this spell and affect many people by giving five arms to this target, four to that one, and so on.

Grimly's Outstretched Arms (Alteration)

Range: 0
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 3
 Area of Effect: Person touched
 Saving Throw: None
 Author: Joshua Rosenfeld <emilus@u.washington.edu>

This spell allows one person the ability to stretch either or both of his arms up to 1 foot longer per level of the caster. The outstretched arms may be lengthened or shortened as often as desired while the spell is in effect, although they may not be shortened more than they were to begin with. The person affected may fight with outstretched arms at -1 to-hit. Thieving abilities involving the hands may be performed with outstretched arms, although with a -5% penalty for every 2 feet the arms are outstretched. If an outstretched arm takes more than 15 points of slashing damage in one blow, it is severed. This spell can only be cast once per person while the spell is in effect (that is, a caster may not cast this spell on the same person twice before the duration of the first spell is finished, and neither can another caster). The material component is a bit of gum Arabic.

Gymlainac's Lightbend (Alteration, Wild Magic)

Range: 0
 Components: V, S
 Duration: 1d4 + 1 round per level
 Casting Time: 3
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Joseph Delisle <jdelisle@loyola.edu>

This wild magic spell bends light waves around the recipient, creating an effect similar to the 2nd-level spell *blur* and a *cloak of displacement*. The recipient's form is both blurred and sways (regardless of movement), making him much more difficult to hit. When the spell is cast, roll 1d4 to determine the Armour Class and saving throw bonus.

This spell was developed by the wild mage Gymlainac, in an effort to create a wild magic version of *invisibility*.

Hang (Alteration)

Range: 0
 Components: V, S
 Duration: 3 days
 Casting Time: Special
 Area of Effect: The caster
 Saving Throw: None
 Author: Unknown

By casting this spell, the next spell the wizard casts will be held (will not take effect) until either the duration ends or the wizard says a keyword that will set off the spell. The spell that is held must be third level or lower, and a wizard can only have one spell hung at any given time. For those spells that require a direction or a special action (like pointing a finger for *lightning bolt*), the wizard will have to say the keyword and point at that time. It takes 6 seconds for the held spell to go off (no casting time, just a delay in going off), and the wizard should be given a bonus of 3 to initiative. When the keyword is spoken by the wizard, it is only letting go of stored energy. The wizard still has 80% of his activity left in the round: the wizard can make one attack or cast one 1st- or 2nd-level spell late in the round.

The spell to be held must be cast with extreme caution. It will take twice the casting time and twice the components it would normally take to cast that spell. If the wizard tries to cast another spell while another spell is hung, the hung spell will fizzle.

No material components are needed to cast *hang*, but those needed to cast the next spell after are doubled.

Harbald's Fiery Boomerang (Evocation)

Range: 60 yards
 Components: S, M
 Duration: 5 rounds + 1 round per two levels
 Casting Time: 1
 Area of Effect: 3-foot + 1 foot per 5 levels radius
 Saving Throw: Special
 Author: Paul Ferron <paulf@solist.htsa.aha.nl>

Upon casting this spell, the wizard causes a burning boomerang, of approximately 2 foot, to appear in his hand. This boomerang can be thrown on any target the spellcaster desires and explodes the moment it makes contact. If the target is missed the boomerang will return to the caster. Once the boomerang reaches the caster he can try to catch it.

The caster is immune to any fire damage the boomerang causes, but not to the explosion.

The caster can throw the boomerang over a range up to 60 yards (60 yards is long range; 40 yards is medium range; 20 yards is short range). Apply the appropriate to-hit penalties for the range.

The wizard is able to, mentally, guide the boomerang, for which the caster receives a +5 bonus on his attack roll. If the wizard is not proficient with the boomerang, the bonus will negate the penalty for not being proficient. The target must be in a line of sight.

If the caster uses the boomerang as a club, it will only do 1d6-2 damage and the caster will receive a -2 to-hit because the weapon simply is not designed to be used as a club.

The boomerang inflicts 1d6+1 points of damage when it hits the target. This damage is bludgeoning damage and not fire damage. If the wizard misses his target, but still hits the unmodified Armour Class of the opponent (the Armour Class without the protection from shield and armour), the opponent will only receive the fire damage and not the bludgeoning damage.

After the initial hit, the boomerang explodes in an outburst of fire, delivering another 1d6 fire damage per 3 levels of experience (up to a maximum of 5D6). The explosion fills an area of 3-foot radius which is enlarged by another 1 foot for each 5 levels of the caster. Combustible materials are set afire when they do not save. Creatures in the area of effect also receive a saving throw versus spell for half damage.

There is no saving throw, because, once hit by the boomerang, it is impossible to jump out of the area of effect of the explosion. Magic resistance will negate the fire damage (if successful checked) but not the bludgeoning damage. As long as the caster holds the boomerang in his hands, it will not explode. To catch the boomerang, the wizard must make a Dexterity check with a penalty of -2 or -3 if the boomerang was thrown on medium or long range. If the boomerang is caught, the wizard can throw it again and again, up to 5 rounds +1 round per two levels of experience (provided he catches the boomerang each time). He can only throw it once per round with a weapon speed of 4. The boomerang can only be caught if it didn't hit the target and returned to the wizard.

There is a chance that someone or something tries to intercept the boomerang. If this someone or something tries to intercept the boomerang, roll on the following table:

D8 Roll	Result
1	Interceptor becomes target and boomerang explodes: roll for damage.
2-3	Boomerang bounces off the interceptor and falls 1d6 foot from the interceptor after which it explodes. Damage to everyone in the area of effect.
4-5	Interceptor intercepts and the spell wears off. Boomerang vanishes.

- 6-7 Interceptor misses the boomerang. Boomerang returns to the caster. Roll to catch.
- 8 Interceptor manages to get the boomerang off course. The wizard must make a Dexterity check with a -4 penalty (cumulative to range modifier) to catch the boomerang.

If the wizard did not catch the boomerang, it will fly randomly through the area in which it was thrown for 1d4 rounds. The cater cannot mentally guide the boomerang any more. If the boomerang was thrown at short range, it flies through an area of 20 yards. Every creature (including the caster) should make a Dexterity check to avoid the boomerang. The boomerang has no target any more thus it will explode against the first object or creature it hits. So that object or creature becomes the target.

If the boomerang reaches the caster after a complete circle through the area, the caster cannot catch the boomerang any more, he now has to make a Dexterity check to avoid the boomerang, just like any other creature.

The material components are a bit of sulphur and a boomerang worth at least 50 gp.

Heal Frostbite (Necromancy)

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: The caster or creature touched
 Saving Throw: None
 Author: Perry Horner <aopch@acvax.inre.asu.edu>

This minor healing spell heals frostbite and minor amounts of damage caused by cold, as well as any minor infections caused by frostbite or cold. The damage healed is 1d4 HP plus 1 point per 2 levels of the caster. Note that the damage must have been caused by cold, or by weapons such as a *frost brand*, and that only the extra damage caused by the cold is healed. The material component is a clear or white gem worth at least 10 gp.

Heavy Magic Missile (Evocation)

Range: 12 yards + 2 yards per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 3
 Area of Effect: Special
 Saving Throw: None
 Author: Max Becherer <becherer@sun0.cs.uiuc.edu>

This is the most powerful of the common enhancements of the *magic missile*, combining the best of all three classes of *improved magic missile*. The wizard is able to call forth one missile inflicting 2d4+2 points of damage per level, at double the range of a normal magic missile. A variant which evokes 2 missiles inflicting 1d4+1 exists, but it is rare (5% of copies) and difficult to control (10% chance of failure per Intelligence point below 18).

Hobar's Nasty Shards (Invocation/Evocation)

Range: 60 feet + 10 feet per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: One creature per 3 levels
 Saving Throw: ½
 Author: Sol Sukut <sds7966@silver.sdsmt.edu>

Hobar created this spell for use on creatures immune to fire and cold. Upon utterance of this spell, metal shards fly from the casters fingertips to the target doing 10d4 points of damage. An additional target may be selected for every 3 levels of experience the caster has

(damage done is still 10d4 per target). Therefore, a 10th-level wizard can hit 3 targets. The target may save for half damage. Material components are a porcupine quill and a *lodestone*. The quills are destroyed during casting, but the *lodestone* remains intact.

Hold Spirit (Enchantment/Charm)

Range: 120 yards
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 3
 Area of Effect: One to 4 spirits in a 20-foot cube
 Saving Throw: Negates
 Author: Unknown

This spell paralyzes creatures which do not come from the plane they are on, including conjured spirits and spirits possessing another creature. If the spell is cast at 3 or 4 spirits, each gets an unmodified saving throw. If two are being enspelled, they save at -1. If there is a single target, it saves at -3. Held beings remain aware of events around them and can use abilities which do not require motion or speech. The material component for this is a straight piece of cold iron.

Hypnosis (Enchantment/Charm)

Range: Sight (reciprocal)
 Components: V, S, M
 Duration: 24 hours
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

The victim of this spell must save versus magic or be hypnotized by the wizard, thus obey all commands of the wizard, except those that are self-destructive or radically against his alignment. While under the "unclosed" spell, it will be somewhat apparent that the victim is under a charm (Intelligence and Wisdom checks apply), however, the spell may be "closed" by the wizard until the duration expires. To do this, the wizard may give the victim a set of instructions to obey under a specific set of circumstances. Until those circumstances arise, the victim will act normal not realizing that he is under the spell.

After the spell has elapsed, the victim will have no recollection of any events while under hypnosis unless the wizard has instructed him to remember. In this way, the victim's long-term memory for the hypnosis period can also be programmed. To effect the *hypnosis*, the wizard must use a small shiny object to catch the victim's attention. This object is not consumed in the casting.

Iceball (Evocation)

Range: 1 yard + 1 yard per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 3
 Area of Effect: 20-foot radius
 Saving Throw: ½
 Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

This spell is identical to *fireball* except that it inflicts cold damage instead of fire. The material component is a ball of bat guano and powdered glass.

Ignite Metal (Alteration, Evocation)

Range: 0
 Components: V, S, M
 Duration: 4 rounds + 1 round per 2 levels
 Casting Time: 5
 Area of Effect: One weapon
 Saving Throw: Special
 Author: Patrick M. Phalen <phal@pica.army.mil>

By means of this spell the caster is able to ignite a single metal weapon. The weapon must be either a special constructed blade of mithril or adamantite or a regular (steel) blade which has been consecrated in a special rite using a ceremony and bless spell and holy or unholy water. This confers an additional 2d6 points of damage on a successful hit by the weapon. Creatures especially vulnerable to fire take an additional 4 points of damage. Conversely, creatures that are normally immune to non-magical fire suffer 4 HP less. A successful saving throw versus magical fire halves damage. Note that attacks which hit the creature, but don't do damage (i.e., didn't penetrate armour or hit a stonesskinned or similarly protected creature) will do half or no fire damage depending in the saving throw.

If someone besides the caster wields the weapon, the following penalties apply:

- The spell duration is halved
- The wielder takes 1d6 points of damage per round (save for no damage)

At the end of the spell's duration, the weapon has to make a successful saving throw versus magical fire with the following modifiers or be destroyed:

consecrated steel blade	0
mithril blade	+2
adamantite blade	+4
consecrated mithril blade	+6
consecrated adamantite blade	+8

If the weapon fails this saving throw the caster takes 4d6 points of fire damage (no saving throw).

The material component is a bit of sulphur and oil which is sprinkled on the blade.

Improved Armour (Conjuration)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 3 rounds
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Arrvid Carlson <arrdiv@shumv1.ncsu.edu>

This spell is identical to the 1st-level *armour*, although it provides its wearer AC 2. The *improved armour* lasts until dispelled or until it has received 16 HP + 2 HP per level of the wizard worth of damage.

Note: The armour does not absorb damage nor is it ordinarily visible. It will work with a shield (fighter/mages only), Dexterity bonuses, and other magical protection devices, like *rings of protection* and *cloaks of protection*, although it will not protect a creature wearing artificial armour. Artificial armour includes all manufactured armours, but does not include skin or hides that are a natural part of the creature to be protected.

The material component is a small piece of finely cured blessed leather which the wizard must rub all over his body while casting. Note: the leather is reusable.

Improved Continual Light (Alteration)

Reversible

Range: 60 yards
 Components: V, S
 Duration: Permanent
 Casting Time: 3
 Area of Effect: 60-foot radius
 Saving Throw: Special
 Author: Brock Neverman <gitzlaff@uxa.cso.uiuc.edu>

This spell is similar to *continual light* (q.v.) except that it can be controlled to move and can be formed by the wizard into nearly any shape. The light is stronger than that of the continual light spell. It can blind easily (with an effective power of ¼ *power word, blind* (q.v.), in duration as well as in levels or Hit Dice affected). The chance of being permanently blinded is only 5% — otherwise, the blindness is only temporary. The light can be aimed as a sort of "flashlight". This spell can be reversed to *improved continual darkness* (which will negate the spell). A *continual darkness* (the reverse of an ordinary *continual light*) will not affect this spell.

Improved Know Alignment (Divination)

Range: 10 feet
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One creature per level
 Saving Throw: None
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

This spell enables the wizard to sense the alignments of one creature per level. Diviners of fourth level and above may sense the degree of commitment versus flexibility various individuals hold with respect to these alignments, and a diviner of seventh level and above may gain insights into recent transgressions and into the relationship these individuals have with their chosen deities.

Intelligent Mist (Alteration)

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

This spell is an extension of the 2nd-level *talking mist* spell and can be "triggered" to appear under certain circumstances. The spell can summon a Class I type of intelligent mist from the elemental plane of air. Once it appears, the mist delivers an introductory message, but doesn't dissipate immediately after delivery. It can then stay for its duration and converse with anyone in the area.

The mist is actually a being from the elemental plane of air (albeit a low powered one). The difference between intelligent mists and other summoned creatures is that the mists actually have access to the knowledge of their summoner. This includes 1 language (chosen by the wizard) and information (not spells) dictated by the casting wizard.

For a detailed description of the different types of intelligent mists, see the monster description provided with the 5th-level *magic mist*. As with the *talking mist* spell, the material component is the smoke of a burning piece of paper with the initial message written on it.

Once the spell duration ceases, the mist returns to the plane of air, but if the spell is "re-triggered" before this happens, the same mist is summoned again, with knowledge of previous encounters.

Iron Mask (Conjuration/Summoning)

Range: 10 yards
 Components: V, S, M
 Duration: 8 rounds
 Casting Time: 7
 Area of Effect: One person
 Saving Throw: None
 Author: Boudewijn Wayers <dedos4@win.tue.nl>

This spell creates a full-face helmet on the subject's head. The helmet thus created is in all respects a +1 magical helmet, thus granting the subject all advantages and disadvantages from wearing such a helmet. For example, a wizard would no longer be able to cast spells, a psionicist could no longer use his powers, but both would be protected against called shots against their head and receive a +1 to their Armour Class.

If the wizard is of at least eleventh level, there is an additional effect: the helmet has a lock that will lock in the round following the casting. This can be avoided by removing the helmet before the lock closes (make a Dexterity check). If the helmet is not removed before the lock closes, it can only be removed by a *Dispel Magic* or similar magic. The helmet will disappear when the duration expires.

Note that since the target is not himself affected (the helmet is only created around his head), he receives no saving throw. The material component for this spell are a piece of leather and at least two square inches of cast iron.

Jam Radio (Alteration, Divination)

Range: 0
 Components: V, S
 Duration: 1 turn per level
 Casting Time: 3
 Area of Effect: 100-foot radius sphere
 Saving Throw: None
 Author: Unknown

This spell prevents all magical communication spells of first or second level from crossing the boundary of its area of effect.

Jamye's Prismatic Snowball (Alteration, Conjuration, Enchantment)

Range: 0
 Components: V, S, M
 Duration: 1 round + 1 round per 3 levels
 Casting Time: 3
 Area of Effect: One snowball + one snowball per 3 levels
 Saving Throw: Special
 Author: D.J. McCarthy <dmccart@modl01.intel.com>

When cast, this spell creates a pile of coloured snowballs at the wizard's feet. The number of snowballs is equal to the duration of the spell in rounds — 2 at third level, 3 at sixth level, 4 at ninth level, etc. The wizard can throw one snowball per round as if he were proficient in snowball throwing. Other characters can also throw snowballs, but they will suffer a non-proficiency penalty for it (unless they have taken a proficiency in snowballs). The snowball has a range of 30 yards, plus 10 yards per Strength point of the thrower over 12.

The snowballs do no physical damage when they hit; however, they have powers that vary with the colour of the snowball according to the chart below. In order for the snowball's magic to work, the target must be hit with it (a successful to-hit roll required). The snowball's power only affects the creature hit, even if the spell it duplicates has a greater area of effect. The snowballs are always picked up and thrown in the order given, starting with red and ending (assuming the wizard is high enough level) with violet.

Number	Colour	Saving Throw vs.	Effect
1	Red	Spell	Charm Person
2	Orange	Spell	Faerie Fire
3	Yellow	Poison	Taunt*

4	Green	Paralysation	Spook
5	Blue	Paralysation	Glitterdust
6	Indigo	Spell	Bind
7	Violet	Wand	Tasha's Uncontrollable Hideous Laughter

The material component for the spell is a small rainbow-coloured marble.

* If the yellow snowball hits on an unmodified die roll of 20, the victim has been hit in the face and has eaten some of the snow. It must then make an additional saving throw versus poison at a -4 or be violently ill (no attacks, Armour Class worsens by 4) for a number of hours equal to the wizard's level.

Janx' Binding (Alteration)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 round
 Area of Effect: Object touched
 Saving Throw: Negates
 Author: Ken Forslund (Janx Jelantru) <kforslund@wpo.uwsuper.edu>

This spell is used to attach artificial limbs to their recipients. The spell is permanent, as it is magically fused to the body. It can only be removed if specifically dispelled or the recipient wills his limb to fall off. The spell must be recast to reattach the limb. The material component of this spell is a small ball of pitch or honey.

Kāldane's Instant Burden (Enchantment/Charm)

Range: 30 yards
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 3
 Area of Effect: One person per 2 levels
 Saving Throw: Negates
 Author: Joshua Rosenfeld <emilus@u.washington.edu>

The victims of this spell will instantly feel twice the load that they thought they were carrying, slowing their movement and increasing encumbrance. If a character is suddenly burdened with one and a half their maximum encumbrance, there is a 50% chance that damage will be taken. Damage incurred is 1d6 per 50 pounds above the maximum. If a character is suddenly burdened with twice maximum encumbrance, damage will automatically be taken, with a 30% chance of causing a permanent limp or back injury. The material component is a piece of lead.

Kāldane's Instant Fatigue (Enchantment/Charm)

Range: 20 yards
 Components: V, S, M
 Duration: Special
 Casting Time: 2
 Area of Effect: 1d3 creatures per 4 levels
 Saving Throw: Special
 Author: Joshua Rosenfeld <emilus@u.washington.edu>

Similar to Kāldane's other spells, the victims of this spell must be within 30 feet of each other. For every four levels of the caster, 1d3 creatures can be affected. Each victim is allowed a Constitution check with a -4 penalty to try to negate the effects. This roll is further modified by a +1 bonus for every four levels of the victim (thus, a 9th-level fighter with a 16 Constitution would have to roll a 14 or lower to negate the spell). The result of the spell is that the victim suffers immediate fatigue, as described in the Wilderness Survival Guide (q.v.). This means a loss of 2 points in every ability score, along with any bonuses gained by a higher score (to-hit and damage adjustments for Strength, bonus spells for Wisdom, bonus hit points for Constitution, etc.); plus a further -2 on all attack rolls (to-hit and

damage). Note that these effects are temporary. After one hour of rest the victim is allowed another Constitution check (with no modifiers, using his lowered score). If the check is successful, then the fatigue has worn off, and all ability scores are again back to normal; otherwise, the fatigue lasts for another hour, at which point another check is made. If a fatigued character continues to do strenuous activity, he must make a Constitution check once every turn or become exhausted. The *instant fatigue* won't last longer than three hours. The material component of this spell is sweat from some human or humanoid being (excluding that of the caster).

Kāldane's Peaceful Rest (Enchantment/Charm) Reversible

Range: 10 yards
 Components: V, S, M
 Duration: Special
 Casting Time: 1 round
 Area of Effect: One person per level
 Saving Throw: None
 Author: Joshua Rosenfeld <emilus@u.washington.edu>

This spell allows any type of rest to be more beneficial. Those affected can rest or sleep for an amount of time, and when the time is over, for all purposes, it will seem as though they have rested for three times the amount that they really did. For example, someone under the influence of *Kāldane's peaceful rest* can sleep for 2 hours, and when he awakes, it will seem as if 6 hours of rest have passed. Hit points cannot be gained faster, but spell casters can benefit by sleeping shorter amounts of time than it normally takes before new spells can be memorised. Likewise, the effects of fatigue and exhaustion will wear off faster. The material components of this spell are a feather from a duck and a live cricket.

The reverse of this spell, *Kāldane's turbulent rest*, makes it so that any amount of rest will not be beneficial (that is, spells cannot be memorised after such a turbulent night's sleep). Victims are allowed a saving throw, and the spell only affects the next night's sleep (provided the victims fall asleep within 6 hours) or the next period of rest (provided it occurs within the next 6 hours). The material component for the reverse is a pea.

Kalim's Staff Swinger (Alteration)

Range: 3 yards per level
 Components: V, S, M
 Duration: Special
 Casting Time: 3
 Area of Effect: The caster's staff
 Saving Throw: None
 Author: Sam Goutsmit <we42556@is1.bfu.vub.ac.be>

With this spell, the caster enchants his own quarterstaff into a special "throwing staff". He can then swing it over his head and hurl it at his opponents at great speed. The staff is considered magical (+1) to determine what can be hit. The quarterstaff strikes with a THAC0 equal to that of a fighter of equal level (plus any Strength bonuses and magical bonuses). So, a +1 staff enchanted by a 5th-level wizard with normal Strength would strike at THAC0 15, damage done is 2d6 + 1d6 per 2 levels over 3rd (3d6 at 5th; 4d6 at 7th; and a maximum of 5d6 at 9th).

When the staff hits something, or when it would leave the spell's range, it returns in the direction of the caster. The wizard then has to make a Dexterity check with a bonus of 2, to avoid dropping the staff and losing a full round recovering it. This staff-hurling is strenuous business, and the wizard can only do it for (Constitution DIV 3) rounds. After that, he cannot engage in any too strenuous activity (no spellcasting, nor combat; movement is halved) for 1d4 rounds. Also, at the end of the duration, the staff disappears, since it is the material component of the spell.

This spell was developed by the Perendor Kalim, a well-known Transmuter, who lives in the Waterdeep area (Forgotten Realms). He

is still adventuring and has been known to work on a new, defensive, spell, something that involved air shields.

Kallum's Cold Frost (Evocation)

Range: 100 yards + 10 yards per level
Components: V, S, M
Duration: Instantaneous
Casting Time: 3
Area of Effect: 30-yard radius sphere
Saving Throw: ½
Author: Paul D. Walker <pdwalker@hk.super.net>

This spell creates a ball of extreme cold and sharp ice particles which expands outward from its detonation point. All creatures in the area of effect will take 1d6 points of damage per level of the wizard from the cold (save versus spell for half damage). All objects in the area of effect will be frozen, and a layer of frost will cover the surface of everything in the area of effect. If a creature fails its saving throw then all of his items must make a saving throw versus frost or be destroyed by the extreme cold.

Because of the sharp particles of ice created in the detonation, the explosion will still cause damage to those who are immune to cold. If a creature is immune to cold, then the damage will be 1d2 points of damage per level of the wizard with a saving throw for half as normal.

The spell does structural damage to wooden structures as does the *fireball* spell. Otherwise, this spell is the same in all respects as *fireball*.

The material components for this spell is a handful of glass crystals or any kind of crystals which is thrown in the direction that the wizard wishes the Iceball to go.

Karthas' Vest (Invocation)

Range: 0
Components: V, S, M
Duration: 1 round per level
Casting Time: 1 round
Area of Effect: The caster
Saving Throw: None
Author: Kurki Risto <k139708@cs.tut.fi>

The shimmering field of force that is created by this spell will act as an armour for the spellcaster. It appears as a transparent shirt worn by the caster and seems to be radiating some light. It gives that recipient an Armour Class of 0 against all physical attacks, from all directions. In addition, it gives a bonus of +2 to saving throws against spells and breath weapons during the duration of the spell. The material component of this spell is a 10×10 inch piece of fine silk.

Kevin's Holy Rain (Invocation)

Range: 20 yards
Components: S, M
Duration: 1 round per level
Casting Time: Special
Area of Effect: 3-foot diameter per level
Saving Throw: Special
Author: Paul Ferron <paulf@solist.htsa.aha.nl>

This spell creates a small cyclone that moves from the wizard's finger and grows into a billowing white cloud from which a steady downpour of holy water falls.

The cloud can be directed and controlled as long as the wizard concentrates on the spell. The cloud can move with MV 6. Undead creatures suffer 1d6+1 points of damage per round that they are in contact with the rain. Intelligent undead may save versus breath weapon for half damage.

If the saving throw is successful, it means the undead has managed to avoid some of the rain. The cloud's area of effect grows bigger as the wizard advances in levels, up to a maximum of 30-foot diameter.

As the area of effect grows bigger, the casting time gets longer: 1 per 2 levels with a maximum of 5.

The rain from the cloud keeps falling for one round per level up to 10 rounds at most. The wizard can stop the rain at any time by ceasing to concentrate on the cloud. The cloud can be moved by any wind with a force up to 30 miles per hour; if the force exceeds this limit the cloud disperses.

The rain remains holy only long enough to do damage; after it has made contact with any other matter, it becomes ordinary water.

The material components for this spell are a drop of holy water and a hair from a priest of any good alignment.

Kiri's Force Bolts (Evocation)

Range: 20 feet + 10 feet per level
Components: V, S, M
Duration: 1 round per level
Casting Time: 4
Area of Effect: One person or object
Saving Throw: Negates
Author: David Kelk <fs337203@sol.yorku.ca>

This spell empowers the caster with the ability to throw powerful bolts from his hands at a rate of up to 3 per round. The maximum number that can be thrown is equal to the caster's level divided by 2. Any not used when the spell ends are wasted. The number of bolts thrown in one round must be declared before initiative is rolled. If none are thrown in a round, the caster may weave another spell without losing this one.

The bolts have an initiative modifier of 2. The wizard must roll to-hit for each missile — hits with this spell are not automatic (Dexterity bonus applies). If the bolt hits, the target (if human size or smaller) must make a saving throw versus paralysis or be knocked over by the force of the spell.

Called shots can be made with this spell, knocking items out of people's hands for example. The saving throw versus paralysis remains unchanged but the target may not necessarily be knocked over also.

The material components are a number of gold rods, 6cm long, worth at least 30 gp each.

Kiri's Giant Strength (Alteration)

Range: 0
Components: V, S, M
Duration: 2 turns per level
Casting Time: 1 round
Area of Effect: Person touched
Saving Throw: None
Author: David Kelk <fs337203@sol.yorku.ca>

The person this spell is cast upon gains superhuman (giant) Strength for the duration of the spell. The new Strength score is 18 plus the level of the caster divided by 3.

The material component is giant hair or sinew from the giant type which strength is to be gained by the spell.

Kiri's Guardian Sigil (Evocation)

Range: 0
Components: V, S
Duration: Special
Casting Time: 1 round
Area of Effect: One object touched or 10 square feet per level
Saving Throw: None
Author: David Kelk <fs337203@sol.yorku.ca>

This spell is in many ways similar to *sepia snake sigil* in the *Unearthed Arcana* in that it traps people in a shimmering field of force. The spell can be cast upon an item or upon an area of up to 10 square feet per level. When casting the spell, the caster must specify the conditions that will set the spell off. Examples of possible

conditions are for example: "anyone who touches my spell books besides me", or "anyone who walks on my welcome mat without first saying *arador*".

One person per level can be named in the casting of the spell. When the spell is discharged, the target is trapped in suspended animation inside a impenetrable field of force. There is no saving throw against this spell. The only way to remove the field is to dispel it (against the caster's level), or wish it away.

Kiri's Mystical Coat of Armour (Abjuration)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 round
 Area of Effect: Person touched
 Saving Throw: None
 Author: David Kelk <fs337203@sol.yorku.ca>

This spell creates a shimmering field of force that completely surrounds the recipient and all of his equipment. The magical armour absorbs 2 points of damage per level of the caster. The spell protects against physical and elemental attacks but not against falling damage, gas, or mental attacks.

The field offers other benefits:

- Immunity to vortal, sharpness, or assassination attacks if the field still stands after the attack.
- No need to save for items against breath weapon or the like, if the field still stands.
- Pick pockets, poisoned attacks, and touch spells will have no effect with the field in effect.

These benefits and others like it exist due to the fact that the body cannot be reached until the field is destroyed.

The material component for this spell is a gilded piece of full plate armour of no less than 1000 gp value.

Kiri's Mystical Screen (Abjuration)

Range: 0
 Components: V, S
 Duration: 3 turns per level
 Casting Time: 3
 Area of Effect: Person touched
 Saving Throw: None
 Author: David Kelk <fs337203@sol.yorku.ca>

When this spell is cast, the recipient is surrounded by a grey, repulser like field. The effects of this field is a bonus of 1 to the person's Armour Class per 2 levels of the caster and 1 to the person's saving throws per 3 levels of the caster.

Kiss of Intoxication (Enchantment/Charm)

Range: 0
 Components: S
 Duration: 1 turn per level
 Casting Time: 1
 Area of Effect: Person touched
 Saving Throw: None
 Author: A.C. <ac001@freenet.carleton.ca>

This spell causes the victim to become completely drunk. He enters a state of great intoxication.

Kiss of Slavery (Enchantment/Charm)

Range: 0
 Components: S
 Duration: Special
 Casting Time: 1
 Area of Effect: Person touched
 Saving Throw: None
 Author: John Daniel <c548285@umcvm.missouri.edu>

When a wizard casts this spell, he must kiss the intended victim and the victim must be able to receive a kiss (cannot be in combat). This is actually a *charm person* without 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.

Klaus' Katastrophic Kustard Cascade (Conjuration)

Range: 30 yards + 5 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 3
 Area of Effect: 1-foot per level radius, 5 feet high cylinder
 Saving Throw: Special
 Author: Iain Clarke <imcc@ukc.ac.uk>

With this spell a portal to the prime custard plane is briefly opened, causing a cylindrical volume of custard, 5 feet deep, to fall onto the targets. At the time of casting the wizard must specify at what location the portal will open. Anyone caught in the cascade takes 1d3 damage per 10 yards the custard falls, and suffers the blinding effects of *Klaus' crazy kustard pie*. The targets must make a saving throw versus spell to protect themselves for half damage and prevent being blinded. Each 10 yards above the targets that the portal appears adds +1 to the saving throw roll, and if the modified roll is a 20 or higher, they escape entirely. Anyone in the custard has their movement rate divided by 4 for the first round and 2 for the next three, assuming the custard is free to flow away. The material component is a pinch of custard powder (dried milk and eggs) thrown in the air. It must be completely dry.

Klaus' Killer Kustard Koypu (Alteration)

Range: 15 yards
 Components: V, S, M
 Duration: 4 rounds + 1 round per level
 Casting Time: 3
 Area of Effect: Special
 Saving Throw: Negates
 Author: Iain Clarke <imcc@ukc.ac.uk>

This spell requires enough custard — which need not be fresh — to fill a small bowl. The custard is expanded into 2d6+1 per level custard-coloured coypu (large beaver-like South American rodents). They will rapidly attach themselves to the nearest humanoids (within 5 yards if possible, but probably only up to 3 coypu per person) and mill inquisitively around them wherever they go saying "Nyip!" repeatedly in a most annoying fashion. Victims who fail to save versus spell attack the coypu in preference to the real targets, unless the real targets are attacking them as well. Spellcasters who fail an Intelligence roll are distracted. Coypu harassing a person will impede them, reducing their movement rate by 3 per coypu. If they try to move faster there is a 30% chance per round (for a medium-sized creature) of tripping over a coypu, 15% for large and small creatures. If any coypu are attacked, harmed or have someone trip over them, all coypu attached to the person in question will promptly become slaving killer coypu and attack them until slain or the spell expires. They have 1 HD, AC 8 and a THAC0 of 18 with one bite attack for 1d4 points of damage. When the spell expires, they dissolve into gooey custard.

Klaus' Kontagious Kustard Kough (Necromancy)

Range: Special
 Components: V, S, M
 Duration: 1 day
 Casting Time: 2 hours
 Area of Effect: Special
 Saving Throw: Negates
 Author: Iain Clarke <imcc@ukc.ac.uk>

When this spell is cast on a small amount of custard or custard powder, it becomes infected with a mildly contagious cough capable of affecting one humanoid (not the spellcaster) on contact within the spell's duration. The custard can be delivered by any means including using it as the material component for another kustard-type spell. The victim must save versus poison (at +2 if none of the custard is at all ingested) to resist the effects. The illness causes frequent but mild coughing fits which expel small amounts of custard instead of phlegm. Humanoids near the victim must also save at +2 when coughing is going on. Anyone who saves is immune to that particular casting of the spell. The illness has a short duration of only 6d8 hours and an incubation period of 1 hour. Every round there is a 50% chance that a victim will be affected, unable to cast spells and with a -4 penalty to-hit. The material component is a bit of rotten custard.

Klaus' Kreeping Korroding Kustard (Alteration)

Range: 2 feet per level
 Components: V, S, M
 Duration: 10 rounds
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: ½
 Author: Iain Clarke <imcc@ukc.ac.uk>

From a small dollop of custard (the material component of this spell), this spell creates a mobile blob of corrosive, slow-moving custard about two feet in diameter. It can change its form and move at a speed of 4. It has 5 HD, AC 8 and a THAC0 of 16, and corrodes things it comes into contact with (see Puddings, Deadly for other general details). This effect is weak and will not take effect until the end of the round after contact. The affected area will smoke (if metal), sting (if skin), etc., giving warning and time to try and remove the remaining custard. Damage to creatures is 2d6, halved by a successful saving throw versus acid. The blob is unlikely to destroy a heavy obstacle such as a thick metal door or stone slab during the spell's duration. The blob is controlled by the caster, but does not need to be actively concentrated on to continue with its tasks and can be instructed during the round of casting. After the spell expires, the custard reverts to a normal dollop.

Klaus' Kustard Kounteracting Kloak (Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 3
 Area of Effect: Cloak touched
 Saving Throw: None
 Author: Iain Clarke <imcc@ukc.ac.uk>

When this spell is cast on a cloak, then that cloak cannot be affected by custard (magical or non-magical) except that resulting from spells of fourth level and above, and will move to protect its wearer. For example, if a large amount of custard lands on the wearer's head, the hood (if down) will lift up and the custard will run off. None of the effects will penetrate to the protected person. If necessary, the cloak can totally seal up over the wearer's face to prevent them being drowned by custard or blinded by a pie. It is advisable to use a hooded cloak with this spell. The cloak turns custard-coloured for the duration and returns to normal afterwards. The material component for this spell is a miniature umbrella.

Know the Size of the Hidden (Divination)

Range: 0
 Components: V, S
 Duration: Instantaneous
 Casting Time: 3 rounds
 Area of Effect: Substance touched
 Saving Throw: None
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

Occasionally, when one comes across a partially buried object or a deposit of some substance, it would be beneficial to know the general size and shape of the thing. When a wizard casts this and touches a continuous substance or artifact, he obtains a clear idea of the thing's size and shape. Continuous mineral deposits, buried buildings, continuous wall systems, and other such objects of uniform make or substance can be subjects for this spell. Their extent is revealed to the wizard instantly, but if the sheer size of the object is greater than 2 miles per level along any axis, or if the object is extradimensionally active, then the casting wizard must save versus paralysis or fall unconscious for 1d10 rounds, after which their idea of its extent can be summed up as "pretty darn big!".

Kuglan's Key Warden (Conjuration/Summoning)

Range: 40 feet
 Components: V, S, M
 Duration: 1 turn + 2 rounds per level
 Casting Time: 7
 Area of Effect: Special
 Saving Throw: None
 Author: Kuglan

Kuglan's key warden is usable only by conjurer specialist wizards. It enables the conjurer to summon a seven-foot tall, shadowy humanoid — known only as a *key warden* or *key master*. The key warden (HD 4+4, AC 2, Strength 18/51, 1 AT, damage 1d6+3, THAC0 14) will fight only to defend itself. The creature, whose essence comes from the plane of shadow, wears a belt pouch (under its dark cloak) containing duplicates of all of the keys the wizard has seen, at a maximum distance of 20 feet, or touched within the last one day per level of the wizard.

The warden is summoned to assist in opening doors, chests, and other locked objects. The conjurer may command it to unlock or open doors (etc.), within spell range, by employing either the keys or its strength. If none of the keys unlocks the object, the Warden, which never speaks, will bow to the wizard and wait for the conjurer's command to forcibly open the portal or object. If the conjurer so bids the warden, it will attempt to break down or break open the door or object, employing its strength (Open Doors: 13 in 20, 25% Bend Bars/Lift Gates).

The *key warden's* body and keys vanish if the creature is slain; the Warden and its keys vanish at the end of the spell's duration, otherwise. The key warden will not give the keys to anyone, including the wizard, and, if someone is somehow able to steal any keys, the stolen keys will immediately vanish. The warden may be commanded to unlock or open as many doors and objects as the conjurer desires, within the spell's range and duration — taking one round per opening. The warden will only respond to commands by the wizard that involve unlocking or opening.

Material components for the spell are five keys: one of gold, one of silver, one of iron, one of brass, and one of mithril. The components are not consumed by the casting, and may be used again.

This source of this spell is the Kuglan Shadowgate of Melvaunt, an industrious mid-level conjurer who enjoys good relations with the Zhentarim.

Lava Bolt (Conjuration/Summoning, Elemental (Earth, Fire))

Range: 10 yards per level
 Components: V, S, M
 Duration: Instantaneous (see below)
 Casting Time: 3
 Area of Effect: One creature or object
 Saving Throw: None
 Author: Nathan Sugioka <nsugioka@cs.indiana.edu>

This spell conjures a bolt of molten lava which the caster may throw as if he were a fighter of equal level (Dexterity bonuses apply). If it hits a creature, it takes 3d6 impact damage plus 3d6 fire damage; unless the lava is somehow removed, the target will take another 3d6 each round, for 1 round for every 3 levels beyond fifth of the caster (1 extra round at eighth, 2 extra at eleventh, etc.). The material component is a piece (at least 2 ounces) of pumice, volcanic glass, or other lava-based rock.

Leap (Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 turn + 1 turn per level
 Casting Time: 1
 Area of Effect: Creature touched
 Saving Throw: None
 Author: August Neverman <gitzlaff@uxa.cso.uiuc.edu>

When this spell is cast the individual is empowered with the ability to leap. The distance the individual is able to leap is a total of 20 feet per level forward, backward or straight up. A number of jumps up to the level of the wizard can be made. Also, at the end of the leap, the individual will always land without taking falling damage. Leaps must be completed within 1 turn plus 1 turn per level after the spell is cast.

An example: given a 7th-level wizard, the individual affected can jump up to a total of 140 feet in up to a total of seven jumps, i.e., seven times a 20 feet jump.

The material components for this spell are the legs of a grasshopper or of a frog.

Legolath's Weird Wildball (Invocation/Evocation, Wild Magic)

Range: 10 yards + 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 3
 Area of Effect: 20-foot radius
 Saving Throw: ½
 Author: Tim Larson <tel002@acad.drake.edu>

Legolath's weird wildball is identical to a *fireball* in all respects, except that the elemental type it is based on is different with each casting. Those creatures that are particularly susceptible to the various elemental types take double damage; normal damage if they make their saving throw — those that are particularly resistant take half damage, none if the saving throw is successful (unless the monster description suggests another method for handling attacks like this). Roll on the following table for elemental type. Remember to roll for a wild surge besides any strange effects that may happen due to this spell.

For the wildball's results, roll on the following table:

D20 Roll	Wildball Result
1	Fire.
2	Magma (use only half the # of dice, but the magma sticks: each round it does one less die of damage until it is at 0) — this is nasty versus things that don't like fire or heat, taking an extra hit point of damage each round.

- 3 Earth (-1 to all dice of damage, but it also knocks the victim prone: must spend next round getting up and re-oriented) — nasty versus air elemental creatures.
- 4 Ooze (victim cannot breathe normally the next round, not harmful but prevents spellcasting that requires verbal components) — only particularly nasty versus breathing creatures (this is not a double damage case. Like many of the others this will generally only affect creatures that breathe but does not do double damage).
- 5 Water (use only half the number of dice, the victim is drenched afterwards if he fails his saving throw: watch those paper items) — again, only particularly nasty versus breathing or fire-based creatures (imagine casting it at people in a pit and getting this) — this is a double damage case, versus fire.
- 6 Ice (normal damage, but of course the specifics will differ) — nasty versus things that don't like cold.
- 7 Air (use only half the number of dice, victim is knocked prone and must spend next round getting up and re-oriented) — nasty versus earth elemental creatures.
- 8 Smoke (no damage, but it is hard to breathe: -2 to attack and damage, spells with verbal components have 30% chance to fail — the smoke stays in the area like a *stinking cloud*, 1 round per level) — only nasty versus breathing creatures, really.
- 9 Radiance (not as hot as fire, it does only 1 point of damage per level of the caster — those that save are outlined as by a *faerie fire*, those that do not are blinded as by a *light* spell) — nasty versus sighted creatures.
- 10 Ash (not as hot as fire, it does only 1 point of damage per level of the caster — same affect as smoke otherwise but only for that round and the next — the ash falls off) — nasty versus breathing creatures (fire elementals take normal damage as their very fabric is weakened by exposure to this, 1% chance per 5 levels of the caster that the elemental will be drained 1 HD).
- 11 Minerals (normal damage, all metallic weapons and armour are raised by +1 for 1 turn by the temporary exposure to the pure element).
- 12 Dust (does only 1 point of damage per caster level, all metallic weapons and armour are drained by -1 for 1 turn by the temporary exposure to this plane, also affects as smoke for the remainder of this round) — nasty versus breathing creatures (earth elementals take normal damage, as their very fabric is weakened by exposure to this, 1% chance per 5 levels of the caster that the elemental will be drained 1 HD).
- 13 Steam (-1 to all dice of damage, the victim is drenched afterwards if he fails his saving throw, but in this case the residual heat makes it evaporate quick).
- 14 Salt (use only half the number of dice, all liquid items on the victim must save whether he does or not or be dried up) — nasty versus water-based and moist creatures (especially amphibians) (water elementals take normal damage as their very fabric is weakened by exposure to this, 1% chance per 5 levels of the caster that the elemental will be drained 1 HD).
- 15 Lightning (does normal damage).
- 16 Vacuum (does half damage) — nasty versus breathing creatures, others still take damage because of the slap when the air rushes back in (air elementals take normal damage as their very fabric is weakened by exposure to this, 1% chance per 5

- levels of the caster that the elemental will be drained 1 HD).
- 17 Positive Energy (heals the amount of damage rolled) — hit points can go to up to twice the maximum (temporary gain, 1 turn, damage comes from these hit points first), but if the victim exceeds this he explodes.
 - 18 Negative Energy (does double damage to all but undead, save for only "normal" damage) — if victim is slain by this he turns into a free-willed ju-ju zombie with 3+12 HD.
 - 19 Roll again ignoring 19's and 20's — the spell effect takes a 10-foot radius (not 20-foot) on victim *and* caster — both suffer only half damage.
 - 20 Spell affects random person (if cast on a person) or object (if cast on an object) within 50 yards of the caster (roll again to determine exactly what kind it is, ignoring 19's and 20's).

The material component is a *wonderstone* (a stone of many colours all mixed together, probably sedimentary, and not really all that wonderful).

Leomund's Tiny Brothel (Alteration)

Range: 0
 Components: V, S, M
 Duration: 5 hours + 1 hour per level
 Casting Time: 3
 Area of Effect: 15-foot diameter sphere
 Saving Throw: None
 Author: The Carnal Knowledge Guide <c/o c2mxblue@fre.fsu.umd.edu> and Lonadar the Wanderer <lonadar@judy.indstate.edu>

When this spell is cast, the wizard creates an unmoving, opaque, soundproof field of any desired colour around his person. Up to 7 other man-sized creatures can fit into the field with its creator, and these can freely pass into and out of the brothel without harming it, but if the spellcaster removes himself from it, the spell dissipate.

The temperature inside the hut is a cool 60°F, if the exterior temperature is between 0°F and 100°F. An exterior temperature below 0°F and above 100°F lowers or raises, respectively, the interior temperature on a 1-for-1 basis. The tiny brothel also provides protection against the elements, such as rain, dust, sandstorms, and the like. The hut can withstand any wind of less than hurricane force without being harmed, but wind force greater than that destroys it.

The interior of the hut is a hemisphere; the spellcaster can illuminate it dimly upon command, or extinguish the light as desired. The floor of the hut is soft and springy. Nice big cushy pillows are also in the brothel. The spellcaster can cause the brothel play soft romantic music upon command. Note that although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, although the occupants cannot be seen from outside the hut. The hut can be dispelled.

The material component for this spell is a small crystal bead that shatters when the spell duration expires or the brothel is dispelled, the hair of a prostitute, and a feather (duck feathers work best).

Leomund's Tiny Tavern (Alteration)

Range: 0
 Components: V, S, M
 Duration: 5 hours + 1 hour per level
 Casting Time: 3
 Area of Effect: One 20-foot diameter sphere
 Saving Throw: None
 Author: The Net Alcohol Guide Creator <c/o c2mxblue@fre.fsu.umd.edu>

A spell similar to *Leomund's tiny hut*, this spell was probably not made by Leomund. Speculation gives credit to one of Leomund's apprentices. In any case, this is a weaker spell but with extra niceties.

Another strange relative to this spell is its sister spell *Leomund's tiny brothel* (definitely not from Leomund, thus adding evidence to the originals of these copies).

When this spell is cast, the wizard creates an unmoving, opaque, soundproof sphere of force of any desired colour around his person. Up to 6 other mansized creatures can fit into the field with its creator, and they can freely pass into and out of the tavern without harming it. If the spellcaster removes himself from it, the spell dissipates.

The temperature inside the tavern is a cool 60°F, if the exterior temperature is between 0°F and 100°F. An exterior temperature below 0°F and above 100°F respectively lowers or raises, the interior temperature on a 1° for 1° basis. The *tiny tavern* also provides protection against the elements, such as rain, dust, sandstorms, and the like. The tavern can withstand any wind of less than hurricane force without being harmed, but wind forces greater than that destroy it.

The interior of the tavern is a hemisphere; the spellcaster can illuminate it dimly upon command, or extinguish the light as desired. A sturdy wooden table and seven chairs sit in the centre of the tavern. On the table are three bowls. One contains pretzels, one contains potato chips, and one contains peanuts. The bowls magically fill themselves with the snacks. Alongside the table is a chest filled with a neverending supply of ice and bottles of alcohol. The type of alcohol is dependent of the wizard's wishes. Each bottle may contain a different type of alcohol but no alcohol may be better than normal in quality. An illusion of a lovely, big-breasted, blonde wench and a handsome young gigolo will mingle around the tavern and serve the occupants' needs.

Note that although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects will pass through the tavern without affecting it and its occupants, although the occupants cannot be seen from outside the tavern. The tavern can be dispelled.

The material component for this spell is a small crystal bead that shatters when the spell duration expires or the tavern is dispelled, a glass bottle, and an oak stick (at least one foot long).

Lesser Wildfire I (Invocation/Evocation, Wild Magic)

Range: 0
 Components: V
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One spell
 Saving Throw: None
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

Lesser wildfire I allows the wizard to duplicate the effects of any one 1st-level wizard spell. The wizard does not need to know the spell being duplicated, but must have a general knowledge of the spell and its effects. Any saving throws versus the spell's effects are made at a +1.

Life Transfer (Necromancy)

Range: 0
 Components: V, S, M
 Duration: 3 turns + 1 turn per level
 Casting Time: 1 turn
 Area of Effect: 1-yard per level radius
 Saving Throw: None
 Author: Matthew Charlap <zweldron@ruhets.rutgers.edu>

By use of this spell, the preserver drains the life force of plants in the area of effect to one third of their full life force. Thus, plants will weaken, but they will regain their strength in a relatively short time. This energy is then stored in the preserver that has cast the spell, and can be used to revitalize a section of defiled soil of an area one ninth the size of the area of effect. The energy can be stored for 3 turns plus one turn per level of the wizard, during which period he cannot cast any other spells.

The material component for this spell is a drop of water. This spell can — of course — only be cast by a preserver.

Lohocla's Aqua Vitae (Necromancy)

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 9
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Reid Bluebaugh <c2mxblue@fre.fsu.umd.edu>

The great magic of healing is not limited to those medic priests that roam with adventuring parties. Lohocla bestows the art of healing to wizards through this spell.

Known to some as the *water of life*, this spell's healing powers begin once the wizard anoints the injured person with alcohol. The alcohol may be of any type (beer, wine, liquor, etc.) but must be a minimum of 100 years old (created at least a century ago). When anointing the injured person, the wizard must have physical contact with the victim (touch him).

After the spell is cast, it causes 1d8 + 1 per level points of damage to the creature's body to be healed. This healing cannot affect creatures without corporeal bodies, nor can it cure wounds of creatures not living or of extraplanar origin. Curing is permanent only in so far as the creature does not sustain further damage; caused wounds will heal — or can be cured — just as any normal injury.

This spell, along with *permanency* and a few other enchantments, can be used to make a *healing potion*. Unlike the priest's *healing potions*, this wizard's potion has the taste and effects of wine. An exciting concept indeed.

Lohocla's Fire Flow (Alteration)

Range: Special
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 3
 Area of Effect: Special
 Saving Throw: None
 Author: Reid Bluebaugh <c2mxblue@fre.fsu.umd.edu>

After the wizard casts this spell, a stream of flaming alcohol shoots out in a straight line from his clenched fist. The wizard can move the stream 90° per round. Thus given 4 rounds, the wizard can cover 360°, thus engulfing his surroundings.

The amount of flaming alcohol is dependent of the wizard's level. A 5th-level wizard casts a *stream*: a 5-foot long stream, at a rate of 5 gallons per round. A 7th-level wizard casts a *fountain*: a 10-foot long stream, at a rate 10 gallons per round. A 9th-level wizard casts a *geyser*: a 20-foot long stream, at a rate 25 gallons per round. A wizard has the option of producing a less potent flow. For example, a 9th-level wizard is able to cast a geyser but may opt to cast a fountain or stream.

When any creature comes in contact with the burning alcohol, it suffers 1d4 points of damage, plus 1 point of damage for each level of experience of the wizard. The liquid will remain for the duration of the spell doing 2 points of damage each round. Flammable materials touched by the liquid burn. Things burning can be extinguished in the next round after the spell ends if no other action is taken. "Stop, Drop, and Roll".

The wizard's movement is quartered for the duration of the spell. Also, he may not perform any other actions except aiming the flow. The wizard may not stop the flow of the flaming alcohol, only the ending of the spell will do this.

The material components of the spell are a bar of lye soap, a pint of pure alcohol, and a flame from any source.

Lohocla's Tipsy Turvey Teleport (Alteration, Wild Magic)

Range: 10 feet per level
 Components: V
 Duration: Special
 Casting Time: 2
 Area of Effect: Special
 Saving Throw: Special
 Author: Reid Bluebaugh <c2mxblue@fre.fsu.umd.edu>

Lohocla wanted to help wizards escape from dire situations or get rid of their enemies very quickly. Unfortunately, the spell tries to do both which lends itself to chaos and tends to accomplish the wrong solution. The disorder of this spell presents itself in many ways, as most of Lohocla's spells do. This spell isn't the most powerful spell (although it may seem so), mainly because it has a big chance of backfiring. It might get the wizard and his comrades out of trouble, but it could give them some new problems.

When this spell is used, the wizard is able to teleport a maximum weight of 250 pounds, plus additional 150 pounds for each level of experience above tenth (a 13th-level wizard can teleport up to 700 pounds), to a randomly selected place. If the optional saving throw is successful, the wizard and any comrades are teleported instead as long as everybody's weight is under the maximum weight able to be teleported. It is the DM's decision who gets teleported with the wizard if not everybody can be teleported because of the weight restriction.

Roll on the table below to see where the victims are teleported. The information is provided to assist DMs in a running a clever and humorous scenario. The places presented here are ideas and suggestions from fiction and non-fiction of the past, present, and future. The DM should feel to modify the locations as he sees fit to better suit his knowledge (some suggestions are give in the description).

The duration of the spell is 1d30 hours + 2d30 minutes + 2d30 seconds + 1 hour per level. DMs may opt to decide the duration based on his plans for the characters in the strange locations. DMs are encouraged to make these encounters exciting and unique. If the DM thrusts the characters into an exciting plot in a bizarre environment, then the DM should not be constrained by the spell's duration. The spell is intended to add thrills to a PC's adventuring career and a little fun for the DM's hard work.

Table A: Locations (1d20).

1. *Dodge City Saloon in Dodge City, Kansas (1874, real world)*. The characters find themselves just outside the swinging doors of an old west saloon in Dodge City, or an old west city the DM likes. Great scenarios exist in the root-and-tooted wild west. Hopefully, the character's arrival will stir up a lot of trouble with the outlaws, sheriffs, and other interesting folks. The DM is referred to *the Complete Guide to AD&D Technology* and the *Boot Hill* roleplaying game to assist in handling old west situations.
2. *Miriam's Place in Nepal (1936, Raiders of the Lost Ark)*. Miriam's Place is a dive nestled deep in the cold mountains of Nepal. Miriam, inherited it from her father Abner, an archaeologist. The adventurers can appear in the establishment before Indiana Jones or the Nazis show up OR any time the DM wishes. Hopefully, the characters will tag along with Indiana Jones as he searches for the Ark of the Covenant (treat as a powerful artifact). If DMs want to allow characters to adventure with Indiana, then he should watch the movie and take some serious notes. It will be worth it, even though the players have probably seen the movie. DMs may want Indiana to go back to the characters' world as an exciting NPC or new PC.
3. *Rosie's Bar or The Officer's Club at MASH 4077 in Korea (1950-1953, MASH television show)*. The characters find themselves in one of the local bars of the MASH 4077. The DM can put them in any time with the old or new cast. Many exciting scenarios exist with this mad-capped crew. Frank Burns can capture the characters as the enemy. Hotlips could be attracted to one of the more charismatic characters. The DM should consider picking his

- favourite episode and drop the characters in the middle of it. "5:00 Charlie".
4. *Schott's Brewing Company in Milwaukee, Wisconsin (1950s, Laverne and Shirley)*. The characters find themselves in the middle of the Milwaukee Brewing company surrounded by bottles travelling on conveyor belts and lots of other machinery. Two young workers, Laverne and Shirley, are nearby working. Of course, Laverne and Shirley will have to get involved with the characters, possibly even asking one of them out for a date (a good way to see the 20th-century city). DMs should watch the television show to see some of the mad-capped adventures they can get into if they stick with Laverne, Shirley, Lenny, and Squiggy.
 5. *The Regal Beagle in Los Angeles, California (1980s, Three's Company)*. The characters find themselves in a corner booth of a small pub. Sitting nearby by are Jack, Janet, and Chrissie (or Terry). Across the room is Larry, picking up women. The Ropers (or Mr. Firley) are also in the pub. Many exciting plots can develop if the characters interact with the people. Of course, it should be based on a huge misunderstanding. DMs should watch the television show to see how goofy everybody acts. Hopefully, DMs won't go crazy watching the show.
 6. *The Pacific Princess cruise ship somewhere on the Pacific Ocean (1980s, the Love Boat)*. Possibly one of the worst encounters, the characters find themselves at the bar by the pool or in the Pirate's Cove on the Pacific Princess cruise ship better known as the Love Boat. Of course, the first person they meet will be big-grinned Isaac Washington, the chief bartender. Other ship's crew are Julie McCoy, Gopher, the good doctor, and the captain. Hopefully, the characters won't be considered stowaways and can interact with everybody. All kinds of people can be passengers on the ship so the DM may go nuts with interaction. Please don't let Charo on.
 7. *Alcohol Anonymous Meeting, anywhere (present, real world)*. The characters find themselves outside a door which has "A.A." on it. If they enter, the characters see a bunch of people who are discussing their alcohol problem. They openly welcome the characters who must have a problem given their strange appearance and behaviour.
 8. *The Boar's Nest in Hazard County, Georgia (present, The Dukes of Hazard)*. The characters find themselves outside of a grey wood building with a Boar's Nest sign. There are some interesting motor vehicles in the dirt parking lot: an orange "racing" car with a 01 on the side and a confederate flag on top, a long white convertible with a bull horn on the hood, a nice-looking jeep with a golden eagle on the hood and "Dixie" written on the side, a old white pick-up truck, a tow-truck, and two beat-up police cars. If they enter the building, the characters find a country bar. Among the patrons are Uncle Jesse, Bo and Luke (or sadly Coy and Vince), Crazy Cooter, Enos, Cledos, and the sexy long-legged Daisy waiting tables in her oh-so-tight shorts. In a back room can be found Boss Hogg and Roscoe. Oh boy, the many scenarios in Hazard is unreal. The characters could get hired by Boss Hogg for a mischievous task. They could help the Dukes stop Boss Hogg and Roscoe do something terrible. They could get the Duke Boys out of trouble. And of course, everybody will want to become Daisy Duke's love interest. Personally, somebody should beat up Enos, that sissy hillbilly. Whatever scenario the DM creates, it should be based around the moonshine business. The DM should definitely have a hide speed car chase with all the jumps. The DM should also watch the show over and over again to really get the feel of Hazard County.
 9. *Bush Gardens Amusement Park in Williamsburg, Virginia (present, real world)*. The characters find themselves riding on the Loch Ness Monster Roller Coaster, or another exciting ride. Hopefully, the characters can survive the ride and tour the amusement park and the brewery. The characters, dressing as adventurers usually do, will find themselves be approached by the tourists thinking that they (the characters) are part of the attraction ("Look honey, get a picture of little Albert with the medieval mage"). The only way the characters can get American currency is to sell their gold, silver, copper, and platinum pieces to the tourists (DMs should be stingy in this regard, as the tourists would be). Hopefully, the characters will buy some souvenirs after obtaining some cash. As the advertisement states: "Come. See. Conquer!".
 10. *Cheers Bar in Boston, Massachusetts (present, Cheers)*. "Where everybody knows your name, and your friends they're glad you came...". That's right, the characters are in the famous Cheers bar with all the staff and patrons: Sam Malone, Norm, Cliff, Frazier, Carla, Rebecca or Diane, Woody or Coach. A DM should pick a favourite episode of the television show and thrust their characters in the middle of it. Many possible scenarios can take place in the bar. Their clothes alone allow Carla to insult the characters' wardrobe, Diane to believe the characters are a theatre group and request a performance, Frazier to try to help them mentally, and Norm and Cliff to accept them as long as they get a beer from them.
 11. *The Corner Café in Lavale, Maryland (present, real world)*. The Corner Café is in the Country Club Mall. This is a typical mall bar and DMs should feel free to change this to a bar in a familiar mall. The main point of this encounter is to get the characters into a mall. If they can get a hold of some money and try to fit in, then they can have tons of fun shopping. Of course, interaction with the mall rent-a-cops would be fun as well.
 12. *HammerJacks in Baltimore, Maryland (present, real world)*. The characters pop in amongst a large wild crowd in the ultimate heavy metal bar. The characters will mostly go unnoticed because everybody here is weird. Cans of warm beer for only \$3.75 and drinks in plastic cups (glass is dangerous) for even larger prices can be bought. Overflowing toilets, sinks, and garbage cans are in the bathroom. But most importantly, the DM should have his favourite heavy metal (or close to heavy metal) group on stage with more groups to come. If the DM can't come up with one, have Guns N' Roses performing when the characters arrive. Then Metallica and then Skid Row can perform. What a night, as long as the characters don't get drunk and pass out. This can lead to many exciting encounters, especially if the characters can get a hold of 20th-century technology, for example an electric guitar.
 13. *Improv Comedy Club, Los Angeles, California (present, real world)*. The characters find themselves in the back of a dark bar. There is a stage in the front on which is a person performing comedy. A waitress asks the characters if they would like to be seated now and then takes their drink orders. This encounter is a great place for the DM to do a comedy routine if that is his forte. Hopefully, the DM will at least put well known comics on stage like Dennis Miller.
 14. *Mo's Tavern in Springfield, U.S.A. (present, The Simpsons)*. The characters find themselves in the cartoon world of The Simpsons. What can be more exciting than being a cartoon. They get to me Mo, Homer, Barney, and the rest of the drunks. The DM is referred to the Toon roleplaying game to make this experience a memorable one.
 15. *The Nudy Bar in Paw Paw, West Virginia (present, real world)*. The DM can make this a strip bar nearest (and maybe even familiar to) the DM. If the DM is not familiar with such things, then the characters will find themselves in the back of the Paw Paw, West Virginia Nudy Bar. The bar is packed with loud, obnoxious hillbillies whaling and slobbering over naked, tattooed, scarred, somewhat attractive women. Very few people will notice the oddness of the characters due to the floor show.
 16. *The Safehouse in Milwaukee, Wisconsin (present, real world, James Bond movies)*. The characters find themselves outside a fairly non-descript cream brick building. The Safehouse is just south of the Windham hotel on Water Street. There is a deli on the north side of the building, and a restaurant on the west side overlooking the Milwaukee river. This is a secretive bar visited by men of government and specifically spies. Walking up to the east side of the building, there is a stairway leading up to a very simple door. The characters would assume that it is just a warehouse door, except for the sign which says "International Exports" (the name of the cover-company James Bond worked for). There is the main bar, and the "American Bar" in the Safehouse, along with a restaurant. Message tubes pass orders from the bars to the restaurant. The food is excellent, so popular the owners decided to open the deli on the north side of the building (which is an alternative entrance) which serves the same food during the day. There is a hologram "kissing booth" where a animated hologram woman blows a kiss for a quarter, an

immense sliding wall puzzle in the restaurant, and a few other surprises. There is many exciting arcade games like Strategic Nuclear War, Star Wars, Spy Hunter, etc. Waitresses tend to be in elaborate states of dress and undress. The specialty drink of the house is Spy's Demise. DMs are encouraged to load up the Safehouse with spies and government men from television, movies, or the real world.

17. *Cantina on the planet Tatooine (future, Star Wars)*. The characters have entered a bar in a galaxy, far, far away. They are in the bar made famous in the Star Wars movie. DMs can have the characters enter the bar at the same time Ben Kanobi and Luke Skywalker are trying to get Han Solo to fly them off the planet or the DM can have them appear at any time during the Star Wars Trilogy (or anytime during a Star Wars roleplaying game campaign). No character, no matter how odd-looking, will be out of place in a location filled with a multitude of strange races. They could mistake everything for some spelljamming place (if familiar with spelljamming) until they see all the non-magical technology (laser guns, space ships, etc.). Great interaction can exist with interaction between the characters and the Star Wars personalities. Clever DMs can redo the Star Wars movies, the characters tagging along with Han and Luke.
18. *Paul Masons Winery, San José, California (present, real world)*. The characters get stuck in a tour group at the winery. During the tour they see modern wine making in action and then get sent to the wine tasting room for a little nip.
19. *Ten Forward on the Enterprise (future, Star Trek: The Next Generation)*. The characters find themselves in Ten Forward on the starship Enterprise. Unfortunately, the "Intruder Alert" alarm has been set off by the characters. At this time, the characters will be surrounded by ship's security. Possibly, Guiana may realize that the characters are from another time and place (possibly another dimension) and will interrupt to save their hides. For high-level characters, the DM may want to have the Borg attacking the ship at the time of their arrival. The DM is referred to *the Complete Guide to AD&D Technology* and *the Complete Guide to AD&D Star Trek* to assist in helping with this place.
20. *The Promenade on Deep Space 9 (future, Star Trek: Deep Space 9)*. The characters find themselves on the promenade of the Deep Space 9 space station. Quark, the local proprietor of Quark's Place in the Promenade, greets the characters and tries to sell them many goods and services. Visit the holo-suite? Interact with the Starfleet officers? Maybe the borg are attacking the station? The DM is referred to *the Complete Guide to AD&D Technology* and *the Complete Guide to AD&D Star Trek* to assist in helping with this place.

Magic Missile II (Evocation)

Range: 60 yards + 10 yards per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 3
 Area of Effect: One or more creatures in a 10-foot cube
 Saving Throw: None
 Author: Unknown

This improvement on the 1st-level *magic missile* allows the wizard to fire 1 missile per 2 levels of experience. Each bolt can be individually targeted and does 1d8 points of damage. The spell fires that number of missiles every round until the wizard is hit or ends the spell. After the initial casting the missiles have a speed factor of 1 each and the wizard may move, or engage in any other action besides spellcasting after the missiles fire.

Major Annoyance (Enchantment/Charm)

Range: 5 feet per level
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 3
 Area of Effect: One creature
 Saving Throw: ½
 Author: Martin Ott <p581mao@mpifr-bonn.mpg.de>

This is an even more powerful version of *minor annoyance* and *annoyance* (q.v.). It makes the victim's leg hurt, exactly as if he has barked his shin on something. Although causing no damage, it is painful enough to disrupt spell casting in the round it is cast in, as well as subsequent rounds, to the limit of the spell. The victim also suffers combat penalties: Armour Class bonuses due to high Dexterity are negated, and attacks are made at a -2 penalty.

A successful saving throw versus this spell reduces the duration of the spell to one round per two levels of the wizard, and reduces the attack penalty to -1.

The material component is a coffee bean, carved to look like a miniature table.

Maladweomer (Alteration, Metamagic)

Range: 10 yards per level
 Components: V, S
 Duration: 1 round per level
 Casting Time: 3
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

Maladweomer causes all the spells and spell-like powers of the victim to function at the nadir of their effectiveness. Any damage caused by offensive magics will be the minimum possible, saving throws versus the victim's spells are at +4, and any ongoing spells are altered (for example, a creature previously charmed by the victim would receive another saving throw).

Malta's Pattern Transport (Alteration)

Range: 0
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1 turn
 Area of Effect: Special
 Saving Throw: None
 Author: Dean Dretske <deand@intermec.com>

With this spell, the wizard can move himself and other materials from one pattern to another pattern. The two patterns must have the same image and the destination pattern must be at least as big in radius as the source pattern. Both patterns must be known to the wizard (current locations) and they must be laid flat. The destination pattern must not be supporting any object (even partially). The destination pattern must also be uncovered such that there is room for the incoming creatures or objects.

If all of the above conditions exist, then casting the spell will transport the wizard and any objects or creatures which are completely supported by the source pattern to the destination pattern. All objects transported will end up on the destination pattern at the same ratio of distance to the edge as on the source pattern. That is, if an object is halfway from the centre to the edge on the source pattern, then it will be halfway from the centre to the edge on the destination pattern (regardless of the size of the destination pattern).

An object is considered to be completely supported by the pattern when its weight is supported by the material inscribed in the outer circle of the pattern or by something which is itself completely supported. That means that a person held in the air by another will be transported only if the holder is completely supported. Flying creatures must not be flying at the time of transport.

To cast the spell, the wizard must stand in the centre of an undamaged pattern and cast the spell. In the first round of the casting, the pattern will begin to glow (each colour of the pattern will emit its own colour). Over the next eight rounds, the pattern brightness will increase to approximately the same as outside on a sunny day. As the last word of the spell is stated, the brightness of the pattern doubles and all completely supported objects or creatures are transported to the destination pattern.

If the destination pattern is not available (see above), then the transported objects or creatures are returned to the source pattern after one second (and the source pattern's saving throw is at -4). The source pattern is subjected to some heat and other energies in the course of the transport. These energies cause the source pattern to make a saving throw or be damaged (a single crack or burn mark will alter the pattern and render it unusable). The destination pattern is not subjected to the same amount of energy, so it does not need to make a saving throw.

The lighting conditions at the destination pattern do not change, so the transported creatures will have to adjust to the current lighting (1d2 rounds, depending on lighting).

Some notes:

- Tossing a rug over an inlaid pattern prevents incoming transports.
- Rolling up a rug or cloth pattern prevents incoming and makes it easier to transport the pattern.
- The only bi-directional patterns are exactly the same size (hence the pattern Image spell).
- The wizard must remain in the middle for all of the casting, but creatures or objects also transported only have to be on the pattern in the last seconds.

Marty's Magic Bow (Evocation)

Range: 0 (arrow range as per normal bows)

Components: V, S, M

Duration: 1 round per level

Casting Time: 3

Area of Effect: Caster

Saving Throw: None

Author: Marty

Marty's magic bow causes a magical force to propel objects from the wizard's fingers much as a bowstring. With arrows, the effect is to allow the wizard to release one arrow per round, each arrow attacking as a fighter of half the level of the wizard. The advantage of this spell is the fact that the arrow attacks are not magical: thus there is no magical saving throw involved for the target, so if the wizard makes his to-hit roll (at half his level on the fighter table) he hits, even if the target is, say, in an *anti-magic shell*, or in a *cube of force*, or if the target is magic resistant.

There's probably a material component (say, a length of string made of silver thread, or something like that) but the arrows are not components — i.e., they're not consumed, and you might be able to reclaim some of them. Also, magical arrows would provide the appropriate bonuses to-hit and to damage.

Mask Inebriation (Illusion)

Reversible

Range: 0

Components: V, S

Duration: 3d6 turns

Casting Time: 1 round

Area of Effect: One creature

Saving Throw: Special

Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell creates a shell of illusion focused upon one drunken (but conscious) creature. Its purpose is to cause all observers to look upon the affected creature as entirely sober. It insidiously affects their perceptions so that they will interpret the person's actions and statements as those of a rational, sober individual. Any slurring of the speech, inconsistencies in statements, wobbling, or weaving will be

overlooked or ascribed to some other factor. *True seeing* or other means of bypassing illusions are effective in countering this spell.

The reverse, *unbelievable sobriety*, will convince observers that a sober creature is hopelessly drunk, and works on their perceptions in similar (but opposite) ways. In all other respects it is as the former application.

Mass Bane (Necromancy)

Range: 30 yards

Components: V, S, M

Duration: Instantaneous

Casting Time: 3

Area of Effect: Up to 6 creatures

Saving Throw: Negates

Author: Robert A. Howard <ssa94isa06@rcnvm.s.rcn.mass.edu>

This spell duplicates on a grand scale the effects of a *bleeding touch* — 1d6 points of damage for every two levels of the caster. It affects 1d6 victims that the caster can choose. The victims must make a saving throw versus death magic, and if they fail their saving throw, suffer bleeding wounds which appear randomly on their bodies. The material component of this spell is a handful of metal shards.

Mental Calm (Enchantment/Charm)

Range: 10 feet per level

Components: V, S, M

Duration: 1 round per level

Casting Time: 3

Area of Effect: One creature

Saving Throw: Special

Author: Brian J. Toleno <brian@opus.chem.psu.edu>

When cast, the target receives a saving throw to avoid the effects of particular psionic effects. The target gets a saving throw versus *ID insinuation*, *psionic blast*, *attraction* and *aversion* for the duration of the spell. The saving throw is a saving throw versus spell with a +1 bonus for every 5 levels of the caster. This spell will not work on psionists, but it will work on non-psionists and those with wild talents.

Merkridan's Misplayal (Alteration)

Range: 2 yards

Components: V, S

Duration: 2 rounds per level

Casting Time: 1 round

Area of Effect: One instrument

Saving Throw: Special

Author: Merkridan

This spell causes music emanating from a musical instrument to become twisted and harsh. The musical notes effectively become interchanged. The target instrument may be either magical or non-magical. Only magical instruments gain a saving throw (as if the attack were magical fire) to avoid the spell effects. If a bard is playing an affected instrument, all bard abilities directly resulting from the playing of his instrument are lost until the spell expires (or the bard uses a new instrument). The spell has no effect on sounds from living creatures, although it could effectively garble communication through instruments (i.e., signalling drums). It only works on items which are emitting music at any time while (or up to one round after) the spell is being cast.

The origins and history of the spell *Merkridan's misplayal* are unknown. This spell was discovered in a lost laboratory complex on the deserted island of Arremara.

Mikkis' Energetic Missile (Conjuration, Invocation/Evocation)

Range: 30 yards + 5 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 3
 Area of Effect: Up to 5 creatures
 Saving Throw: None
 Author: Samuli Mattila <zam@vinkku.hut.fi>

This spell is similar to magic missile, except that it uses positive energy instead of normal magical energy. As many missiles are created as in *magic missile*. Normal living creatures do not suffer damage from these bolts, but must roll a saving throw versus paralysis or be stunned and blinded for 1d4 rounds. Undead and creatures from the lower planes struck by this spell take 2d4+2 points of damage per bolt. The material component of this spell is a platinum needle tipped with a diamond (together worth at least 150 gp).

Mikkis' Tracking (Divination)

Range: 0
 Components: V, S
 Duration: 1 hour per level
 Casting Time: 1 round
 Area of Effect: The caster
 Saving Throw: None
 Author: Samuli Mattila <zam@vinkku.hut.fi>

By means of this spell, the caster is able to see the tracks of a desired creature. Even the tracks of flying creature, a druid or a person using *pass without trace* can be followed. The caster cannot, however, follow very old tracks. Normal tracks, older than 1 day + 1 hour per level, and tracks made by flying creatures, druids, or creatures using *pass without trace*, older than 1 turn per level, cannot be tracked. The spell will also reveal the approximate speed of the creatures followed.

Mikkis' Trollkiller (Invocation/Evocation)

Range: 5 yards per level
 Components: V, S, M
 Duration: 1 round + 1 round per 3 levels
 Casting Time: 3
 Area of Effect: One creature
 Saving Throw: ½
 Author: Samuli Mattila <zam@vinkku.hut.fi>

This spell creates a magical cloud above the desired target. It will follow the target at speed of 24 and rain acid upon it causing 4d4+4 points of damage per round. The victim is allowed saving throw versus spell every round and, if this is successful, he takes only half damage that round.

The spell can be negated by dispel magic, or by an ice storm or similar spell which freezes the cloud. A very strong wind can lead the cloud away from the target. The material component of this spell is a spoonful of acid.

Minor Weaving (Alteration)

Range: 0
 Components: V, S
 Duration: 1 round
 Casting Time: Special
 Area of Effect: The caster
 Saving Throw: None
 Author: Kris <simonis@stpc.wi.leidenuniv.nl>

With this spell, *several* wizards can combine their magical abilities and powers to create greater spells. If several casters want to combine

their efforts, they must first decide who will be the head weaver. This person is the centre of the spell: without him, the entire spell structure collapses. Also, if he loses concentration all the efforts are lost and the spells as well. Next, they must decide which spell they are going to create. To create this spell, they may use several different or all the same spells of weaker levels which, combined, give the desired spell. These spells must in some way be related to the desired spell. The DM should rule what spells can be combined.

To participate, all members of a "spellcloth" must roll their chance to learn spells: if they miss it, they lose the spell and their effort isn't counted into the whole of the spell. If the head weaver misses his roll, he made a mistake in the weaving of the spells into the new one and everything is lost.

To calculate how much energy is created, take the number of mages involved (specialists count as 1½ if they cast a spell within their specialty but as ½ if not) and divide this number by the total number of mages involved (specialist now count as one). If the resulting figure is larger than 1¼, make it equal to that number. Multiply this number by the total number of spell levels involved (i.e.: add all levels of the individual spells). Round down. If the energy created by the cloth is not enough to form the desired spell, the next spell in line is created instead.

The experience level at which the spell is cast is the head weaver's level plus half the level of every other wizard involved. If this is lower than the minimum needed to cast the final spell then the spell is still cast, but at the casting level of this imaginary lower level wizard.

Because spell weaving takes a lot of time, spellweavers always lose initiative. Also, the weavers cannot be separated by more than 10 feet, and no barriers may be between any individual and the head caster. The number of mages involved is also limited: 5 for a *minor weaving*. Minor weavers count as ⅔ when included in a *major weaving* and as ⅓ if included in a *master weaving* (q.v.) for the purpose of calculating the maximum number of mages.

Minor weaving can only take 3rd-level spells or lower to weave successfully (the desired spell can be of higher level).

Mirror Escape (Illusion/Phantasm)

Range: 0
 Components: S, M
 Duration: 3 rounds
 Casting Time: 1
 Area of Effect: Caster
 Saving Throw: None
 Author: Unknown

This spell is a modified *mirror image* spell. When it is cast, 1d4+1 images of the wizard appear in various places around him (in a 20-foot radius). Within seconds, they all start running in different directions. They are basically unseen servants that have an illusion upon them of the wizard. They will run until 4 points of damage have been inflicted upon them or 3 rounds have expired. The material component of this spell is a small smoke bomb that is cast down as the wizard's feet.

Molten Ground (Alteration)

Range: 20 feet
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 1 round
 Area of Effect: 2-foot per level radius circle
 Saving Throw: None
 Author: Vernon Lee <scorpion@rice.edu>

This spell causes an area of the earth to bubble up molten lava in its area of effect. After the wizard spends one round casting, using up the material components of sulphur and lava rock, the spell begins. In the first round the ground tremors slightly, and those not wearing heavy feet covering such as metal boots can feel a slight warmth.

In the second round of the spell the heat becomes very pronounced, and will ignite paper, cloth, and dry vegetation touching the ground. If the people in the area of effect did not announce that they were moving in this round, they are going to be injured.

In the third round the ground becomes molten lava, wooden furniture bursts into flames, and metals with low melting points start to soften. Anyone in the area of effect takes 3d6 points of damage, 2d6 this round only if wearing thick shoes. In each additional round spent in the area of effect a person takes 3d6 points of damage, and any items carried by the person must save versus fire or be destroyed.

The intense heat of the lava may cause structural damage to walls that are near or in the area of effect. Wooden walls will be destroyed by fire just like wooden furniture. Protection from Fire will protect a person but not his items from this spell. Note that lava rock is hard to obtain in most medieval settings, and that the lava generated by this spell will not work as a component for later casting (it's marked by magic).

Mylzek's Werechange (Alteration)

Range: 0
 Components: V
 Duration: 2 rounds per level
 Casting Time: 1
 Area of Effect: The caster
 Saving Throw: None
 Author: Mark the Malkavian <kp25@maristb.bitnet>

Mylzek's werechange alters the form of the caster to a half-man, half-monster killing machine. For the duration of the spell, the caster gains 2 extra hit points per level to a maximum of 20 at tenth level. The spell allows a +1 to the caster's THAC0 roll and he gets 3 attacks doing 1d4+2/1d4+2/1d10.

When casting a spell in this form, the caster must first make a learn spells check to do so. If this roll is not successful, the caster may try again in the next round.

When a wizard casts this spell for the first time, his non-proficiency penalty to his THAC0 roll is applied with the spell's bonus of +1 (i.e., -5+1=-4 to-hit). Multi-classed mages use their best non-proficiency penalty for this. For every ten castings of *Mylzek's werechange* after that (count only the ones in which combat occurs), the caster gets a +1 to-hit. Eventually, this will make up for the penalty and even go beyond to an overall bonus of +2 (maximum).

The caster must choose the appearance of his were-form the first time he casts this spell. Any appearance will do as long as half of it is animal- and the other half is human-like. A wizard may only have up to 2 were-forms. He may only use one form each time he casts the spell. Note: a wizard must become proficient in each form separately.

Note: The caster controls which animal he will simulate and the colour of his body during the change. He receives the movement rate of the animal type and possibly the ability to breathe water (but not air) if it is a water-bound form.

Narwhal's Infectious Wound (Divination)

Range: 0
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 2
 Area of Effect: Weapon touched
 Saving Throw: Negates
 Author: Eric Wayne Swett <4962@ef.gc.maricopa.edu>

This spell works as a sort of *slow poison* or *disease* or *curse*. The caster casts the spell upon the damaging portion of a weapon, and when the weapon does damage to someone the spell is used. The victim takes 2 HP of damage for every three levels of the caster every round. The wound stays open and festering no matter how much dressing or medical care is given to it. While a cure spell will heal the damage, the wound is still there and will continue to plague the victim. The only way to get rid of the effect is to first cast remove curse and then cure disease on the victim.

The material component is a piece of rotten meat rubbed on the weapon as the spell is cast.

Natasha's Nasty Wildmine (Invocation/Evocation, Wild Magic)

Range: 0
 Components: V, S
 Duration: Special
 Casting Time: 1 round
 Area of Effect: Object touched
 Saving Throw: None
 Author: George Bounoutas <antichrist+@cmu.edu>

When this spell is cast, a chosen object held by the caster will radiate wild magic. The next time the object is touched (even by the caster), a wild surge is triggered. The effective level of the caster is added to the percentile roll, as per *Nahal's reckless dweomer*, but no luck magic such as *Hornung's surge selector* applies to this surge (as the caster may not be present to select the surge). Any surge that indicates that the intended spell takes effect will not have any effect. The object or creature that touched the object is treated as the target of the surge, while the object itself is treated as the caster.

Natasha's Wildarmour (Invocation/Evocation, Wild Magic)

Range: 0
 Components: V, S, M
 Duration: 1d6 + 1 round per level
 Casting Time: 3
 Area of Effect: The caster
 Saving Throw: None
 Author: George Bounoutas <antichrist+@cmu.edu>

This spell causes the caster's body to radiate wild magic. Whenever the caster is hit for damage in melee, a wild surge is rolled. The effective level of the caster is added to the percentile roll, as per *Nahal's reckless dweomer*, and any luck magic such as *Hornung's surge selector* or a *stone of wild luck* (see the *Net Libram of Wild Magic*) active on the caster at the time of the surge may be applied. Any surge that indicates that the intended spell takes effect will not have any effect. The material component is a small piece of metal. Note that this spell only affects melee attackers: ranged attacks will not cause a surge.

Necromantic Bolt (Necromancy)

Range: 60 yards + 10 per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Christopher R. Invidiata <cri@acsu.buffalo.edu> and John Kirk

When the wizard completes this spell, a blue glow encompasses his hand and then shoots forth, unerringly striking its target. This energy attacks the life force of any living creature. The creature must roll a successful saving throw versus spell or suffer 1d4 points of damage per level of the wizard and lose 1 point of Strength per level of the wizard. If the saving throw is successful, the creature remains unharmed. Creatures not rated for Strength suffer a -1 penalty to their attack rolls for every two wizard levels. Lost Strength returns at a rate of 1 point per hour. Damage must be cured magically or healed naturally over time.

This spell has a special effect on undead creatures. Undead struck by the bolt suffer no damage or Strength loss, but they must successfully save versus spell or flee for 1d4 rounds + 2 rounds per level of the wizard.

Niiraloth's Random Sobriety* (Alteration)

Range: 0
 Components: V, S, M
 Duration: 1d4×100 rounds
 Casting Time: 3
 Area of Effect: The caster
 Saving Throw: None
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell is unusual even for a wild magic dweomer, and is cast by taking a huge swig of liquor (the material component) after saying the magic words. It causes a strange type of drunkenness to overwhelm the caster. The wizard's state of intoxication is randomly determined every round, as per the table below:

D100 Roll	Intoxication Level
01–25	Sober (normal)
26–50	Slight (double effects)
51–75	Moderate (triple effects)
76–95	Great (quadruple effects)
96–00	Incoherent (casting impossible)

Note that the chance of spell failure inherent to these states of drunkenness (see the *Net Alcohol Guide* for more information) is changed by the spell's magic to mean "chance of wild surge" instead. Spells which surge because of the random sobriety will have the enhanced effects noted above. A wizard who is sober will act and cast normally that round. A wizard in slight intoxication will have a 25% chance of surging any spell, but suffers all other side effects of drunkenness. Moderate intoxication means a 50% chance of surging, with other side effects retained. Great intoxication will cause all spells cast to surge (rather than making casting impossible), but has severe side effects otherwise. Incoherent means that the wizard is in danger of passing out — if this is rolled twice in a row, then the wizard will fall unconscious for 1d4 rounds. The caster will not know his level of intoxication, unless he is sober or completely unable to act due to incoherency.

A side benefit of this spell is that the wizard has a chance equal to the chance of surging to be able to escape (usually by stumbling, otherwise by colourful chaos-interference) any negative side effects of his wild surges during that round. Also, Nahal's Reckless Dweomer has triple chance to cast the desired spell normally during rounds in which the caster is either slightly or moderately intoxicated.

Noska Trades' Ghoul Arrow (Evocation, Necromancy)

Range: 70 yards + 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 3
 Area of Effect: One creature per bolt
 Saving Throw: Negates
 Author: Noska Trades

Ghoul arrow brings into being one bolt of negative energy for every 5 levels of the wizard. Each bolt can have a different target. Each bolt forms into three vaguely arrow shaped projectiles that hurl towards the wizard's opponent. The arrows never miss their target and inflict 1d6, 1d3, and 1d3 points of damage respectively. The affected creature must save versus paralysis or be paralysed in the areas hit by each of the arrows. Roll 1d6:

D6 Roll	Area Hit
1	left leg
2	right leg
3	left arm
4	right arm
5 or 6	body

Limbs paralysed are rendered useless. Body paralysis eliminates any Dexterity bonus and results in the victim always acting at initiative 10. The paralysis lasts for 1d6+1 rounds.

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

Obsession (Enchantment)

Range: 0
 Components: V, S, M
 Duration: 1 turn + 1 round per level
 Casting Time: 3
 Area of Effect: Person touched
 Saving Throw: Negates
 Author: Mario R. Borelli <mario.r.borelli.3@nd.edu>

A person under the effect of *obsession* is overwhelmed by the erotic desire for some animate creature chosen by the spellcaster. A "crush" does not even begin to describe the effect. The creature must be such that the affected person might feel some attraction towards it under normal circumstances, and the affected person will not act contrary to alignment or personal ethics. The material component is a crushed walnut.

Open Book (Alteration)

Range: 0
 Components: V, S, M
 Duration: Variable
 Casting Time: 1 hour
 Area of Effect: Tome touched
 Saving Throw: Special
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

This spell may be worked upon a single, magically-sealed tome, causing the tome in question to open at the final utterance of the spell's verbal components: "Edro!". Note that a name which the book recognizes as its own must be known by the wizard in order to effect this spell. Generally speaking, a book which wants to stay shut may save versus spell at the level of its writer to avoid being opened, but special conditions may apply to this, furthermore, very special books may be equipped with more magical protection, such as the sigil of the author or powerful runes and wards. Some diamond dust must be sprinkled on the book for the spell to take effect.

Orko's Lubricity (Alteration)

Range: 3 feet
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 3
 Area of Effect: Special
 Saving Throw: Special
 Author: Orko

When cast on an individual creature, this spell gives the same effect as an *ointment of slipperiness*. If cast on a single object of 10 cubic feet volume or less, the object becomes impossible to grasp. Items held by creatures gain a saving throw. If cast on a floor it will make a 2 × 2 yards square area extremely slick: there will be a 95% chance per round that any creature standing in the area will slip and fall. Fallen creatures must save versus spell to regain their footing or crawl out of the area at 1 yards per round.

The material component of this spell is powdered graphite.

Pain (Necromancy)

Range: 50 feet
 Components: V, S
 Duration: 3 rounds per level
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

While under the effects of *pain*, the victim suffers from excruciating pain and is unable to cast spells or to move at greater than half speed. The wizard must concentrate on the target for the spell to remain in working.

Pander's Improved Identify (Abjuration, Divination)

Range: 10 feet and 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: Special
 Area of Effect: One item per level
 Saving Throw: Special
 Author: Pander Pillma

When *Pander's improved identify* 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 with a new casting of the spell and the current spell is lost since this higher level version requires intense concentration. 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. However, immediately before handling each item the wizard may scan the items for any cursed properties from a distance of 10 feet without touching the item. The wizard has a 5% chance per level of determining if there is a curse and also the exact nature of the curse, to a maximum of 90%, rolled by the DM. Each try is treated as one reading and the wizard need not use a slot to determine the exact nature of a curse unless he wishes. This part of the divination can only detect curses, not traps. It should be noted that the wizard may not add to the list of original items that were to be examined once this condition is established. If the act of detecting for a curse actually triggers one that affects the wizard he may make a saving throw versus spell to avoid the curse in question.

The chance of learning a piece of information about an item is equal to 10% per level of the wizard, to a maximum of 90%, rolled by the DM. Any roll of 96 up to 00 indicates a false reading (91 up to 95 reveals nothing). Only one function of a multi-function item is discovered per handling (i.e., a 5th-level wizard could attempt to determine the nature of five different items, five different functions or a single item, or any combination of the two). If any attempt at reading fails, the wizard 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.

Exact attack or damage bonuses, charges of an item may be determined; one per reading. A *longsword, +1/+4 versus undead* has two individual functions.

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

The material components of this spell are a crushed pearl and jet gemstone (of at least 100 gp value each), and an owl feather steeped in wine, with the infusion drunk prior to spellcasting. If a luckstone is powdered and added to the infusion, the divination becomes much more potent and the functions of a multi-function item can be learned

from a single reading. At the DM's option, certain properties of an artifact or relic might also be learned.

Pilpin's Infatuating Greed (Enchantment/Charm)

Range: 60 yards
 Components: V, S, M
 Duration: 1 day + 1 day per level
 Casting Time: 1 round
 Area of Effect: One person
 Saving Throw: Negates
 Author: Pilpin

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

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

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

The spell can be negated by a *heal*, *wish*, or a successful *dispel magic*. The material components are a gold piece and a small piece of *lodestone*.

Pobithakor's Tracer (Divination, Evocation)

Range: Special
 Components: S
 Duration: Special
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: None
 Author: Paul D. Walker <pdwalker@hk.super.net>

This spell was created by an archmage known as Pobithakor the Powerful, a wizard who was better known as Pobithakor the Paranoid. His fear of absolutely everything around him drove him to take extreme measures to protect himself.

This spell is cast when the wizard is being scried upon (see the *Dungeon Master's Guide* on Detection of Scrying, page 141).

If a wizard detects that he is being scried upon, by any means, then the spell can be cast. This spell causes the scrying device to become two-way. Not only does the scrying creature see the wizard, but the wizard can see the scrying creature. Also, whatever powers the scrying device has, such as *clairaudience*, the spell also gives the wizard such powers. The range and area of effect are those of the scrying device itself. The duration is that of the scrying device. Once the wizard breaks off contact the spell ends. If the scrying creature breaks off contact, the wizard can still scry up to the maximum duration of the scrying device. The wizard will receive all the information inside his head.

If the scrying creature becomes aware that he is being scried upon and then casts a *dispel magic*, the spell will end, but his own scrying device will become unusable for one day. If the scrying creature casts *Pobithakor's protection*, *Pobithakor's tracer* will end and the creature's scrying device will be usable.

This spell can be a useful device for long range communication for prearranged meetings between two people.

Project Sensory Effects (Illusion)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 3
 Area of Effect: 20 yards
 Saving Throw: Negates
 Author: John M. Martz <john_martz@unc.edu>

With this spell, the wizard projects certain sensory effects onto another target, making it appear that the target is actually the person casting the spell (sensory effects of spellcasting are discussed in the *Dragon Kings* source book, pages 46–52). The wizard must first cast *project sensory effects* normally (note: this spell does not project its own effects when cast, only the effects of subsequent spells, including subsequent *project sensory effects* spells). Then, for the duration of this spell, the sensory effects of every spell that he casts have a chance of being projected onto a randomly determined target within the area of effect.

Each time the wizard casts a spell while *project sensory effects* is in effect, simply count all possible targets within 20 yards of the caster (do not count the caster — do count the caster's companions and any other humanoid within the area of effect) and roll the closest die to determine which one is the target. For example, if there are seven possible targets, roll 1d8, rerolling any rolls resulting in eight. The target is allowed a saving throw versus spell, including the –1 penalty when this spell is cast by an illusionist. If he fails, he appears to be the source of the sensory effects that normally emanate from the caster. If he succeeds, the sensory effects appear to originate from the caster, as normal. A wild mage has a 50% chance of selecting the target, as long as the target is within the area of effect; if the roll is above 50%, determine the target randomly.

The spell affects visual, aural, olfactory, taste, and tactile effects; "additional" effects are included at the DM's discretion, but grand effects are never affected. The somatic concealment proficiency has no effect on whether or not a target is perceived as the source of any projected effects; however, the sensory alteration proficiency can be used to increase or decrease the intensity of the sensory effects regardless of the perceived source of the effects (see the *Dragon Kings* source book, page 48). The material component is a pinch of silt, collected during a silt storm.

Protection from Chaos, 10-foot Radius (Abjuration) Reversible

Range: 0
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 3
 Area of Effect: 10-foot radius sphere around creature touched
 Saving Throw: None
 Author: Unknown

This spell is the same as the 1st-level spell *protection from chaos* (q.v.) except with respect to its area of effect.

Protection from School of Magic (Abjuration)

Range: 0
 Components: V, S, M
 Duration: 1 turn per 3 levels
 Casting Time: 3
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: David E. Brooks Jr. and Elizabeth H. Brooks
 <dbj@central.keywest.mpgn.com>

This spell will grant the recipient a +2 bonus to saving throws against spells of a specified school of magic. If this spell is cast by a specialist mage and is used to protect against one of his opposition schools, the recipient gains an additional +1 to his saving throw versus spell.

Chrysolite is necessary for the spell regardless of the school. Other material components differ for each of the schools of magic. They are:

School	Materials
Abjuration	No other material component necessary
Alteration	Diamond
Conjuration	Iron shavings
Divination	Opal
Invocation/Evocation	Miniature brazier
Illusion/Phantasm	Fleece
Necromancy	Rosemary

This spell does not apply to spells cast by a wild mage or by an elemental mage, nor to any spell cast by a priest. Also, psionics and other spell-like abilities are not affected by this spell.

Protection from Stoning (Abjuration)

Range: 0
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 3
 Area of Effect: One creature per 3 levels within a 20-foot radius
 Saving Throw: None
 Author: Ally's Spellbook <knudsenm@wpsmtp.ohsu.edu>

This spell completely protects the affected creatures from all forms of attack that change flesh to stone for the duration of the spell. Once cast, the affected creatures may leave the 20-foot radius and still be protected from stoning. The material component is a basilisk's tail.

Prowess (Alteration) Reversible

Range: 0
 Components: S, M
 Duration: 24 hours
 Casting Time: 3
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Mario R. Borelli <mario.r.borelli.3@nd.edu>

This spell impressively enhances the size, shape, technique, stamina, and eroticism of the affected creature with respect to organs and matters sexual. Affected creatures are treated as having a Charisma of 18 by anyone they cruise or flirt with, they become stunningly well endowed, and they are capable of engaging in extremely hot sex without rest (add a bonus of 1d4 × caster's level to all sexual rolls).

The reverse, *impotence*, makes the subject flirt like a clod, dance like an orc, and seduce like a used chariot salesman. The subject will experience appropriate withering, shrinking, and sagging, and will be unable to achieve erection or lubrication. Affected creatures are treated as having a Charisma of 3 by anyone they cruise or flirt with. Orgasm is either impossible or else premature and highly unsatisfying.

The material component is a leaf of mint.

Quiz's Deathbow (Conjuration/Summoning)

Range: Special
 Components: V, S, M
 Duration: Special
 Casting Time: 3
 Area of Effect: Special
 Saving Throw: ½
 Author: Brian A. Weibel <v062p74v@ubvms.cc.buffalo.edu>

At the completion of casting, a magical short bow is created in the spell caster's hand. This bow allows the wizard to use it as if he were a fighter of the same level, proficient in the short bow. The wizard also gains any missile attack adjustments for Dexterity. The bow itself has a +1 to-hit. Its damage varies on the amount that you pull the string back. Maximum damage is equal to 1d6 per level. Different combinations of arrows can be created. Two arrows per round can be fired, as long as the maximum damage has not yet been met.

For example, if the caster is of eighth level, he can fire eight 1d6 arrows over the course of 4 rounds minimum, a single 8d6 arrow, or any combination between the two. The bow remains in the caster's hand until all of the magical energy is used up, to a maximum of 1 round per level, until the caster decides to cast another spell, or until the caster is hit with a successful *dispel magic*. At the completion of the spell, the bow vanishes. The range of the bow is 5/10/15.

The material component for the bow is a miniature gold short bow of great artistry worth at least 1,000 gp. For every 1d6 of damage fired from the *deathbow*, the material component drops in value by 5 gp. Note that this is fired damage, not potential damage. If the caster can fire 8d6 worth of arrows, but chooses to use only 4d6, the gold bow's value decreases by 20 gp.

Quiz's Nullifying Magic (Illusion/Phantasm)

Range: 30 yards + 10 yards per level
 Components: V, S
 Duration: 1 round per level
 Casting Time: 3
 Area of Effect: One magic using creature
 Saving Throw: Special
 Author: Brian A. Weibel <v062p74v@ubvms.cc.buffalo.edu>

When this spell is cast, the wizard creates the illusion of one of the most fearsome things imaginable to the victim, simply by forming the fears of the victim's subconscious mind into something that his conscious mind can visualize. In this case, the fear is that the victim can no longer cast spells.

The only defense against *Quiz's nullifying magic* is an attempt to disbelieve, which can be tried as many times as desired. To disbelieve the phantasm, the subject must specifically state that he is making the attempt and then roll a saving throw versus spell. For each attempt of a saving throw after the first there is a -1 to the roll. For example, attempting a fourth saving throw would have a -3 penalty to the dice roll.

Random Spell II (Invocation/Evocation, Wild Magic)

Range: 0
 Components: V
 Duration: Instantaneous
 Casting Time: 3
 Area of Effect: One spell
 Saving Throw: None
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell is identical to the 1st-level *random spell I*, save that it duplicates the effects of a 4th- or 5th-level spell.

Rathe's Trigger (Conjuration)

Range: 3 yards
 Components: V, S, M
 Duration: Special
 Casting Time: 1 turn
 Area of Effect: One cube foot per level maximum
 Saving Throw: Special
 Author: Aaron Sher <ars3_cif@uhura.cc.rochester.edu>

The *trigger* spell is designed as a defensive spell. When it is cast, the wizard defines a volume which must be at least half a foot in every dimension. This area begins to glow faintly. The wizard then casts another spell directly upon the *trigger's* area of effect. It must be touched by the wizard when applying the second spell. The glow then vanishes, but both spells remain. The second spell is held by *trigger* until someone enters or touches the spell's area of effect. At this time, the second spell will go off.

If it is an area effect spell (*fireball* or *web*, for example) it will be centred on the centre of the *trigger* area. Other considerations (the dimensions of the *web*, for instance) must be specified at the time of casting the second spell. Person-affecting spells (*hold person* or *charm person*, for example) will be applied to the person who triggered the spell. A saving throw is applicable only if allowed by the second spell. If the wizard is in or touching the *trigger's* area of effect, it will not go off. This allows the wizard to escort others safely through the trapped area.

One possible use for this spell is two triggers overlaid in a corridor, one with a *fireball*, and the other, placed slightly behind the first, with a *wall of force*. If a person enters the regions from the wrong direction, the *fireball* will go off, and the *wall of force* will instantly restrict the blast to one direction. If a person enters the regions from the other direction, the wall will trigger first and shield him from the blast. The spells will last until triggered, but if the second spell is not applied immediately, the trigger will only last one turn per level of the wizard. The material component is a black pearl of not less than 500 gp value per level of the second spell.

Reconstruct (Divination)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 5
 Area of Effect: One pound per level
 Saving Throw: None
 Author: Paul D. Walker <pdwalker@hk.super.net>

This spell temporarily resurrects an item that was shattered, burnt, or disintegrated, so that the forensic wizard may study it. He must gather as much of the debris as possible, for otherwise the object can be but partially reassembled, in which case it may be illegible or unidentifiable. The object will be very fragile, but it may be the subject of various divination spells such as identify or reveal owner. The material component is a drop of honey.

Resist Electricity (Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 1 round
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Unknown

Except as noted above, this spell is identical to the 2nd-level priest spell *resist electricity* (q.v.).

Resist Fire (Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 1 round
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Unknown

Except as noted above, this spell is identical to the 2nd-level priest spell *resist fire* (q.v.).

Rhuva's Spellscan (Divination)

Range: 0
 Components: V, S, M
 Duration: 4 hours + 10 minutes per level
 Casting Time: 1 minute
 Area of Effect: 10-yard per level radius sphere
 Saving Throw: None
 Author: Colin Roald <hobbit@ac.dal.ca>

Provided the wizard is conscious and within the area of effect, he will be made aware of any spellcasting conducted in that area. The particular spell cast is not made known, but the location of the wizard is, precisely if the wizard is familiar with the area, generally otherwise. The notification is sufficient to disrupt casting in progress, unless it is consciously suppressed before casting (if suppressed, the wizard does not realise the scan was triggered). Material component is a handful of crystal dust.

Roland's Wondrous Wardrobe (Alteration)

Range: 0
 Components: V, S, M
 Duration: 5 rounds + 1 round per level
 Casting Time: 3
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: Magji-Milkman <sffg_jbranne@jmvax.bitnet>

This spell allows the caster to change the cut and design of the target's clothes and armour as he sees fit during the duration of the spell. This spell may be used to alter the caster's clothing into armour and change them back again at will during the duration of the spell. If the target is not the caster then the recipient is allowed to make a saving throw each time his outfit is changed or altered. The material component for this spell is a miniature wardrobe carved out of wood. The verbal and somatic gestures consist of dancing around in a little jig and saying "Seven with one blow!".

Origins: Roland thought that this spell would be more useful because he would be able to change in and out of armour at will. In addition he thought that if anyone were to annoy him or try casting spells he could make their clothes ill-fitting or clad them in heavy armour, making spell casting difficult if not impossible. However, he again never saw his short-sightedness and never foresaw the possibility of having to take his armour off in the first place in order to cast this spell.

Sacremon's Emperor's New Clothes (Illusion/Phantasm)

Range: 5 yards per level
 Components: V, S
 Duration: 2 rounds per level
 Casting Time: 3
 Area of Effect: One person
 Saving Throw: Negates
 Author: David Kelman <kelman@niehs.bitnet>

This spell, devised by my gnome illusionist primarily as a good prank spell, causes all of the target's clothing and bodily possessions to become invisible, but not the target itself. The target sees his or her clothes as they normally are. Swords in scabbards are considered bodily possessions, but not if in hand. Any clothes put on after the spell is cast do not become invisible. Invisible items remain so for the duration of the spell or until dispelled.

Sand Storm (Alteration)

Range: 60 yards
 Components: V, S, M
 Duration: 1 turn + 1 round per level
 Casting Time: 4
 Area of Effect: 50-foot radius
 Saving Throw: Special
 Author: Michael Kenyon <kenyon@dickinson.edu>

This spell creates a sand storm from any convenient source of sand, gravel or loose topsoil in the area of effect, which may be used either defensively or offensively. In its defensive capacity, the sandstorm may be used as a cloak for an escape or as a means of blocking pursuit. In an offensive capacity, it may be centred on one or more persons and have effects on them. The degree of the storm created is variable, based on a 1d20 roll on the table below. For every 3 levels of the wizard casting the spell, the wizard may add or subtract a 1 modifier. Unless noted as such, there is no saving throw for effects.

D20 Roll	Type of Storm	Effects
01-04	Light	Obscured vision, ¾ movement rate
05-12	Moderate	Obscured vision, ½ movement rate, 1 HP per round damage
13-17	Heavy	Obscured vision, ½ movement rate, 1d4 HP per round damage
18-19	Turbulent	Obscured vision, ¼ movement rate, 1d6 HP per round damage, save versus death magic +2 or choke on dust, etc. for 1d10 damage extra (roll each round until the saving throw is made)
20	Extreme	Obscured vision, ⅓ movement rate, 1d8 HP per round damage, save versus death magic or choke on dust, etc. for 1d10 damage extra (roll each round until the saving throw is made), save versus spell or be blinded (save once)

Note that any man-sized or smaller flying creature is downed by a heavy storm, large creatures are downed by a turbulent storm and gargantuan creatures are downed by an extreme storm.

The material component of the spell is a handful of fine sand which is blown off the hand in the direction in which you wish the sand storm to rise.

Sanh's Laser Bolt (Evocation)

Range: 6 yards + 1 yard per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 3
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Max Becherer <becherer@sun0.cs.uiuc.edu>

Sanh's laser bolt is the most powerful of Sanh's simpler light ray spells. It inflicts 1d6 hit points per level of the wizard. A fumbled saving throw results in permanent blindness in one eye, followed by 1d6 rounds of total blindness and 2d6 rounds in a dazzled state. As per the earlier spells, the light is both monochromatic and non-magical.

Sanh's Slippery Surface (Alteration, Evocation)

Range: 1 yard per level
 Components: V, S, M
 Duration: Special
 Casting Time: 3
 Area of Effect: Special
 Saving Throw: Special
 Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

When cast, this spell covers a surface (usually a floor) with an unstable, rapidly shifting force field, rendering it extremely slippery. Anyone within the spell's effect must roll a Dexterity check for every action taken to avoid slipping and falling. The following penalties apply:

- Standing: -1
- Walking: -3
- Running: -5
- Fighting: -9

Anyone who falls will slide toward the edge of the area affected. Creatures with magic resistance roll each round to be unaffected for that round only.

The area of effect is one 10x10 feet square per level (100 square feet), and the duration is one round. If the wizard wishes, area may be traded for duration, for instance, a 10th-level wizard may affect 1000 square feet for 1 round, 500 square feet for 2 rounds, 250 square feet for 4 rounds, etc. The area affected must, however, be at least 10 square feet (that would be 10 square feet for 100 rounds for our 10th-level wizard).

The surface the spell is cast on must be relatively smooth. A wooden floor with a loose board or two, or a slightly bumpy stone surface is OK, gravel, however, is not. It is also possible to cast Sanh's Slippery Surface on a wall (rendering it impossible to climb on) or a ceiling.

The material component for this spell is a small vial of oil, or a fresh banana peel. Using *oil of slipperiness* (one tenth of an ounce) doubles the effect of the spell and adds an additional -1 penalty to all Dexterity rolls.

Note: Using *oil of ethereality* as a material component is an invitation to disaster. If this is done, roll 1d100 on the following table:

D100 Roll	Effect
01-85	Opens a rift to the ethereal plane, see below
86-95	Spell fizzles
96-99	Spell functions at half the wizard's level
00	Spell functions normally

The wizard must save versus death magic or be destroyed. All within 20 feet of wizard save versus death magic or be thrown into an ether cyclone. The wizard is automatically sucked in. 20 feet diameter rift to ether lasts 1d6 turns + 1 turn per level of wizard. There is a 1% chance per level of the (very foolish) wizard that the rift will be permanent.

Sarius' Golden Circles of Protection (Evocation)

Range: 0
 Components: V, S, M
 Duration: 1 turn + 1 round per level
 Casting Time: 3
 Area of Effect: One floating 2-foot diameter circle plate per level
 Saving Throw: None
 Author: William T. South <tsouth@netcom.com>

This spell creates golden, shimmering circular plates of force which move around the wizard in a constant motion, deflecting any missile, hand, or weapon attacks directed at the wizard. The Armour Class of the wizard is improved by a factor of 1 for every three circles still active and any successful physical melee attack (other than boulders, ballista, or attack forms similar to a dragon's belly-flop manoeuvre) will be deflected automatically. Non-missile attacks by creatures with an effective Strength of 21 or greater require a saving throw versus breath weapons to deflect.

Each circle is able to sustain 6 points of damage before being disrupted, so if a deflected attack does not cause enough damage to disrupt a circle (chosen randomly) the circle will remain active. For every five circles active, the effects of breath weapons directed at the wizard will be reduced by 1 HP per damage die, with 1 HP per level being the maximum reduction allowable. But, unless the breath weapon causes less damage than the current hit points of a circle, it will assuredly disrupt the entire field of circles in the process.

While the circles orbit the wizard he is at a -1 to-hit penalty for every circle active whenever a to-hit roll is needed, including spells. The wizard may create fewer circles than the maximum possible. The material component of this spell is a single gold piece for every circle created. All pieces are thrown into the air where they disappear and are replaced by the floating circles.

Selective Defiling (Alteration, Necromancy)

Range: 20 yards
 Components: V, S
 Duration: Special
 Casting Time: 3
 Area of Effect: Special
 Saving Throw: Negates
 Author: Matthew Charlap <zweldron@ruhets.rutgers.edu>

As a preserver is avidly against defiling, the typical preserver, after sufficient experience, will realize what causes defiling, and why preserver spells don't defile. As such, he can learn to use this knowledge for his own good.

This spell may emulate any cantrip-like effect, the energy for the spell being drained from a specific plant source. The spell can be used for two specific purposes — any other use is strictly prohibited to one who wishes to preserve the land.

- To kill a carnivorous plant that is a threat. Because of the selective nature, the preserver can drain the plant's life without affecting the non-hostile plants around it, and will thus leave the soil nutrient rich.
- To neutralize organic poisons. Organic poisons, since they are made from the basic elements of life, are also affected by defiling spells, but only if specifically targeted. Note that with this use, another spell effect should not be allowed.

Any other use of this spell condemns the wizard to the penalties normally associated with a preserver casting a defiling spell.

Sex Slave (Enchantment/Charm)

Range: 10 yards
 Components: V, S
 Duration: 1 day per level
 Casting Time: 3
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Mario R. Borelli <mario.r.borelli.3@nd.edu>

This very powerful spell reduces a living, intelligent person into a lascivious, nymphomaniac sex slave whose only interest is bringing the caster to orgasm after creative orgasm. Once the spell has transpired, the former slave remembers everything that has happened. However, the subject while enslaved will not only not object but will enthusiastically agree with every sexual suggestion made short of death. This spell is unequivocally evil.

Shadow Bridge (Illusion/Phantasm)

Range: 20 feet
 Components: V, S
 Duration: 1 round per level
 Casting Time: 1 round
 Area of Effect: 5-foot wide, 5-foot long per level rectangle
 Saving Throw: Special
 Author: Aaron Wigley <wigs@yoyo.cc.monash.edu.au>

This brings into being a shadowy construct that people who believe in it can see clearly. The wizard automatically believes in the spell, others have to save versus spell to do so.

The bridge will support any weight put upon it, as long as that weight is put there by people who believe in the spell (physical objects dropped onto the bridge will fall through), even if there is no apparent support. The bridge can take on the form of a bridge, staircase or ladder.

The bridge lasts for the duration, but only as long as the wizard concentrates on it and has line of sight with it. The wizard can discontinue the spell at any time.

Shadow Stave (Illusion/Phantasm)

Range: 0
 Components: V, S, M
 Duration: 3 rounds per level
 Casting Time: 8
 Area of Effect: Special
 Saving Throw: None
 Author: Aaron Wigley <wigs@yoyo.cc.monash.edu.au>

This spell brings into being a dark, hardwood quarterstave, that gives off a slight, dark glow. The stave is woven from wisps from the plane of shadow, and remains in existence for the duration of the spell.

The weapon is considered to be magical, with a +1 rating per every 5 levels of the wizard (+1 to-hit, +1 damage, -1 initiative). The wizard has the weapon ready to parry or attack at the end of the casting, (somatic components allow the action of a normal quarterstave attack).

Only the wizard can use the weapon. If the staff is dropped, only the wizard can pick it up. To all others it is insubstantial. The wizard can phase the weapon in and out of reality (this action is considered to be at speed 1, and can be combined with a normal attack, for example, to phase the staff into reality, and perform a normal attack, the weapon speed is 1 higher than normal). While it is phased out of reality, the staff is only solid in the wizard's hands, it appears to be a shadow of its normal form, and it can pass through physical objects. While phased, it can hit incorporeal objects that are involved with the shadows.

The weapon does 1d6 + the plusses listed above points of temporary damage (that lasts for an hour) to physical beings. Illusionary beings and beings made from shadows take permanent damage.

Material components are powdered carbon, and at least a splinter of hardwood.

Shadowfire (Alteration, Invocation/Evocation)

Range: 10 yards + 10 yards per level
 Components: V, S, M
 Duration: 1 turn + 1 round per level
 Casting Time: 3
 Area of Effect: 20-foot radius
 Saving Throw: Special
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

Shadowfire combines *fireball* and *darkness*, 15-foot radius. The spell creates an immobile area of darkness, 20 feet in radius. The instant after the spell is cast, the darkness is filled with rippling black fire, doing 1d4 points of damage per level of the wizard, to a maximum of 10 dice. A saving throw is allowed for half damage, but not to

ignore the darkness. The damage only occurs on the first instant, not in subsequent rounds. Unlike a *fireball*, the flames do not adjust to fill their maximum potential volume. The material component is a lump of coal.

Shailar's Spell Concealment (Illusion)

Range: 0
 Components: V, S
 Duration: Special
 Casting Time: 1
 Area of Effect: The caster
 Saving Throw: Special
 Author: David E. Brooks Jr. and Elizabeth H. Brooks
 <dbj@central.keywest.mpgn.com>

By use of this spell, it becomes possible for a wizard to conceal the motions and sounds used to cast spells. Essentially, an illusion of the caster performing mundane activities applicable to the current situation is created, i.e., eating food if at a banquet or browsing through goods at a bazaar. Viewers that suspect that something is amiss are allowed a saving throw versus death magic at a -2 to negate the effects of the spell in so far as the viewer is concerned. Viewers that make their saving throw are allowed to communicate the truth of the fallacy to others, thus allowing them one additional saving throw with a +2 on the die roll. The reaction of the viewers is entirely dependent upon the situation at hand (peasants and serfs might become frightful, while regents and royalty could be infuriated, for instance).

If desired, the Wizard may cancel the spell at any time. The spell lasts for 1 turn per level of the caster or until the wizard character has cast any quantity of spells equal in level to the experience level of the wizard.

Shut Up (Alteration)

Range: 60 feet
 Components: V, M
 Duration: 1 round per level
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

This spell causes the mouth of the victim to disappear (only skin will be present) for the duration of the spell. The victim may not talk (except in muffled noise), nor place any objects in his mouth. When cast against a wizard, a *dispel magic* will negate *shut up*; however, concentration of any previous spell in the works will be broken. The material component is a plaster.

Snowball (Evocation)

Range: 10 yards + 1 yard per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 3
 Area of Effect: 2-yard radius sphere
 Saving Throw: ½
 Author: Unknown

A *snowball* is an explosive burst of cold gas, which comes into being with a loud "whoosh" and delivers damage proportional to the level of the wizard who cast it, i.e., 1d6 points per level of the wizard. The snowball doesn't expend a considerable amount of pressure, and it will generally conform to the shape of the area in which it occurs, thus covering an area equal to its normal spherical volume (the area which is covered by the *snowball* is a total volume of roughly 33000 cubic feet).

Besides causing damage to the target, the snowball freezes all liquids within its radius. Items exposed to the spell's effects must make a saving throw to avoid being affected. Items with a creature

which makes its saving throw are considered to be unaffected. The wizard points his finger and speaks the range (distance and height) at which the snowball is to come into being. A streak flashes from the pointing digit and unless it impacts upon a material body prior to attaining the pre-described range, blossoms into the snowball.

If creatures fail their saving throws, they all take full hit point damage from the spell. Those who make their saving throw manage to dodge, fall flat or roll aside, and thus take only half damage from the effect of the spell. The material component of this spell is a hollow crystal filled with water; suspended in the water are tiny white quartz flakes (cf. *fireball*).

Sonoric's Magic Tracker (Divination)

Range: Special
 Components: V, S, M
 Duration: 1d4 rounds + 1 round per level
 Casting Time: 3
 Area of Effect: 20-foot radius sphere
 Saving Throw: None
 Author: Tim Prestero <ez003387@george.ucdavis.edu>

With this spell, the wizard is able to illuminate the tracks of any being of which he has a some item that was in contact with the being a number of turns equal to the wizard's level previously. The item could be anything from a shirt, to a scrap of hair, or drop of blood. The tracks are only visible to the wizard, and only tracks within the area of effect are visible.

The spell only illuminates tracks within the spell's area of effect (which moves with the wizard), and will only illuminate tracks made on a solid surface (i.e., if the being being tracked took to flight, or dove into water, the trail would end there). However, if the wizard is able to reach the spot where the trail was resumed (i.e., the being being tracked wades out of a river at a certain spot), the wizard may resume tracking.

It is up to the wizard to determine which direction leads to the most recent tracks (i.e., which are coming and which are going), although the spell does illuminate a "footprint" of the being which is being tracked. The spell will allow the wizard to track the being if it climbed walls, and even if it tried to obscure its path, by throwing dirt over it. Objects over 3 inches thick covering the path, however, do obscure it.

The material component of the spell is some thing which had been in contact with the creature to be tracked, up to the wizard's level in turns previously. Once the spell is cast, the wizard need not carry the item with him.

Sonoric's Trance (Divination, Enchantment/Charm)

Range: Special
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 3
 Area of Effect: 10-foot radius sphere
 Saving Throw: None
 Author: Tim Prestero <ez003387@george.ucdavis.edu>

This spell allows the wizard to mimic the actions of a creature, provided the actions occurred within a number of turns equal to the wizard's level. During the casting of the spell, the wizard must touch some object which the target creature was in contact with for at least a round, and that contact must not have occurred more than the wizard's level in hours previously (this object is not consumed in the casting).

Upon casting the spell, the wizard goes into a trance, during which he loses all control of his actions (save versus spell at -4 to break spell), and begins mimicking the most recent actions of the target, provided the actions occurred within the area of effect. The spell does not allow the wizard to mimic actions of which he is incapable, such as climbing walls, or broad jumping 20 feet, and the wizard merely imitates any spells the target may have cast, and doesn't actually cast the spell (although observers may recognise the spell he is attempting

to cast). If the target did something which would take it outside of the area of effect, such as rapid movement beyond the abilities of the wizard, or teleportation, the spell is broken.

The wizard must decide how far back in time he would like to begin mimicking the actions of the target. The actions of the target may take the wizard beyond the original area of effect, but there is a 10-foot radius sphere over which is determined whether or not the target left the area of effect.

The wizard has the option of casting such movement spells as *fly* and *feather fall*, prior to *trance*, to facilitate movement such as climbing, and even flying, and to take the pain out of such actions as falling (if the target was a clutz). The target must be man sized, and humanoid.

The wizard's trance will be broken by such things as damage, slapping, and other unpleasant stimuli.

Soul Safe (Abjuration, Necromancy)

Range: 0
 Components: V, S, M
 Duration: 1 day per level
 Casting Time: 1 turn
 Area of Effect: Creature touched
 Saving Throw: Special
 Author: Geoffrey Edward Fagan <gefagan@uokmax.ecn.uoknor.edu>

With this spell, a necromancer stores the soul of the recipient in a piece of jet, the material component. While his soul is thus protected, a character suffers a penalty of -2 to attack rolls and saving throws, he does not heal naturally, and magical healing functions on him at only half normal efficacy. If the character is slain by undead while under the effects of this spell, however, his soul cannot be corrupted and forced to rise as undead itself (though the body can still be animated as a zombie or skeleton). If the soul safe is destroyed, or if the spell expires, the soul will return (across any distance) to its body, unless that body is dead, in which case it will journey to its final resting place. This spell affects only races with souls: dwarves, halflings, and humans.

Speak with Dead (Necromancy)

Range: 1 foot
 Components: V, S, M
 Duration: Special
 Casting Time: 1 turn
 Area of Effect: One creature
 Saving Throw: Special
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell is similar in operation to the 3rd-level priest spell. The wizard must have the majority of the remains of the body, including the head or skull. The dead are as evasive as possible when questioned. Though the dead cannot tell outright lies, they will tell half-truths or be very cryptic. The dead will have great though not total knowledge of the wizard and his goals (the DM should assume that whatever he knows, the dead person also knows). This spell is more powerful than the priest spell, but the dead tend to be as unhelpful as possible. Even dead people who agree with the necromancer will dislike being summoned. This spell cannot be cast more than once per month on any single creature, and any creature summoned more than once in any given year by the same necromancer receives a +3 to its saving throw.

Wizard's Level	Maximum Length of Time Dead	Time Questioned	Number of Questions
up to 6	1 month	3 rounds	3
7-8	1 year	5 rounds	5
9-12	10 years	1 turn	7
13-15	100 years	1 turn	9
16-20	1000 years	2 turns	11
21+	any	2 turns	13

A necromancer specialist always casts this spell as if he were one level higher. Players should be forewarned of possible side effects of casting this spell (loosing spirits, attracting the attention of lower planar powers, etc.) that occur at the discretion of the DM.

Spellcrystal III (Conjuration, Invocation)

Range: 0
 Components: V, S
 Duration: 3 months + 2 months per level
 Casting Time: 3 rounds
 Area of Effect: One crystal, worth at least 300 gp
 Saving Throw: Special
 Author: Kris <simonis@stpc.wi.leidenuniv.nl>

Except as noted above, this spell is the same as the 1st-level wizard spell *spellcrystal I* (q.v.).

Spider Call (Conjuration/Summoning)

Range: 20 yards
 Components: V, S, M
 Duration: 2 rounds + 1 round per level
 Casting Time: 3
 Area of Effect: Special
 Saving Throw: None
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

Spider call summons a variable amount of spiders to fight for the wizard. The spiders will fight for the duration of the spell and then disappear, but they cannot be used for other tasks. This spell was developed by drow wizards in the service of Lolth. Spiders are selected from the following table, depending on the wizard's level:

Wizard's Level	Summoned Spiders
5-7	large
8-10	huge
11-13	giant
14+	phase

The wizard can summon up to 1 HD of spiders per level (drop all fractions). Giant spiders count as five Hit Dice and phase spiders count as six. A wizard can always summon spiders from a lower level. Only one type of spider can be summoned, and all remainders are lost. Giant water spiders can be summoned at eleventh level and giant marine spiders at fourteenth. Other types of spiders can also be summoned, at the DM's discretion.

The material component of this spell is a drop of the wizard's blood.

Spirit Call (Conjuration/Summoning) Reversible

Range: 10 yards
 Components: V, S, M
 Duration: 3 rounds + 1 round per level
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: Unknown

This summons one incorporeal spirit of Hit Dice equal to one half the wizard's level from the astral plane. The round after it is summoned, it will begin to perform services for the wizard. In its native form, it is a powerful *unseen servant* which can go up to 100 yards from the wizard, lift 50 pounds per Hit Die, and fly at 18. This form has a punch for 1d6 points of damage, AC 0, and takes one point of damage from any weapon blow.

Secondly, it may provide animating force to a body or statue, in which case it uses whatever weapons or armour are available (a stone statue will be AC 0, damage 2d6 or by weapon, MV 9, unless affixed or possessing wings).

Thirdly, it may attempt to take over the body of one enemy creature. The being so affected is allowed a saving throw, and the spirit will be forced back to the astral plane immediately if the saving throw is successful. If the saving throw fails, effects are as a *domination* for the duration of the *spirit call*, but the domination cannot force someone to use magic (the spirit would not understand the instructions). A spirit who has less than half of its hit points left will be unable to possess someone.

The spirit can be forced back to the astral plane by a successful *dispel magic*, or by casting the reverse of this spell, *dismiss spirit*.

The material component is a piece of candy.

Spiritwatch (Necromancy)

Range: 0
 Components: V, S, M
 Duration: 1 hour per level
 Casting Time: 1 turn
 Area of Effect: 100-yard per level radius
 Saving Throw: None
 Author: Kurki Risto <k139708@cs.tut.fi>

This spell will summon and bind the spirit of a recently dead person to watch over and guard the caster or an area specified by the caster at the time of the casting, for the duration of the spell. The spirit is obliged to warn the caster, but only about any visible and obvious threat that it can sense or about any intruder on the warded area, as specified by the caster. The only person able to communicate with the spirit is the caster. The material component is a recently deceased body.

Stanza's Diseased Kiss (Necromancy)

Range: 0
 Components: S
 Duration: Permanent
 Casting Time: 1
 Area of Effect: Person touched
 Saving Throw: Negates
 Author: A.C. <ac001@freenet.carleton.ca>

This spell causes one randomly chosen normal sexual disease in the victim.

Steamball (Evocation)

Range: 1 yard + 1 yard per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 3
 Area of Effect: 20-foot radius
 Saving Throw: ½
 Author: Max Becherer <becherer@sun0.cs.uiuc.edu>

This spell is identical to *fireball* except that it creates a blast of super hot steam instead of fire. The material component is a ball of bat guano and salt from boiled seawater.

Steelskin (Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 3
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell hardens the skin of one creature so it is better able to resist physical attack. A creature protected by this spell has its Armour Class lowered by two, and takes -1 on each die of damage

from physical attacks. The material component of the spell is a small steel bar.

Stone Limbs (Alteration)

Range: 10 yards per level
 Components: V, S
 Duration: 2 rounds per level
 Casting Time: 3
 Area of Effect: 1d4 creatures in a 40-foot cube
 Saving Throw: Negates
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

Unless the victims save versus spell, they will find that all of their limbs, and indeed their entire bodies, have grown heavy and stiff. All to-hit rolls are at -2, and Armour Class is raised by two. Initiative rolls are made with a +3 penalty. The creature's movement rate is cut in half, and non-magical flying is impossible (though creatures that are flying when first affected by this spell will glide to the ground, not fall).

Stoneskin II (Abjuration)

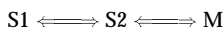
Range: 0
 Components: V, S, M
 Duration: Infinite
 Casting Time: 1
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

The recipient of this spell is completely immune to one non-magical attack. Only one *stoneskin* can be cast on one creature, any next one cancelling the previous one. The material component for this spell is a diamond worth at least 300 gp.

Stren's Improved Floating Disk (Conjuration, Evocation)

Range: 0
 Components: V, S, M
 Duration: 3 turns per level
 Casting Time: Special
 Area of Effect: Special
 Saving Throw: None
 Author: Dean Dretske <deand@intermec.com>

This spell is an improved version of *Tenser's floating disk*. The big improvement is the speed of the disk — now 30. The disk can also move from 3 feet to 30 feet off the ground or water. The disk movement is based relative to the wizard, which prevents the wizard from riding their own disk. However, if two wizards use this spell, they can ride each others to travel. This travel can either be in the form of independent movement (tricky to communicate since somebody else is steering yours) or master-slave. In the master-slave travel, one wizard steers a disk while he rides on a disk which stays the same distance from its wizard.



Caster 1 is the master and riding in the back (caster 3's disk). Caster 2 is in the front riding on the master's disk — his own disk stays x feet behind him. Caster 3 rides in the middle and his disk also stays x feet behind him. Caster 1 steers the chain while the other two can sleep, eat, cast spells, etc. All other parameters are the same as *Tenser's floating disk*.

Strength of the Damned (Alteration, Necromancy)

Range: 0
 Components: V, S, M
 Duration: 3 turns per level
 Casting Time: 1 turn
 Area of Effect: Person touched
 Saving Throw: None
 Author: Garinthrall <alvalent@husc>

This is a variant of the 2nd-level *strength* spell. Unless otherwise noted it mimics the effects of *strength*. This spell can only be cast on a willing recipient.

This spell utilizes a creature's own life force, temporarily binding it with negative material plane energies, channelling the resulting energy flow to produce unholy strength in the spell recipient. Strength gained is based upon class as follows:

Class	Strength Gain
Warrior	1d10 points
Wizard	1d6 points
Priest	1d8 points
Rogue	1d8 points

All character classes, not just warriors, have the chance to jump into exceptional Strength ratings as if they were warriors providing that this spell gives the recipient greater than 18 Strength. Warriors, on the other hand, are allowed to advance as high as 19 Strength through the use of this spell.

The recipient of the spell will undergo a minor change in appearance as well while the spell's duration is in effect. Bright, white, pinpoints of light will glow in the centres of the subject's eyes as a result of the large quantity of negative plane energy that is being utilized to augment the character's Strength.

At the end of the spell's duration, the recipient will experience a terrible backlash from the exertion upon his life energies and the terrible experience of such close contact with negative material plane energies. As the spell's duration ends, the recipient must make a saving throw versus death magic. Success means that he takes only 2d8 points of damage. Failure indicates that the life force of the character was damaged greatly and the character takes 2d8 points of damage and also loses one life energy level (experience level, Hit Dice, etc.).

Creatures without Strength ratings receive a bonus of +2 to attack and damage rolls on all attacks.

The material component for this spell is a bit of bone from a giant skeleton or a pinch of vampire dust.

Styrman's Fireform (Invocation)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 1 round
 Area of Effect: The caster
 Saving Throw: None
 Author: Styrman <maurin@leland.stanford.edu>

This spell causes the wizard to be surrounded by an aura of magical fire. It will cause non-living objects not in the initial area when spell is launched to burn (i.e.: the wizard doesn't end up naked). It does 2d4 points of fire damage to anyone within 10 yards of the caster during the duration of the spell. It can be cancelled by very heavy rain or immersion. During the duration, it adds the effects of fire resistance upon the caster, but increases cold damage by +1 per dice.

Obviously, Styrman developed *iceform* as well (use your preferred components, sulphur and glass or mashed firenewt brains and snowman's broom respectively, or whatever).

Suggest Illusion (Illusion/Phantasm)

Range: 6 yards + 1 yard per level
 Components: V, S, M
 Duration: 4 rounds + 1 round per level
 Casting Time: 3
 Area of Effect: One creature per 3 levels
 Saving Throw: Negates
 Author: Paul D. Walker <pdwalker@hk.super.net>

This devious spell causes a targeted creatures to believe that they have just discovered and successful disbelieved an illusion. This is a bit of misdirection caused by the wizard, as the item selected by the wizard to be believed as an illusion could actually be real.

This spell could be great for causing enemies of the wizard to walk into a pit because it "does not really exist".

If the victim has a reason to believe that a so called illusion is actually not an illusion, then he get a saving throw versus spell to actually determine if the item is an illusion or not.

The material component of this spell is a bit of burning incense, which of course adds to a magical "atmosphere", thus making the victims believe even harder that they are really seeing an illusion.

Tanach's Timely Component (Conjuration/Summoning)

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 turn
 Area of Effect: The caster
 Saving Throw: None
 Author: Sol Sukut <sds7966@silver.sdsmt.edu>

This spell is useful for creating a component when away from a guild or supply point. The spell is cast as the wizard names the desired component. If the component is monetary, such as jewelry or powdered gems, twice the amount required in gold pieces must be held in the wizard's hands during casting, that is, 500 gp worth of powdered ruby requires 1000 gp or 1000 gp worth of gems or jewelry. The desired component will appear at the end of the casting. Note: the component will not appear in a containment vessel if one is required. The wizard must hold this in hand as well and the component will then appear in the held vessel.

Teeth and Claws (Illusion/Phantasm, Necromancy)

Range: 60 yards
 Components: V, S, M
 Duration: Special
 Casting Time: 3
 Area of Effect: One creature
 Saving Throw: Special
 Author: <lrw5@psuvm.psu.edu>

After casting *teeth and claws*, the caster merely has to advance towards his intended target, baring his teeth and hands predatorily before tossing a tooth or claw at the target. If the creature fails its saving throw versus spell, it sees the advancing spellcaster as something or someone inimitable and flee. What follows is not entirely in its mind. The sound of claws scabbling over the ground and teeth snapping are audible to all within hearing range. Outside of the target's mind, *teeth and claws* has no physical body aside from four sets of claws and a mouth full of teeth. *Teeth and claws* is 90% invisible in shadows and darkness. It is fuelled by the target's imagination and fears, and continues pursuit until the target successfully disbelieves in it. Therefore, doors and other barriers would only delay pursuit. *Teeth and claws* will pace and claw at the barriers. Should these barriers be removed and the victim continues to believe in it, *teeth and claws* resumes pursuit. If it catches up with the target, it will attack as a 1 HD creature (4 claws at 1d2, teeth at 1d4). *Teeth and claws* can only be attacked with +1 weapons or better. The spell expires when the target successfully disbelieves it or if it takes 8 points of damage. The creature has AC 4. The material

component is the a tooth or claw from some predatory creature — prepare yourself — and turns to dust in either case. It does not affect the phantasm's appearance because it has none outside of *teeth and claws*.

Teht's Improved Scent Masking (Alteration)

Range: 10 yards per level
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 2
 Area of Effect: One creature or item
 Saving Throw: Negates
 Author: Joe <phy_shaffer@valpo.bitnet>

This spell is similar *Drawmij's scent mask* in the *Greyhawk Adventures* hardcover, with the added benefit of not only masking the scent of the recipient, but also to enable the target to smell like something else. However, the recipient is not immune to the smell, so don't make your friends smell like troughs. The material component is a piece of what you wish to make the target smell like: skunk fur to freshen up your mother in law, for example.

Telepathic Familiar (Divination)

Range: 1 mile + 1 mile per 2 levels
 Components: V, S
 Duration: 1 hour per level
 Casting Time: 1 round
 Area of Effect: One familiar
 Saving Throw: None
 Author: Unknown

This spell enables the wizard and his familiar to communicate mind-to-mind as though they were speaking with each other. It provides for greater understanding and depth of communication than is enabled by the empathic link automatically conferred by the find familiar spell. If the wizard and his familiar become separated by a distance greater than that allowed while the spell duration is still in effect, the spell does not wink out but begins functioning again if the distance is closed.

Tenser's Deadly Strike (Enchantment)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 3
 Area of Effect: Special
 Saving Throw: None
 Author: Tenser

This spell improves the martial prowess of the wizard. All melee attacks made by the wizard are at the usual chance to hit, but every successful attack does maximum normal damage to the opponent for the duration of the spell. The spell only affects hand-held melee weapons and hurled weapons, not device-propelled missile weapons. The material component is a set of tiger claws.

Thunderball (Invocation/Evocation)

Range: 100 feet
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 3
 Area of Effect: 20-foot radius
 Saving Throw: ½
 Author: Jeff Smith <smithj@hartwick.edu>

When the spell is cast, a ball of fire (like a *fireball*) blossoms, that does 10 points of damage. If the victims fail their saving throw, they

are also stunned for 1 round per level, because *thunderball* also hits them like a concussion grenade. Because of the concussion aspects, things such as skeletons are also affected. A very simple spell, but not one to be used underground, as the concussion could cause a cave in. The material component is rain water from thunderstorm.

Thunderclap (Alteration)

Range: 0
 Components: V, S
 Duration: Instantaneous
 Casting Time: 3
 Area of Effect: 20-foot radius circle
 Saving Throw: Negates
 Author: Ally's Spellbook <knudsenm@wpsmtp.ohsu.edu>

At the completion of this spell, a powerful sound wave emanates from the caster in a deafening boom. All creatures (excluding caster) must save versus death magic or be stunned for 1 round per 3 levels of the caster's ability. Creatures making a successful saving throw are deaf for 2 rounds per level of the caster (as per *magic missile*). Stunned creatures fall to the ground and are incapable of any actions. The material component is a bit of ash of a tree struck by lightning.

Timejump (Alteration, Enchantment)

Range: 0
 Components: V
 Duration: Special
 Casting Time: 1
 Area of Effect: The caster
 Saving Throw: None
 Author: Joseph Delisle <jdelisle@loyola.edu>

Timejump allows the teleport ahead in time by roughly 60 seconds. When the spell is cast, the wizard disappears for 1 round, and then reappears in the same place. For the wizard, the shift in time is instantaneous, so he cannot prepare for "re-entry" in any way. The wizard reappears at the same time in the round that he disappeared (using initiative as a clock), and cannot take any actions during the round of "re-entry". If a solid object is blocking the spot where the wizard will reappear, then he will be trapped in the astral plane. Getting home is up to the wizard.

Timespeed (Alteration, Enchantment)

Range: 30 feet
 Components: V, M
 Duration: 2 rounds per level
 Casting Time: 3
 Area of Effect: One creature per 2 levels in a 20-foot long square
 Saving Throw: None
 Author: Joseph Delisle <jdelisle@loyola.edu>

This spell is similar to a *haste* spell, but instead of speeding up the recipients' metabolic reactions, *timespeed* alters the flow of time around the recipients. As a result, for every minute that passes in the real world, 2 minutes pass for those affected. Because time itself is being changed, those affected by this spell do not age. On the down side, all spells or spell effects cast on the recipients of a *Timespeed* only last half as long (going by "real world" time), regardless of whether or not they were cast before or during the *Timespeed*. The maintenance cost of psionic powers that affect only the psionicist is doubled as well. Wizards cast spells as if they were under the influence of an *alacrity* spell (see the *Tome of Magic*).

The material components are two clock faces painted on slate, one an hour ahead of the other. These are consumed during the casting.

Tomelore (Divination)

Reversible

Range: 0
 Components: V, M
 Duration: Special
 Casting Time: 15 rounds
 Area of Effect: Book touched
 Saving Throw: None
 Author: Unknown

With *tomelore*, the wizard knows whether a text is cursed, what language it is in, its author, and other general information about its contents. Nothing specific about its safeguards, contents, or history will be revealed, though. The material component is a lens, and is not consumed in the casting.

The reverse of this spell, *tomelie*, makes all of the above information seem to be other than it is when determined using divinatory spells. It lasts for one month unless dispelled. The material component or the reverse is a drop of black ink.

Twilight's Companion (Conjuration/Summoning)

Range: 1 mile per level
 Components: S, M
 Duration: Special
 Casting Time: 2d12 hours
 Area of Effect: 5 animals
 Saving Throw: Negates
 Author: Robert A. Howard <ssa94isa06@rcnvms.rcn.mass.edu>

This spell is a more powerful version of the 1st-level *find familiar*. When the spell is cast, five animals will be summoned to the caster. The caster chooses whichever animal he wants as his familiar. The familiar will usually be stronger than others of its kind (roll normal Hit Dice, rerolling any rolls of 1, 2, or 3). In addition, the animal will be smarter than normal animals (roll 2d4 for Intelligence, adding on normal creature Intelligence to the result). It is possible to gain pseudo-dragons or other exotic creatures as familiars with this spell. In all other ways, this spell is similar to the *find familiar* spell, except that along with the herbs that must be burnt, an offering must be made — if raw meat is offered, for instance, then you could get a wolf, a coyote, a hawk, a badger, and a bobcat to arrive, all of whom make savings throws versus death magic. If they save, then they will just flee, and the caster must make his choice from those animals that remain behind. The caster can refuse all of the animals, but must wait for at least a year before casting this spell again.

Twilight's Darkness Bubble (Alteration)

Range: 10 yards per level
 Components: S, M
 Duration: 5 rounds per level
 Casting Time: 4
 Area of Effect: 30-foot sphere
 Saving Throw: None
 Author: Robert A. Howard <ssa94isa06@rcnvms.rcn.mass.edu>

This spell creates a thin bubble of darkness which light cannot penetrate. However, on the inside of the bubble, light can exist, though the viewer cannot see beyond the darkness bubble. The material component for this spell is a piece of obsidian.

Twilight's Rope of Floating (Alteration)

Range: 0
 Components: S, M
 Duration: 5 rounds per level
 Casting Time: 1 round
 Area of Effect: One 20-foot per level rope touched
 Saving Throw: Special
 Author: Robert A. Howard <ssa94isa06@rcnvmc.rcn.mass.edu>

This spell will allow a silk rope of good condition to temporarily duplicate the characteristics of a *rope of climbing*. In addition, the rope can even float vertically across open air and attach itself to an object, for example on the other side of a chasm. One turn after the spell is completed, the rope will burst into flames and consume itself. The rope itself is the material component for the spell.

Vanquil's Clinging Pockets II (Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 hour + 1 turn per level
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: Joseph Delisle <jdelisle@loyola.edu>

This spell is almost identical to the 1st-level version, except in the area of effect: the caster can choose a person to bestow this spell upon, who gains all the benefits of the spell and is not hindered by it. Also, all pockets, pouches, backpacks, etc. that the person is carrying are protected by one casting of this spell.

Vanquil's Immunity to Pain (Enchantment, Illusion/Phantasm)

Range: 0
 Components: V, S
 Duration: 1 round per level
 Casting Time: 2
 Area of Effect: Creature touched
 Saving Throw: Special
 Author: Joseph Delisle <jdelisle@loyola.edu>

This spell is a mixed blessing. It prevents the subject from feeling any kind of pain, either from wounds or artificially induced (i.e., magic, psionics). Thus, wizards and psionicists can use their abilities regardless of what kind of damage they take in a round, and tortures and pain-inflicting abilities (like the psionic *Inflict Pain*) do not affect the recipient. On the down side, the recipient is unaware of any hit point losses, poisoning, disease, etc., and does not know if he has been hit or needs healing. The recipient could be down to 1 hit point and not know it. Low Intelligence creatures tend to feel invulnerable while under this spell (no pain, no injury), while higher Intelligence ones realize the danger of the situation.

Unwilling creatures get a saving throw versus spell.

Vanquil's Snowball (Enchantment, Evocation)

Range: 25 yards per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Special
 Author: Joseph Delisle <jdelisle@loyola.edu>

This spell functions like improved version of *Snilloc's snowball* (although developed without knowledge of *Snilloc* or his spells). When cast, it creates a blue-white snowball in the wizard's hand, which is then thrown in the same round, with a chance to hit equal to the wizard's THAC0 plus 3. As it flies towards the target, the

snowball expands to become a 3-foot diameter mound of snow. Neither *shield* nor *protection from normal missiles* (or similar spells) will stop the snowball, but a *minor globe of invulnerability* will. Immunity to cold will not prevent damage, nor being knocked over if the saving throw is failed, but will prevent the target from being unable to cast spells.

If the target makes his saving throw versus spell, he takes 1d2 points of damage per wizard level (maximum 8d2 points of damage), and cannot cast spells in that round or the next round.

If the target fails his saving throw, he takes 1d2 points of damage per wizard level (up to 8d2), is knocked down (i.e., prone), and the intense cold prevents spellcasting for the next 1d6+1 rounds (due to severe shivers and chattering teeth).

This spell was developed as an anti-spellcaster weapon, and definitely not intended for general use. It appears here only because the formula was stolen by an ungrateful apprentice of the elven mage Vanquil. Despite the fact that the apprentice was killed by Vanquil himself less than two weeks after the theft, the spell had already been circulated to several unscrupulous wizards.

Warstone (Alteration)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 4
 Area of Effect: Special
 Saving Throw: None
 Author: Unknown

This spell enchants up to three small pebbles, which can be no larger than sling bullets. They can then be hurled or slung at an opponent. The warstones have a +3 to-hit and to damage, and are considered to be enchanted for purposes for determining if a creature can be struck. Upon striking, the stone shatters and flings shards in a 5-foot radius, inflicting 1d3 points of damage, or only 1 if the stone is smaller than sling bullet size. The stone will still shatter if it misses.

The material components are three unworked stones.

Whisper's Acid Glob (Evocation)

Range: 10 yards + 10 yards per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 3
 Area of Effect: Special
 Saving Throw: ½
 Author: Robert Johan Enters <whisper@wpi.edu>

This spell is similar in nature to *fireball* and *lightning bolt*. However, the spell is limited to a single glob, and has no area effect. On the other hand, the acid glob will do 1d8 points of damage per level of the caster. The glob is a yellowish substance that splatters all over the target upon impact. However, if the target saves, the glob hits only scathingly, and the remaining half will travel on, and thus might hit someone else, should another creature be standing behind the primary target. This target saves to see if he gets only half or no damage.

Whisper's Bolt of Darkness (Necromancy)

Range: 10 yards + 10 yards per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 3
 Area of Effect: 20-foot radius
 Saving Throw: None
 Author: Robert Johan Enters <whisper@wpi.edu>

This spell is similar to a *fireball*, except that there is no saving throw, and the damage is only 1d4 points per level. The spell is also not affected by such spells as *globe of invulnerability*, various *shield*

spells, *wall of force*, etc. It will sail right through them. Only magic resistance or an *anti-magic shell* can protect the target(s) of this spell.

Whisper's Icy Avalanche (Evocation)

Range: 10 yards per level
 Components: V
 Duration: 1 round per level
 Casting Time: 1
 Area of Effect: 15-yard radius area
 Saving Throw: None
 Author: Robert Johan Enters <whisper@wpi.edu>

The casting of this spell brings five feet of ice and snow to come crashing down in the area of effect. All those caught under the ice and snow will be hurt for 5d8 HP. After the first round, all those not protected against cold will receive an additional 1d4 points of damage per round. Crawling movement out of the snow (the only method save flying or dimension door or other such magical methods) is only 5 yards per round, and extremely strenuous. After exiting the snow and ice by crawling, the target(s) must regain their breath for 6 seconds per yard traversed. *Fireballs*, *walls of fire* and similar magics will melt the ice and snow in a single round, though those trapped will then suffer those effects. Note that one's protection from cold needs not necessarily be a magical spell or such. Warm clothing and the like (see the *Wilderness Survival Guide*) will also protect against the cold, though there is no protection against the first 5d8 HP, since that is mostly impact damage.

Whisper's Major Rune of Armouring (Alteration)

Range: 0
 Components: V, S
 Duration: 1 week per level
 Casting Time: 2 turns
 Area of Effect: Garment touched
 Saving Throw: None
 Author: Robert Johan Enters <whisper@wpi.edu>

This spell is the same as the 1st-level *Whisper's rune of armouring* spell, with the following exceptions. The Armour Class increase is two points on any the allowed garments, and the spell could also be applied to certain kinds of armour, if the wizard is capable of wearing them, being dual class or multi-class. If cast on armour rather than cloth, the power of the spell is reduced to an increase of one in the Armour Class. The armour cannot already have been magical, nor will the spell be effective on more than two pieces of armour worn at the same time: a helmet and armour, armour and shield, whatever combination the caster desires. If the *major rune* is cast on a garment already containing a regular rune, the *major rune* will supersede, and replace the regular rune.

If the spell is used on a piece of armour, and the caster wishes to also wear a cloth garment with the spell, only one garment can be so enspelled effectively. Thus one armour and one cloth would work, the armour increased by one Armour Class, the cloth by two.

Whisper's Minor Screaming Meteor (Evocation)

Range: 60 yards + 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 3
 Area of Effect: One creature
 Saving Throw: Special
 Author: Robert Johan Enters <whisper@wpi.edu>

This spell causes a meteor to come swooping down from the skies, and rush headlong at its intended target. The meteor comes in with a terrifying shrieking noise. The meteor will unerringly strike a single target. If the target fails a saving throw versus paralysis, the noise of the meteor will have him transfixed, and unable to move. The meteor will strike for maximum damage of 1d4+2 per level of the

caster. If the target does make its initial saving throw, he may attempt to dodge the meteor, if he declares that as his action (do not automatically roll a saving throw), rolling a saving throw versus breath weapon, in an attempt to halve the damage sustained.

Since the meteor will come swooping in from the sky, the spell can only be cast when open air is somehow available, though the spell could be cast in a room with a fireplace for example. The material component is a small phosphor crystal which is crumbled to dust during the casting process.

Wimbly's Enwrapment (Alteration)

Range: 5 yards per level
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 3
 Area of Effect: One creature
 Saving Throw: None
 Author: Paul D. Walker <pdwalker@hk.super.net>

When this spell is cast, a little blob of a sticky, web-like material flies toward its target and completely wraps it in a very strong, very sticky webs. The webs cannot be broken unless the target creature has at least a 23 Strength.

To determine if the blob hits, roll the attack as if the blob was a monster of Hit Dice equal to the wizard's level.

There are 3 applications of this spell:

- as a glowing sigil drawn in the air by the wizard and pointed at the intended target
- as a glyph marked on a surface that is touched or gazed upon
- as a small character written on some magic work to protect it

The material components of this spell are some strands of web that a giant spider uses to bind up its captured prey.

Winthrop's Undead Summoning II

(Conjuration/Summoning, Necromancy)

Range: 30 yards
 Components: V, S, M
 Duration: 5 rounds + 1 round per level
 Casting Time: 2
 Area of Effect: Special
 Saving Throw: None
 Author: Al Singleton (Isaac Winthrop) <eaay@catcc.bitnet>

This spell is like *monster summoning*, except that the spell is forgotten when the caster learns a higher-powered version of the spell. This causes the caster to lose the ability to cast this lower-level version and it even disappears from his spellbook (this spell is normally transcribed from a scroll). Any one of the following undead may be chosen to be summoned: 2d6 skeletons, 2d4 zombies, 2d4 ghouls or 1d6+1 shadows.

The undead appear at the end of the casting and fight to the best of their ability until slain, the duration expires, they are released, or they are further than 30 yards from the caster (the caster may not intentionally move out of range, nor may the undead for they are not free-willed while under the spell). At such time, they return to their point of origination.

The material component is a lit candle inside a small bag.

Fourth-Level Spells

A Lert (Conjuration/Summoning, Evocation)

Range: 0
 Components: V
 Duration: 2 turns per level
 Casting Time: 1
 Area of Effect: 10-foot per level radius
 Saving Throw: None
 Author: Jeff Tolle <gitzlaff@uxa.cso.uiuc.edu>

This spell summons into being a lert, which is a small, blue, humanoid creature. This creature is insubstantial, and thus can neither attack, nor be attacked. A lert's main purpose is to alert the party members of imminent danger. It can sense behind doors and around corners, and will telepathically inform the wizard of any danger it senses, provided the wizard is awake.

Acid Spray (Evocation)

Range: 0
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 4
 Area of Effect: Special
 Saving Throw: ½
 Author: Paul D. Walker <pdwalker@hk.super.net>

When this spell is cast, it causes a cone shaped spray of acid to extend outwards from the wizard's hand. The length of the cone is 5 yards per level of the wizard and the cone terminates with a circular area with a radius of 2 yards per level of the wizard. The start of the cone is a circular area of a 1-foot radius.

The damage from the acid is 1d4 + 1 per level of the wizard.

The material component of the spell is a vial of acid which is thrown in the direction which the cone will go.

Advanced Magic Mouth (Alteration)

Range: 10 feet
 Components: V, S, M
 Duration: Special
 Casting Time: 4
 Area of Effect: One object
 Saving Throw: None
 Author: Unknown

This spell is identical to *magic mouth* except in that the maximum activation range is only 10 feet and that it will continue to function as instructed, over and over, until the object is destroyed or the dweomer dispelled.

Alcoreax's Ictrail (Evocation)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 4
 Area of Effect: Special
 Saving Throw: Negates
 Author: Alcoreax

This spell creates a wave of hardened ice which the wizard actively directs. After casting, the wizard simply taps the ground to activate the spell. The wave of ice begins where the wizard taps the ground, and reaches its full dimensions after advancing only 10 feet. It travels at a speed of 40 feet per round. The crest of the wave is 10 feet high and 15 feet wide; after the crest of the wave has passed, the remaining "trail" is only 3 feet high.

Creatures coming into contact with the crest suffer 2d6 points plus 1 point damage per level of the wizard, or half this amount if the creature is cold-using (in general, cold-dwelling creatures take half damage from this spell, rounded down, and cannot suffocate as a result of this spell). In addition, creatures of less than large size must save against paralysis or be buried under the crest. Buried individuals take an additional 1d3 points of cold damage each round and must initially make another saving throw against paralysis or start to suffocate under the ice (use the rules for drowning). Trapped creatures may break free, taking 1 more point of damage per level of the wizard from sharp ice.

The crest of the wave can be disrupted by 30 or more points of fire damage, or negated by a wall of fire in any case. At the end of the spell duration, the crest of the ice wave immediately loses all momentum and melts; the spell will cause no more damage, and trapped creatures can easily break free taking no damage. The material components for this spell are a steel pin and a glass of icewater.

Alcoreax is the headmaster of Talarin Niulivius, one of the better magical schools on the continent of Niulivia. *Alcoreax's icetrail* is the only spell he has researched. This one took him over five years to develop.

Alpha's Acid Rainstorm (Conjuration/Summoning)

Range: 240 yards
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: 30-foot long square
 Saving Throw: ½
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

This spell, which functions only out of doors, causes thin streams of hissing violet acid to fall within its area of effect. All within the area must save versus spell or suffer full damage. The spell inflicts 1d8 per two levels of the wizard (rounded up). All exposed items in the area must also save versus acid or be destroyed.

Characters under heavy cover which is not destroyed by the acid are fully shielded from the effects of the spell. The acid, once it strikes the ground, harmlessly disappears. The material component for the spell is a small vial of aqua regia and a strip of zinc.

Alpha's Acid Resistance (Abjuration)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 round
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

This spell grants the subject complete immunity to acid, up to a point. The spell's basic duration is 10 rounds per level of the wizard. However, for every point of acid damage that would have been suffered by the character (after saving throws and any other protections have been considered), the duration of this spell is reduced by one round for every point of acid neutralised by the spell. This spell also protects the subject's equipment from needing to make any item saving throws versus acid for as long as the spell is in effect. The material component is a small glass vial containing lye and water.

Alpha's Ball Lightning (Evocation)

Range: 10 yards + 10 yards per level
 Components: V, S
 Duration: 4 rounds
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: ½
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

The caster of this spell can create one to four spheres of glowing electrical energy. These spheres resemble *dancing lights* (q.v.), and the wizard can control them in the same way. The spheres can be moved up to 120 feet per round. Each ball is about 5 feet in diameter, and any creatures approaching within 5 feet will dissipate that ball's charge. The charge values are:

Number of Lightning Balls	Damage Done
1	4d12
2	5d4 each
3	2d6 each
4	2d4 each

A saving throw versus spell results in half damage, indicating that contact was across an air gap. Note that more than one creature approaching within 5 feet in a single round can be affected by the ball if that occurs.

Alpha's Chill of the Void (Alteration, Evocation)

Range: 0
 Components: V, S, M
 Duration: 1 round
 Casting Time: 5
 Area of Effect: 20-foot wide, 5-foot per level long path
 Saving Throw: None
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

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

Alpha's Elemental Form (Alteration)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 turn
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

Use of this spell enables the wizard to transform the matter of a creature's body into the stuff of a particular elemental plane. The elemental form enables the character to engage in normal combat with an elemental of the same or opposite form (i.e., water would allow combat versus water or fire elementals), or an elemental creature, without needing a magical weapon to hit. It also provides protection versus the same element as if a ring of warmth (+2 on saving throws, -1 per die of damage, regenerate 1 HP of elemental-caused damage per turn). The subject can also exist without danger on the appropriate elemental plane, and can move normally there. It does not empower the subject with perceptions not normally possessed (for example, seeing through the rock of elemental earth), but it does prevent elemental damage. A character possessing a *ring of elemental command* who assumes *elemental form* of the same type

gains the cumulative effects of both, and is empowered with senses on the appropriate plane as if in normal air.

If this spell is cast on the prime material, the spell will last 1 turn per level of the wizard. If cast on the appropriate elemental plane, or in the border ethereal of that plane, it will last 12 turns per level. If cast while on an elemental or para-elemental plane different from the form assumed, start with the base of 12 turns per level and halve the duration for each plane removed. An *elemental form* in opposition to the plane the wizard is on (air versus earth, fire versus water) cannot be assumed at all.

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

Alpha's Firefall (Alteration)

Range: 10 yards per level
 Components: V, S, M
 Duration: Special
 Casting Time: 4
 Area of Effect: Special
 Saving Throw: Special
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

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

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

Alpha's Flames of Falroth (Alteration, Evocation)

Range: 10 yards
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: Special
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

This spell conjures an extra-dimensional black flame to surround a single object or creature within range. This fire has exactly the opposite effect of normal fire, in that it restores creatures or objects burned to destruction by fire or acid to their original state. This will not restore life to a person slain by a *fireball*, but it will restore the body to full health, such that a *raise dead* will bring the character back

to full physical health (though an amount of time equal to the time dead must be spent recovering from the psychological shock). Similarly, it will not restore enchantment to a once destroyed magic item, though a *limited wish* is capable of restoring the lost enchantment to the item reconstructed by the *flames of Falroth*.

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

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

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

A fire-using or dwelling creature that uses fire but is not native to the elemental plane of fire (for example, a fire giant, a red dragon, or a chimera) will not be harmed by the *flames of Falroth*, but any external fire powers (fire breath, spells, immolation, etc.) will cause only half normal damage, as their effectiveness is mitigated by the *flames*. The material component is a bit of green wood, a handful of ashes, a smoky quartz crystal, and a piece of obsidian.

Alpha's Hunting Pack (Conjuration/Summoning)

Range: 30 yards
 Components: V, S, M
 Duration: 5 rounds per level
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

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

D100 Roll	Pack
01-10	4d4 jackals
11-60	3d4 wild dogs
61-90	2d4 wolves
91-00	1d4 dire wolves

The pack will follow commands to the best of its ability, so long as they are relatively simple (attack, return, heel, etc.). If attacked by the

wizard or his fellows, all creatures summoned will instantly disappear. The hounds can track as well as a 5th-level ranger, and can be commanded to perform this activity if it is requested of them (such as by allowing them to smell an article of clothing from the creature to be tracked, etc.). The hounds will arrive 1d10 rounds after the spell is cast. The material components are a piece of fresh, uncooked meat and a finely crafted silver or ivory hunting horn, worth not less than 100 gp, which must be sounded during the casting of the spell.

Alpha's Rainbow Blast (Evocation)

Range: 0
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 4
 Area of Effect: 1-foot wide, 10-foot + 5-foot per level long beam
 Saving Throw: Negates
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

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

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

The victim is entitled to a saving throw, which, if successful, indicates that the beam has missed. It may hit another target, though. Also, if a target is struck by the beam, he must save versus petrification or be struck in the face and blinded for 1d4+2 rounds.

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

Alpha's Ray of Paralysis (Alteration)

Range: 10 feet + 5 feet per level
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

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

Alpha's Shadowfire (Evocation, Necromancy)

Range: 0
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 4
 Area of Effect: 1-foot diameter, 5-foot per level long ray
 Saving Throw: ½
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

This spell calls forth a seething black ray shot through with veins of green fire. All creatures in the path of the spell will suffer 1d4 damage per level of the wizard, up to a maximum of 20d4. A successful saving throw versus breath weapon will result in only half damage. A creature that is immune to fire or to energy drain will suffer only half damage (a quarter if a successful saving throw is made). If the damage rolled exceeds a target's remaining hit points, that target is disintegrated. The material component is a black opal worth at least 500 gp.

Alpha's Sheet Lightning (Evocation)

Range: 30 yards
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 4
 Area of Effect: 10-foot per level long square
 Saving Throw: Special
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

This spell creates a very bright flashing jolt of *sheet lightning* within the area of effect. All those in the area receive 4d4 electrical damage with no saving throw. In addition, those within must save versus petrification to avoid being blinded for 1d3 rounds and must save versus breath weapon to avoid being stunned for 1d3 rounds. Those carrying large, mostly metallic weapons (for example, swords or battle axes) or wearing partial metal armour (studded chain) save at -2 versus the stunning and suffer +1 per die of damage. Those in full metal armour (splint mail or better) save at -4 versus the stunning and suffer double damage. The material component is a bit of fur and a sheet of fine crystal worth at least 50 gp.

Angel's Negation (Abjuration, Enchantment)

Range: 0
 Components: S
 Duration: Permanent
 Casting Time: 1
 Area of Effect: Person touched
 Saving Throw: None
 Author: A.C. <ac001@freenet.carleton.ca>

This spell instantly negates the obsessive, compulsive behaviour caused by a seducer, and renders the recipient immune to the non-magical charms of that seducer. The seducer class is described in detail in *The Net Carnal Knowledge Guide*.

Animate Clothing (Illusion/Phantasm, Necromancy)

Range: 60 yards
 Components: V, S, M
 Duration: Special
 Casting Time: 4
 Area of Effect: One or more pieces of clothing
 Saving Throw: Special
 Author: <lrw5@psuvm.psu.edu>

By casting *animate clothing*, the cast can add body and substance to an illusion. The spell animates one or more articles of clothing, drawing its power from the vestiges of life energy left by the most recent wearer. The clothing fills out to the proportions of the previous owner, around which the caster can create an illusion, generally of

someone wearing the clothing. The animated clothing moves, wrinkles, and stretches as if worn, and exerts tension and mild force. Should someone touch or come into contact with the clothing, it will feel as if someone was actually wearing the clothing. Attacks or forceful contact adds a +2 to disbelieving the illusion.

The material component is any article of clothing that has been worn within one week. Almost any article of clothing can be animated: shirts, pants, dresses, hats, boots, gloves, etc. One article per three levels can be animated at once, clothing that comes in pairs counting as one (gloves, socks), and can be mismatched, although mismatched articles filling out to different proportions could be suspicious. Even pieces of armour may be animated, however due to the heavier mass and lessen flexibility, each counts as two articles of clothing (a complete suit of plate armour is not counted as one item, but a leather jerkin is). Animated clothing can move and lift light objects, turn pages in a book, pick up a small gem, but cannot perform actions requiring dexterity, such as unrolling a scroll or picking a pocket. They furthermore cannot attack or wield weapons, not even daggers or darts. Any attempt exhausts the life energy fuelling the spell instantly and the clothing ceases to be animated. Animated clothing remains so as long as the caster concentrates.

The illusion of the creature is not a separate spell, but part of *animate clothing*. Additionally, an illusion of the creature who most recently wore this clothing is not automatically supplied by the spell.

The clothing used has to have been worn for at least 8 hours for there to be enough residual life energy to animate with. Once the spell has been cast on the spell (successfully or not), the clothing cannot be animated again until it has been worn again for another 8 hours. The clothing remains animated for as long as the caster concentrates, but, like *phantasmal force*, the caster cannot perform other actions.

Armour (Abjuration)

Range: 0
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 4
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Ally's Spellbook <knudsenm@wpsmtp.ohsu.edu>

This spell armours the recipient creature in a magical aura. The armour bonus is 4 plus one point of Armour Class per level. Thus, a 7th-level caster would get an Armour Class of 2, while an 11th-level caster would get an Armour Class of 0. If actual armour is worn, the better of the two (real armour versus the *armour* spell) is used. This spell works with rings and other magical protections plus the creature's Dexterity bonus if any. The material component of this spell is a left glove.

Atom Blast (Invocation/Evocation)

Range: 5 feet per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: 1 pound per level
 Saving Throw: None
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

This spell causes any solid, non-animate, non-magical, non-living substance to explode from within causing 1d4 points of damage per level of the wizard to creatures within ten feet of blast.

Attacking Mist (Conjuration/Summoning)

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

This spell can summon a class II type of intelligent mist from the elemental plane of air. The creature is summoned when an event triggers the spell (similar to *magic mouth*). The spell attacks first person encountered. The mist will stop an attack after it has been summoned upon conditions set by the wizard.

The mist is actually a being from the elemental plane of air (albeit a low powered one). The difference between intelligent mists and other summoned creatures is that the mists actually have access to the knowledge of their summoner. This includes 1 language (chosen by the wizard) and information (not spells) dictated by the casting wizard.

For a detailed description of the different types of intelligent mists, see the monster description provided with the 5th-level *magic mist*. The instructions for the attacking mist must be written on a piece of paper (the material component of this spell), which must be burnt in the casting.

Whether the mist stops attacking or wins the battle, it will not return to its own plane until either dispelled or the spell duration expires.

For example, Raji casts an *attacking mist* spell. He states that a mist will be summoned when anyone comes into this room, and will cease to attack anyone who speaks his name.

Beacon (Alteration)

Range: 60 yards
 Components: V, S
 Duration: 1 round per level
 Casting Time: 4
 Area of Effect: 5-mile long, 1-foot wide beam
 Saving Throw: None
 Author: François Menneteau <menneteau@acri.fr>

A ray of light of any colour springs from the caster's palm. It can be up to 5 miles long. This ray inflicts 2 points of damage per level of the caster to any creature directly affected by sunlight.

Become Phantasmal Lover (Illusion/Phantasm)

Range: 5 yards per level
 Components: V, S, M
 Duration: Until the next morning
 Casting Time: Special
 Area of Effect: One creature
 Saving Throw: Special
 Author: Adelheyde <mfassben@ucs.indiana.edu>

When this spell is cast, the wizard causes his features to shift in the mind of his victim to conform to those of an individual that the victim considers to be *the* ultimate lover. Once the spell is successfully cast (the saving throw varies according to the amount of preparation in casting the spell), the recipient will be putty in the hands of the caster, not out of enchantment but only out of the recipient's own sense of wish-fulfilment.

This spell takes as much time to cast as it takes to get the recipient drunk. The more thoroughly tanked up the recipient gets, the worse will be the saving throw (see the *Net Alcohol Guide* for more information):

Recipient's State	Saving Throw Modifier
Had a serving of alcohol	-1
Slightly intoxicated	-2

Moderately intoxicated	-4
Greatly intoxicated	-8

The material component of this spell is a large quantity of alcohol, which must be passed through the gullet of the recipient.

Beetle Call (Conjuration/Summoning)

Range: 50 yards
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 4
 Area of Effect: Special
 Saving Throw: None
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell summons a variable number of beetles to fight for the wizard. The beetles cannot be used for other tasks. The type of beetle that can be summoned depends on the level of the wizard:

Wizard's Level	Summoned Beetles
7-10	fire, bombardier
11-13	water, boring
14-17	stag, slicer
18+	death watch (11 HD), rhinoceros

Note that beetles from a lesser level may always be summoned. Up to 1 HD per level of the wizard can be summoned (round down). Only one type of beetle can be summoned, and all remainders are dropped. Other types of beetles may be summoned at the DM's discretion. The material component of this spell is a small, live beetle.

Bergil's Fire Bolt (Evocation)

Range: 20 yards + 5 yards per level
 Components: V, S, M
 Duration: Instant
 Casting Time: 4
 Area of Effect: Special
 Saving Throw: ½
 Author: Bergil

The spell creates a powerful bolt of plasma that inflicts 1d8 points of damage per level to anyone in its area of effect (maximum damage is 12d8). This bolt is 60 feet long × 5 feet wide, it cannot be forked. It streaks outward much like a *lightning bolt*. It does not reflect, however. If the *firebolt* hits a wall, the plasma spreads out in a 5-foot radius hemisphere, anyone in the hemisphere takes damage. Thus it is possible to hit someone standing near a wall twice with the *firebolt*, once with the bolt and once with the hemisphere. The *firebolt* automatically sets fire to anything combustible in the path or in the hemisphere. The bolt has the same penetration ability as a *lightning bolt*. The material components are a stick, a bit of sulphur, and a dab of royal honey.

Bigby's Bitch Slap (Evocation)

Reversible

Range: 10 yards per level
 Components: V, S, M
 Duration: Special
 Casting Time: 4
 Area of Effect: One female (male for the reverse)
 Saving Throw: Negates
 Author: James A. Hooper <hooper2@snycanva.bitnet> and Boudewijn Wayers (dedos4@win.tue.nl)

This is yet another version of the "*Bigby's Hand*" spells (although probably not from Bigby). A quasi-real hand (five feet) comes into existence and smacks the nearest women that the caster commands it to. If the woman knows her place is in the kitchen, the hand only

does 1 point of damage as a reminder. However, if the woman has complained, whined or not been to the kitchen in three days, the hand instantly grows to a Titan's hand's size (25 feet) and knocks the woman into the nearest kitchen (be it 10 feet or 10,000 miles) and forces her to cook a three course meal. If she continuously refuses, the hand will inflict damage on her until she submits (DM's decision on damage per hit). The hand has as many hit points as the caster in full health and has an Armour Class of 0. The material component of the spell is a leather glove.

The reverse of this spell, *Bigbabs' brute slap*, is quite alike, except that it only works on males, to remind them that they should leave the house and go to work. The man is immediately reminded that he should work, not hang around in, say, a comfy living room or bar. The hand evoked will continue slapping the male until he submits and goes to work. If the man had complained, abused women at work, or not been to work in three days, the hand will grow to 25 feet and beat the man until he complies, forcing him to perform overwork for at least two hours.

Blood Scent (Alteration)

Range: 0
 Components: V, S, M
 Duration: 9 rounds
 Casting Time: 4
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Steve Bartell <stevebar@wordperfect.com>

This spell causes the recipient to give off the strong smell of blood as if they were bleeding profusely. The victim will take no damage from the spell and there are no visible effects, only the scent of blood. The smell attracts carnivorous creatures in the area — usually sharks. The spell has a 10% chance of attracting wandering monsters on the first round after casting, with an additional 10% each round thereafter. This chance increases to a maximum of 90% on the ninth and last round of the spell duration.

The type of creatures appearing depends on the area the spell is cast. The DM can do a wandering monsters check to determine what shows up. The creatures that appear will be so strongly attracted to the spell victim that they will ignore all other living things in the area. When the spell duration expires, the scent immediately disappears and the attracted carnivores will no longer be attracted to the individual. However, if they successfully drew blood from the victim, chances are they will continue to attack. The material component for this spell is a shark's tooth.

Note: this spell was created for use underwater. If the DM allows, the spell can be used in a land-based campaign to attract carnivorous creatures. The spell may not be as effective out of the water — at the DM's discretion.

Bolt's Hell Hail (Evocation)

Range: 10 yards per level
 Components: V, S
 Duration: Special
 Casting Time: 7
 Area of Effect: 40-foot square
 Saving Throw: None
 Author: Phill Hatch <phatch@slc.mentorg.com>

Hell hail is a fire version of *ice storm* with some implementation differences. As a storm, it has the same area of effect as an *ice storm*, but causes only 3d8 for damage. The storm is largish hailstones that drop from above. On impact, they burst in a fiery flash of heat and energy. It will ignite flammable materials failing their saving throws and break fragile containers on impact, perhaps igniting the contents. The storm is unlikely to burn a table, stout chairs, large logs, leather objects and the like. The storm doesn't last long enough to light them. In this form, its duration is instantaneous.

When cast as a sheet of flames, its effect is quite different. While the spell has a longer duration in this mode (1 round per level of the

caster), it has only one initial flash of heat and power, so thin hair, very dry and thin paper or other fiery substances will be consumed. Scrolls, books and the like will not be harmed unless they are unrolled, open, in use or in other vulnerable circumstances. Even then, only the exposed areas will suffer the damage. Creatures are not normally harmed though small insects may be consumed in the initial flash. The area radiates heat, but not enough to cause damage, though passing through will be uncomfortable. The fires rage 7 feet high in the area for the duration of the spell and may block vision. The crackling of the flames makes communication across the field difficult if not impossible. Low Intelligence creatures won't enter the burning area and will try to flee from the fire zone immediately. Standard Intelligence creatures must make a saving throw versus paralysis to willingly enter the area. High Intelligence creatures may enter and exit the area freely.

Bone Bow (Evocation)

Range: 0
 Components: S, M
 Duration: 1 round + 1 round per level
 Casting Time: 4
 Area of Effect: Special
 Saving Throw: None
 Author: Bret Mikeal O'Neal <bo@csd4.csd.uwm.edu>

This spell calls into being a magical long bow, consisting entirely of human bones. For each round that the spell is in use the caster can fire two bone arrows a round. These are shot with long bow range brackets at a THAC0 of a fighter of half the wizard's level. These count as +3 for what creatures can be hit, are not stopped by magic resistance and do 1d8+2 damage (plus Strength bonus) each hit.

The material components are a wish bone and a length of silk thread.

Bone Lock (Necromancy)

Range: 10 yards per level
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 4
 Area of Effect: One creature
 Saving Throw: Special
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell causes the bone joints of a creature to lock, effectively immobilizing it for the duration of the spell unless it makes a successful saving throw versus death magic. Even if the saving throw is made, the creature is slowed. Obviously, a creature must have a bone structure in order for this spell to be effective. Any creature that is entirely composed of bone saves at -3. The material component of the spell is a bone shard.

Branit's Backstabbing Surprise (Conjuration)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 turn
 Area of Effect: Person touched
 Saving Throw: Negates
 Author: Arrvid Carlson <arrdiv@shumv1.ncsu.edu>

This spell provides protection against backstabbing. When the recipient of the spell is backstabbed, a cloud of acid is created behind the spell recipient which blows back and out to form a semi-sphere 8 feet in radius. All within this area, the recipient not included, take 6d4+6 points of acid damage. Note that the backstabber gets no saving throw (due to surprise and proximity), all others receive half damage upon a successful saving throw.

A backstabbing attack is any physical attack or combination of attacks initiated from behind which causes damage equal to one fifth

or more of the victims hit points at the time of the attack, assuming the attacker is within 8 feet of the victim when the attack is initiated. The spell is in effect until dispelled or discharged. This spell will work in combination with other defensive spells.

The material component is 100 red ants which must be rolled in the wizard's hands, the husks then thrown over each shoulder of the recipient, and the juice rubbed into the recipients back.

Broom (Enchantment)

Range: 0
 Components: V, S, M
 Duration: 1d6 hours + 1 hour per level
 Casting Time: 1 turn
 Area of Effect: Broom touched
 Saving Throw: None
 Author: Geoffrey Edward Fagan <gefagan@uokmax.ecn.uoknor.edu>

A witch uses this spell to enchant her broom with the power of flight. The broom flies with a movement rate of 30, minus 1 per 14 pounds above 182 pounds which it is carrying, and it can climb and turn at an angle of 30 in response to the verbal command of its mistress. While the enchantment lasts, the witch can summon the broom from up to 300 yards away. The material components are a broom, which is not used up by the casting, and a feather, which is. The long casting time is necessary to set the command words, but if the spell is recast on an already enchanted broom, it has a casting time of 3.

Byrnaal's Apologetic Release (Conjuration/Summoning)

Range: 0
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1 hour
 Area of Effect: Special
 Saving Throw: None
 Author: Phill Hatch <phatch@slc.mentorg.com>

This spell is not for the animal lovers out there. For the rest of you: sick of that toad you got stuck with for a familiar? Bored with your skunk (he never was very good for parties)? Now there is *Byrnaal's apologetic release*!

This spell releases any creature from a find familiar spell with no adverse effects to either the animal or the caster. It causes the ex-familiar to return to the exact state it was in before bound as a familiar: in age, memories, etc. Not appropriate for very serious campaigns, but there are times when this spell could have a serious, beneficial use in a campaign (for instance, the wizard is a wild magician and rolls that evil wild surge that gives him an assassin imp as a familiar).

Byrnall Magefyr was the very first character I ever created, and still going strong (when he's not too busy fighting off Cyric, the Night Parade, the Cult of the Dragon, Orcus, and the Second Unhuman war on Toril).

Byrnaal's Astounding Negation (Alteration, Necromancy)

Range: 10 yards per level
 Components: V, S
 Duration: 1 round per level
 Casting Time: 7
 Area of Effect: One creature
 Saving Throw: ½
 Author: Phill Hatch <phatch@slc.mentorg.com>

This spell reduces the magic resistance of any creature by 2d10% + 1% per level. A successful saving throw reduces this loss to half (round up), but the creature's magic resistance has no effect on this spell.

The somatic component consists of merely pointing at the target. The verbal component is this: the caster must utter three truths about the target. Depending on how well this is roleplayed, the DM should give saving throw bonuses or penalties, or change the amount by which the magic resistance is lowered.

Note: This spell was made three years before the *Tome of Magic* containing the 5th-level *lower resistance* spell came out, so seniority is claimed by the original poster.

Chaos Vision (Illusion/Phantasm, Wild Magic)

Range: 10 yards per level
 Components: V, S
 Duration: 1 turn per level
 Casting Time: 2 rounds
 Area of Effect: 10-yard per level radius sphere
 Saving Throw: None
 Author: Unknown

This spell offers some protection from *teleport* spells by constantly shifting and shaping what an area looks like. Thus, a wizard cannot use information gathered previously to *teleport* to the affected area as the surroundings will have seemingly changed. Objects located in this environment or entering it will be affected as well, first appearing as one object or animal and then shifting to another.

Another use found for this spell is as a trap. Slimes, moulds and other creatures that don't need senses to attack can be placed in this environment and are effectively invisible. Any attacks on anything in the area of effect is hindered by a -4 modifier to-hit.

Note that *true seeing* and similar spells that see through illusions will likewise penetrate this one. The illusion itself will not cause any damage, although it may cause characters to react in such a way as to hurt themselves. The main purpose of this spell is simply to constantly conceal.

Cheffield's Kingly Feast (Conjuration/Summoning)

Range: 30 yards
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 turn
 Area of Effect: One person fed per level
 Saving Throw: None
 Author: Paul D. Walker <pdwalker@hk.super.net>

This spell is similar to *Cheffield's major feast* except that it brings into existence food and drink which is of extremely high quality. The food is excellent and nourishing. The drink is rich and tasty. This meal is truly fit for a king and his kind. In addition to the main meal are appetizers to serve before and desserts to be eaten afterwards. Nobody who is being served by this spell will be unable to finish their food.

The material components of this spell are rich spices (40 gp) and a good quality wine (minimum 10 gp) which must be mixed together when the spell is cast. As a final note it must be pointed out that the four and twenty black birds baked in a pie is an optional feature.

Chill Grasp (Alteration, Necromancy)

Range: 0
 Components: V, S
 Duration: Special
 Casting Time: 1
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Savanthalas <kumm7779@snyplava.bitnet>

This spell combines *shocking grasp* and *chill touch*. As on *chill touch*, the cold aura is generated and creates an aura around the caster covering him on all sides. All attackers should make a saving throw versus fear or paralysis. The next aspect of this spell is the release of an electrical discharge when the character touches a creature. The

charge is a little less damaging than the original *shocking grasp* spell due to the energy being diverted to the chill aura. The damage ends up as 1d6+1 per level. There is no saving throw for damage.

Circle of Protection (Alteration, Necromancy, Summoning)

Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None
Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

By means of this spell, the necromancer inscribes a *circle of protection* (usually with magically prepared chalk) to which he "ties" a thaumaturgic triangle into which a demon or spirit or elemental may be summoned by other spells. Inside the circle, the wizard cannot be hurt by the summoned creature, nor can that creature be loosed except by the wizard's will. An Intelligence check must be made to determine if the circle was properly inscribed.

The circle (along with any other merged inscriptions) may be temporarily neutralized by simply rubbing a break. In this way, no creatures may find their way into the wizard's plane, though the circle may be easily restored by casting a *restore circle* spell and inscribing out the break.

The material component for this spell is some incense to be burnt, worth at least 1000 gp.

Conjure Drink IV (Conjuration/Summoning)

Range: 10 feet
Components: S
Duration: Permanent
Casting Time: 1
Area of Effect: Special
Saving Throw: None
Author: Kai Rottenbacher <o uwagner@orville.zdv.uni-mainz.de>

This spell conjures alcoholic drinks, the quantity being determined by the quality desired by the caster. Either wine (one tun per 5 levels) or spirits (one keg per 5 levels) can be conjured. The components are only the desire to have the desired drink in the container in hand and a snap of the fingers of the other hand.

Continual Ambience (Alteration)

Range: 60 yards
Components: V, S, M
Duration: Permanent
Casting Time: 4
Area of Effect: 60-yard radius globe
Saving Throw: None
Author: Paul D. Walker <pdwalker@hk.super.net>

This spell is the same as the 2nd-level wizard spell *ambient light* (q.v.), except as noted above.

Continual Weather (Alteration)

Range: 40 yards + 5 yards per level
Components: V, S, M
Duration: Permanent (until dispelled)
Casting Time: 4
Area of Effect: 10-yard per level radius area
Saving Throw: None
Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell is used to create a standing weather pattern in an area. It creates a zone in which the desired weather repeats indefinitely, and lasts until dispelled. The varieties of weather possible are

numerous, but cannot include cataclysmic upheavals of the environment.

It is possible to cause precipitation, whose run-off vanishes at the borders of the spell, being recycled so as not to unduly disturb the environment outside the spell's area of effect. Snow, sleet, hail, and rain are all possibilities for the continual weather. The temperature is also variable, but heated or cooled air does not heat or cool air outside the zone. The maximum temperature of the zone is 110°F, and the minimum is -10°F. The humidity (in absence of precipitation) and wind speed can be set as well, although wind speed cannot be greater than 35 miles per hour. Again, these effects end at the borders of the spell.

Astronomical oddities cannot be maintained by this spell: it is impossible to have a region of eternal sunlight or star patterns. Day and night do occur within, although overcast conditions may reign in the zone, and the heat of the sun has no adverse effect on snow or ice within.

The material component is a pinch of dirt from a wild magic zone.

Create Poison (Conjuration)

Range: 0
Components: S, M
Duration: 1 round per level
Casting Time: 4
Area of Effect: Special
Saving Throw: Special
Author: Ally's Spellbook <knudsenm@wpsmtp.ohsu.edu>

This spell creates a poisonous liquid or gel. The potency of the poison is dependant upon the level of the caster. The saving throw against the poison is at -1 per 3 levels of the caster. Up to one ounce of poison per casters level may be created and be of contact, ingestion, or injection type. Note that any creature normally immune to poison will be totally unaffected by this spell. The material component of this spell is a wand of hemlock.

Create Smithy (Conjuration/Summoning)

Range: 10 feet
Components: V, S, M
Duration: 2 hours per level
Casting Time: 1 turn
Area of Effect: 20 square feet per level
Saving Throw: None
Author: Kai Rottenbacher <o uwagner@orville.zdv.uni-mainz.de>

This spell creates a complete smithy. It includes a forge (normal metals), large forge with articulate bellows (for very hard metals (up to and including mithril), a full set of hammers, a full set of clamps, a water basin for tempering, a large anvil, a small curved anvil, small smithing tools, a set of metal chisels, a set of artistic metal working tools, a small amount of welding wire, a welding iron, and several other miscellaneous tools for metal working. The spell creates only the interior of the room; it doesn't create the walls, floors, or ceilings.

The tools cannot be used for combat nor for sale. They cannot be used to hide behind, under or in. If any of these are tried the whole arrangement vanishes in a puff of smoke. Water or other material vanishes instantly if it is not used for the required purposes.

The material components can be used either during casting (for a casting time of one turn) or during memorisation (for a memorisation time of 1 hour and 20 minutes). If the material components are used during casting the casting time is one turn. If they are used during memorisation the smithy can be created with a snap of the caster's fingers.

Cyril's Bungee Cord (Evocation, Wild Magic)

Range: 30 feet per level
 Components: V, S, M
 Duration: 1 round per 2 levels
 Casting Time: 4
 Area of Effect: One 10-foot per level long magical cord
 Saving Throw: None
 Author: Craig Allen Campbell <craigc@csd4.csd.uwm.edu>

This spell creates a cord similar to the one created with *Cyril's bungee snap*. However, there are a few notable differences.

This cord will loop itself over the caster and one other creature within the range of the spell. On the round after the casting, the two will be drawn together to meet in the middle of the cord. They will not hit each other, however, and will pass harmlessly past one another until the cord stretches out to its original length. In essence, the two switch places in between rounds. During the "in between round switching", both are allowed a melee or item attack on the other when they meet in the middle. These attacks are made at a +2 to-hit.

The cord will continue to switch the two back-and-forth for its full duration, unless cut. The caster can cut the cord at any time. Any other character may cut the cord by successfully *dispelling* it or by inflicting damage to it with slashing weapons. The cord has an Armour Class of -2 and as many hit points as the caster has levels. If the cord is cut before the full duration has been reached, a wild surge results. The person who cut the cord is treated as the caster and the person attached to the cord and furthest away from the cut point is treated as the target for the wild surge result. If the caster himself cuts the cord, his level is added to the surge roll, as per *Nahal's reckless dweomer*.

Both the caster and the target may take any normal action during regular rounds (between switches), but all actions are at a +6 penalty to initiative. Movement is restricted to one quarter the normal rate. Armour Class bonuses for high Dexterity are lost while entangled in the cord, as are Dexterity bonuses to hit with missile weapons. If either the caster or the target move such that a solid object is between them, they are still drawn together, but will take falling damage, much as in *Cyril's bungee snap*, and the cord will be cut, causing a wild surge.

The material component for this spell is a piece of gold wire, looped at both ends.

Damian's Insulated Envelope (Abjuration)

Range: 0
 Components: V, S, M
 Duration: 2 rounds + 1 round per level
 Casting Time: 4
 Area of Effect: The caster
 Saving Throw: Special
 Author: Jay <krzyston@garfield.cs.wisc.edu>

Due to his personal dislike of lightning the archmage Damian crafted this spell to specifically counter its harmful effects. When cast, this spell seems to cover the wizard in a pale blue light resembling an envelope. Once cast the wizard gains 2 Benefits (much like fire shield):

- a saving throw versus lightning at + 2 indicates no damage to the wizard. A failed saving throw merely indicates half damage. If, at any time, the wizard is hit by any acid or acid spell, the wizard must save normally or take double damage.
 - if any melee attacks are made on the wizard, on a successful strike the wizard takes normal damage but so does the attacker.
- The material component is a self addressed stamped envelope.

Dardan's Dehydration (Evocation)

Range: 10 yards + 10 yards per level
 Components: V, S, M
 Duration: 7 rounds
 Casting Time: 3
 Area of Effect: 30-foot radius
 Saving Throw: Special
 Author: Craig Singsank <singsank@oshkoshw.bitnet>

When this spell is cast, a small dusty ecru-coloured sphere will issue from the palm of the wizard's hand. When hurled in the air the sphere will explode at the desired range into a billowing cloud of cascading dust and powder. All creatures in the area of effect must save versus death magic. If the targets make their saving throw they are only effected for the first three rounds of the spell. Otherwise they are affected as follows:

Round 1: The victim's eyes begin to burn, their mouth becomes parched, and their lips begin to crack. They lose -2 on their to-hit and initiative rolls this round. Spell casting is impossible for the duration of the spell. Lastly, the creature endures 1d4 points of damage this and all following rounds.

Round 2: This round, the sweltering heat and scorching dryness engulfs the character's whole body. They lose -4 on their to-hit and initiative rolls and all Dexterity and Strength bonuses.

Round 3: By this round the victim feels as if every pore in their body is ablaze. This pain is so intense it blinds them and drives all other thoughts from their mind. The character can only lash out with a -6 on their to-hit and initiative rolls and a loss of all Dexterity and Strength bonuses.

Round 4: The agony of fluid being torn from the body is so savage this round the character falls to the ground tearing at his clothes and body. The character's anguish is so severe they lose 1d4 points of Constitution for a turn. Besides the previously stated penalties the character can also be attacked as if they were stunned or prone.

Round 5: see round 3.

Round 6: see round 2.

Round 7: see round 1.

All fire-using, undead, animated, and related creatures are immune to this spell. However, all amphibious creatures, slimes, jellies, puddings, molds, and water-using creatures incur twice the duration and intensity of the spell.

The material components of this spell are several pinches of powdered bone and a bit of spittle.

Darklight's Alcohol Fountaining (Conjuration)

Range: 0
 Components: V, M
 Duration: 3 rounds
 Casting Time: 1
 Area of Effect: 20-foot radius area
 Saving Throw: None
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell was designed in order to aid one in freeing oneself from webs, viscous globs, and other such sticky substances which can be dissolved with alcohol. The material component, a flask of any alcoholic liquid, must merely be in range for the spell to work.

Upon the casting of this spell, the caster's body begins to emit great amounts of alcohol, which spray in all directions for the duration of the spell. The caster may wish to waterproof his more delicate belongings to save them from damage before casting the spell. Any substance which could normally be dissolved with the aid of alcohol is quickly broken down.

Note that the alcohol sprays reach a 20-foot radius, so that a sizeable section of web or such could be covered. Note also that alcohol is highly flammable, so this spell should be used with caution.

Darklight's Creature Item (Alteration)

Range: 20 feet
 Components: V, S
 Duration: Permanent
 Casting Time: 1 turn
 Area of Effect: One creature
 Saving Throw: Special
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell functions in a similar way to the 3rd-level *item* spell, but is designed to work upon living creatures. A creature affected by the spell is altered into a piece of cloth, as per the *item* spell. Very small creatures who have been itemized will be cloth pieces of roughly life size, but large ones are shrunk to no more than 1x1 foot cloth representations. While in this state, they are in a state of suspended animation, and could remain in such a state indefinitely. If an intelligent being's possessions have all been *itemized* previously (disregarding magic items — those resist the process), then they will be included in the final item. A willing creature can forego its saving throw; charmed creatures are considered willing. Unwilling creatures (who have somehow been kept still for a turn) get a saving throw versus polymorph to resist the change. The cloth piece resulting is somewhat resilient, getting +3 to all material saving throws, but if destroyed, kills the creature. Returning the creature to (normal) life merely entails tossing it upon the ground (with this being the stated intent) or speaking a command word specified by the caster upon casting.

Darklight's Delivering Bolt (Alteration, Metamagic)

Range: 10 yards per 2 levels
 Components: V, S
 Duration: Instantaneous
 Casting Time: 2 (but see below)
 Area of Effect: Special
 Saving Throw: None
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell "loads" any one 1st-, 2nd- or 3rd-level spell that is normally cast via touch into a bolt of magic which can be used to deliver it at range. Single-charge spells, such as *shocking grasp*, are fired through the bolt and work normally on the target if the bolt hits. If a spell works over a number of rounds rather than a certain number of touches, or if there are multiple possible charges delivered over a series of touches, then the spell can be "fired" through these bolts, one bolt per round throughout the normal spell duration. Other types of touch spells should be dealt with in a similar manner at the DM's option. Beneficial as well as offensive spells can be loaded and launched in this manner. Only one spell per casting of this Metamagic spell can thus be affected. The casting time of the Metamagic includes the casting time of the secondary spell within itself, adding 2 to the latter's normal casting time. The bolt looks like a pointy beam of light in the wizard's preferred colour. Note that the caster must make a successful roll to-hit for the bolt to strike its target, unless the target is willing to be struck or cannot dodge.

Darklight's Inexplicable Manifestation (Enchantment, Illusion)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 round
 Area of Effect: One object
 Saving Throw: None
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell is cast upon an inanimate object so that when a being next touches it, a limited illusory manifestation of the caster's choosing occurs. The manifestation can be of almost any nature the caster desires, but cannot be designed to fool or scare anyone, as it is clearly some sort of phantom sensation. The manifestation can be

visual, sonic, or olfactory; it appears or manifests near or around the creature touching the enspelled object. It could be, for example, the image of a white rose, the scent of the ocean, or the sound of a crying kitten. An image cannot be larger than about 3 feet across at most, a sound cannot be louder than loud conversation, and a smell cannot incapacitate or choke anyone. The dweomer remains passive within the object until a creature touches it, at which point the image manifests. Their reaction may vary: although they may not associate the image with the thing touched, they are aware that a distinct "something" has happened to deliver this manifestation — usually this seems to be some sort of ghostly phenomenon. The nature of the image also affects their reactions: the image of a pink bunny rabbit is less disturbing than that of a looming skull.

This spell is often made permanent for various reasons. First, so that every creature touching an object causes the same manifestation. This is accomplished by simply laying a *permanency* upon *inexplicable manifestation*. Secondly, it is often incorporated into the enchantments of a magic item (often a sword) to give the item personality and flair. A piece of paper with a colour drawing or detailed description of the manifestation is the material component.

Darklight's Invisible Spell (Alteration, Metamagic)

Range: 0
 Components: V, S
 Duration: 1 round
 Casting Time: 1 round
 Area of Effect: One spell
 Saving Throw: Negates
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This metamagic spell can affect any one spell of fifth level or lower. It functions to cloak all visible effects of the spell, making it invisible. This has the effect of reducing its damage by 1 per die (but not below 1 point per die), but making it more conducive to stealth. For example, a *fireball* modified by *invisible spell* would explode with normal noise, heat, impact, and such, but would be invisible. Note that this does not conceal either the caster or the spell's victims, only the visible portion of the spell. It adds 3 to the casting time of the other spell, but requires no extra material components. The casting of the other spell must be started within the duration of this spell.

Darklight's Lofty Eye (Divination)

Range: 0
 Components: V, S, M
 Duration: 5 rounds per level
 Casting Time: 1 round
 Area of Effect: Sight (see below)
 Saving Throw: None
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This unusual spell gives the caster an elevated view of his surroundings. The caster must stand still with eyes closed for the duration; he is then able to look down from a point hundreds of feet directly above the spot where he is standing. Needless to say, the spell's utility is limited by visibility conditions — it does not grant the ability to see through trees, clouds, smoke, etc. It will not function at all if cast indoors or underground. Trees are not a barrier to the spell's operation, but it does not lend any special visual acuity, so fine details of things on the ground may not be picked out. The duration is limited by caster concentration.

The spell's material component is a looking glass.

Darklight's Minor Planar Weapon (Conjuration, Wild Magic)

Range: 0

Components: V, S, M

Duration: 5d6 rounds

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell summons a small weapon composed of planar energies. It is solid and non-damaging to the caster, but its substance is usually unusual. It typically takes the shape of a dagger, but can be any small-sized weapon the caster is proficient in. Its base damage is equal to that of a *weapon*, +1 of its type, as is its ability to hit, but it does 1d10 points of special damage based on its extraplanar energies. When this spell is cast, roll 1d100 and consult the table below to see what plane is drawn upon.

Note: when multipliers are given to damage, apply the multiplier only to the "special" planar damage of the weapon (1d10, usually), and when the description says that it can attack certain creatures "normally", then the special planar damage does not apply to that creature type.

01–50. Elemental plane. Roll 1d4 to determine which:

- Air.** The weapon can disperse 1-yard portions of a cloud of smoke or gas if swung at them, and can keep vaporous creatures at bay or attack aerial creatures normally. It does double damage to earth or rock based creatures.
- Earth.** The weapon petrifies a creature on a natural 20, if they fail a saving throw versus petrification. It does double damage to gaseous or aerial creatures, and can attack earth-based or rock-like creatures normally.
- Fire.** The weapon can set any flammable substance alight by merely touching it, and can melt ice at the rate of 3 cubic feet per round. It allows one to attack flame-based creatures normally, but does double damage to liquid creatures, water-based, or cold-using creatures.
- Water.** The weapon, if three successive hits are made on a single creature, can attempt to "drown" the creature (assuming it is air-breathing) by filling its lungs with water. Thereafter, it must make a successful Constitution check every hit or take an additional 2d6 drowning damage. It can extinguish normal fires by touch, and allows one to attack liquid creatures normally. It does double damage to fire-based creatures.

51–60. Para-elemental plane. Roll 1d4 to determine which:

- Ice.** The weapon causes a creature to freeze stiff for 3d4 rounds and take 3d4 extra damage if it hits on a natural 20. It can freeze up to 1 gallon of liquid per round of touch. It allows one to attack creatures of ice normally, but does double damage to earth-based and air-based creatures.
- Magma.** The weapon causes items struck to melt or become incinerated if they fail a saving throw versus magical fire. On a natural 20, it does triple damage to normal creatures (quadruple to vulnerable creatures). It allows one to attack lava creatures normally, but does double damage to water-based or air-based creatures.
- Ooze.** The weapon coats a creature with mud and slime, and on a natural 20, causes their lungs to fill up with ooze (they must then make Constitution checks for 6 rounds or take 1d6 drowning damage per round). It allows one to attack slime or ooze creatures normally, but does double damage to fire-based and air-based creatures.
- Smoke.** The weapon causes 2d4 extra suffocation damage on a natural 20. It can fill one 1-yard square per round with smoke, which functions as normal smoke (the wielder is immune to negative effects of generated smoke). It allows one to attack mist or smoke-based creatures normally, and does double damage to water or earth-based creatures.

61–70. Positive quasi-elemental plane. Roll 1d4 to determine which:

- Lightning.** The weapon knocks a creature back up to 4 yards on a natural 20, with a clap of thunder and 1d10 extra electrical damage. It allows one to attack electrical beings normally, and can do double damage to metallic, earth-based, or water-based creatures. Also, it is +4 to-hit against opponents with metal armour (because it is transmitted through such protections).
- Minerals.** The weapon on a natural 20 has a 50 percent chance of severing (as a sword of sharpness), otherwise the creature must save or be petrified. It allows one to attack crystalline or mineral creatures normally, but does double damage to air-based or particulate (dust or sand) creatures.
- Radiance.** The weapon turns an undead or shadow-creature on a natural 20, otherwise on a 20 it blinds a normal creature for 2d6 rounds. It emits light out to a 30-foot radius. It allows one to attack creatures of light or radiance normally, and does double damage to shadow-based creatures or undead.
- Steam.** The weapon causes a normal creature to pass out from heat exhaustion on a natural 20. It emits one 1-yard square per round full of vapour (which does not hinder the wielder at all). It allows one to attack mist or vaporous creatures normally, and does double damage to flame (not purely heat-based) creatures or to cold (not purely water-based) creatures.

71–80. Negative quasi-elemental plane. Roll 1d4 to determine which:

- Ash.** The weapon causes 2d6 extra cold damage on a natural 20. It lowers the temperature in a 20-foot radius by 15°F every round (except the caster's body temperature). It allows one to attack ash-based creatures normally, and does double damage to flame or heat-based creatures.
- Dust.** The weapon causes 2d6 extra deterioration damage on a natural 20. If held in contact with solid material, it breaks down half a cubic foot of such per round, leaving behind only fine dust. It allows one to attack particulate (sand or dust) creatures normally, and does double damage to crystalline, rock, or earth-based creatures.
- Salt.** The weapon causes 2d6 extra dehydration damage on a natural 20. If held in contact with organic materials, it desiccates them completely in 2 rounds. It allows one to attack salt elementals normally, and does double damage to water-based or liquid creatures.
- Vacuum.** The weapon causes 2d6 decompression damage on a natural 20. It sucks one 1-yard square per round full of air into oblivion (the caster has no problems breathing), creating medium winds and having worse effects in enclosed spaces. It allows one to attack creatures of vacuum normally, and does double damage to air-based creatures.

81–90. Border plane. Roll 1d2 to determine which:

- Astral.** The weapon is invisible, but ignores all physical barriers to attack. It can cut a creature's silver cord on a natural 20 (assuming they are projected). It does double damage to creatures from the astral plane. A normal creature isn't able to heal from its wounds unless magically healed (as the damage is to the being's aura).
- Ethereal.** The weapon is faintly visible as a ghostlike dagger, but ignores all physical barriers to attack. It attacks ethereal, spirit, or in-phase creatures for double damage. A normal creatures isn't able to heal from its wounds unless magically healed (as the damage is to the being's spirit).

91–95. Material plane. Roll 1d2 to determine which:

- Negative material plane.** The weapon drains one level or Hit Die of life energy on a natural 20. The weapon has no effect on undead creatures, but does double damage to creatures with a link to the positive material plane.
- Positive material plane.** The weapon causes its special damage as healing to any living being, but if the being is already at full hit points, this applies as "damage". This "damage" is actual, but does not count as pulling a creature below full hit points in terms of this spell. On a natural 20, it acts as a *mace of disruption* versus undead. Undead take double damage in any case from this weapon.

96–98. Outer plane. Roll 1d20 to determine which:

1. *Seven Heavens*. This weapon is gleaming white, and radiates golden light. It repels evil creatures as a *fear* spell, 5-yard radius. It does double damage to chaotic evil creatures, and cannot strike lawful good creatures. It can spray *holy water* upon command in a cone 5-foot base by 30 feet long with a 10-foot maximum spread.
2. *Twin Paradises*. This weapon is of entwined silver and white marble. It can cure serious wounds once per summoning upon lawful good and neutral good creatures, and cannot strike such. It does double damage to chaotic evil and neutral evil creatures.
3. *Elysium*. This weapon is of pure, glowing silver. It can turn undead and evil lycanthropes as a 9th-level priest. It does double damage to neutral evil creatures, and can disrupt undead creatures on a successful hit, although it cannot strike neutral good creatures.
4. *Beastlands (Happy Hunting Grounds)*. This weapon is made of stout oaken wood. It radiates a 3-yard radius field of animal friendship aimed towards the caster. It cannot strike neutral good and chaotic good creatures, but does double damage to lawful evil and neutral evil creatures. It can cure light wounds to any normal plant or animal it touches, once per round.
5. *Olympus*. This weapon is made of fine, polished steel. It cannot strike chaotic good creatures, but does double damage to lawful evil creatures. It can *create food and wine* upon command, as the priest spell (cast at ninth level). It also does damage as if swung by one with 18/00 Strength.
6. *Gladshiem*. This weapon crackles with lightning and fire, and is made of fine steel. It cannot strike chaotic good and chaotic neutral creatures, but does double damage to lawful neutral and lawful evil creatures. It gives a +2 to-hit and -2 on AC to any chaotic good and chaotic neutral warrior within 3 yards.
- 7-9. *Limbo*. This weapon randomly shifts colour, composition, and radiance every round. It can strike any creature who can be hit by +3 weapons. Any spell effect directed at the wielder is changed into a wild surge. It randomly *polymorphs* any substance or object it touches once per round, and on a natural 20 *polymorphs* a creature randomly. It does double damage to lawful neutral creatures.
10. *Pandemonium*. This weapon is made of howling wind and darkness. On a natural 20, it *blinds* and *confuses* (as the spells) its target. It cannot strike chaotic neutral and chaotic evil creatures, but does double damage to lawful neutral and lawful good creatures.
11. *The Abyss*. This weapon drips acid and venom, and is seemingly composed of demon-parts. On a natural 20, it causes the target to save versus poison or take 2d20 poisonous acid damage, regardless of magical or natural resistance to poison or acid. It cannot strike chaotic evil creatures, but does double damage to lawful good creatures.
12. *Tartarus*. This weapon is composed of stagnant black liquid. On a natural 20, it causes complete amnesia which can only be removed by a *heal*. It cannot strike neutral evil and chaotic evil creatures, but does double damage to lawful good and neutral good creatures.
13. *Hades*. This weapon is composed of bone and blood. On a natural 20, the victim must save versus death magic or be transformed into an undead creature. It cannot strike neutral evil creatures, but does double damage to neutral good creatures.
14. *Gehenna*. This weapon is composed of mingled brimstone and shadow. It cannot strike neutral evil and lawful evil creatures, but does double damage to neutral good and chaotic good creatures. On a natural 20, it inflicts a rotting disease upon its victim (as per a mummy's touch).
15. *Nine Hells*. This weapon is composed of fire and brimstone. On a natural 20, the creature struck takes 2d20 flame damage, regardless of magical or natural resistance to fire. It cannot strike lawful evil creatures, but does double damage to chaotic good creatures.
16. *Acheron*. This weapon is made of cold iron which glows with a red radiance. On a natural 20, it paralyzes its victim. It cannot strike lawful neutral and lawful evil creatures, but does double damage to chaotic good and chaotic neutral creatures.
17. *Nirvana*. This weapon is perfectly symmetrical along at least two axes, and appears to be made of grey crystal. On a natural 20, its

victim is held for 2d6 rounds. It cannot strike lawful neutral creatures, but does double damage to chaotic neutral creatures.

18. *Arcadia*. This weapon appears to be made of wood which has been turned into precious metal. When it touches any poison or acid, the latter is instantly nullified. It cannot strike lawful good and lawful neutral creatures, but does double damage to chaotic neutral and chaotic evil creatures. It can *cure poison* once per round when it is touched to a creature.
- 19-20. *Concordant Opposition*. This weapon is of pure white crystal, fine steel, and polished obsidian intertwined. It cannot strike druids or other creatures who protect the balance. It does double damage to lawful good, chaotic good, chaotic evil and lawful evil creatures. Its attack ignores the defences of a creature whose powers are based on strong alignment, such as demons, paladins, and slaadi.

99-00. Unusual, demi-planar. Roll 1d4 to determine which:

1. *Demi-plane of electromagnetism*. The weapon is +5 to-hit against opponents clad in metallic armour. It can repel or attract metal objects with 15 Strength within a 3-yard radius at command. On a natural 20, it knocks an opponent back up to 6 yards for 2d6 extra impact damage. It does double damage to creatures of a ferrous composition.
2. *Demi-plane of shadow*. The weapon is actually only quasi-real, but appears to be made of solid blackness. A creature struck must disbelieve or take double actual damage. It does double damage against creatures of light or any illusory "beings". On a natural 20, blinds a creature for 2d6 turns.
3. *Demi-plane of time*. The weapon appears to be simply a wavering violet outline. It ages a creature 1 year for each point of damage accrued (random direction, 50% chance each hit of ageing older or younger). On a natural 20, it throws an opponent 1d4x1d100 rounds into the future (or the past — at the DM's option).
4. *DM's option*. This can be as strange as you like. It can be a weapon composed of the mists of *Ravenloft*, of the phlogiston, or of some far distant and really bizarre plane of the DM's own devising.

The material component is a carved ivory representation of the weapon to be generated, with runes representing the various planes of existence scribed upon it.

Darklight's Mysterious Manservant (Conjuration)

Range: 0
 Components: V, S, M
 Duration: 1 week per 3 levels
 Casting Time: 1 turn
 Area of Effect: The caster
 Saving Throw: None
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell is a favourite of eccentric or showy wizards. The spell calls into being an invisible, intangible force which is imbued with a limited intelligence. It is especially receptive to permanency, with no risk of losing Constitution points. The force obeys verbal commands and is able to produce a variety of useful, usually mundane objects. It tends to become confused if the request is not specific, however: due to its comprehensive knowledge of the multiverse, the request "give me my hat" might result in a black top-hat or a Stetson rather than the wizard's favourite pointy cap. No information about other people, places, or things can be surmised from quizzing the manservant, however. Wizards who use this spell tend to anthropomorphize the force, carrying on one-sided (to others) arguments with it over misguided conjurations, such as the Stetson mentioned earlier. Strangely enough, they speak as if they receive actual replies, even though no other person can hear them, and they themselves do not recall actually hearing anything. Any conjured object leaving the wizard's possession or which the wizard tells the manservant to get rid of immediately vanishes. Conjured objects are limited in size to no more than 5 pounds or so; also, since nothing conjured can be given away and expected to exist any more, value matters little. Also, no magic items, components, weapons, or other

offensive items may be conjured. Alternatively, the servant can "hold" indefinitely up to 100 pounds worth of material or up to 25 items of any sort for later recall. No item held may weigh over 1,000 pounds. These, being items with actual existence, are not limited in nature or substance as conjured items are. Held items vanish completely, but the manservant will always remember that they are there. The second application is not recommended for the temporary casting of the spell, because any items still held when the spell lapses vanish forever. The manservant can be cast onto another person (and even made permanent), but only if they both are wizards, and able to cast conjuration magic.

Darklight's Personality Fragmentation

(Enchantment)

Range: 60 yards + 5 yards per level
 Components: V, S, M
 Duration: Special
 Casting Time: 4
 Area of Effect: One target
 Saving Throw: Negates
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This rather ruthless spell may be targeted upon one intelligent creature within range. Only non-humanoid creatures get a saving throw versus spell to avoid the spell's effects, as their minds are harder to "lock onto". The target of the spell, and no one else, sees a glowing sledgehammer which strikes him on the head. The target's psyche immediately splits into 2d4+1 separate personalities, each having a 30% chance of being insane, the original personality not counted in that number, but still in existence. Their alignments, nicknames, and insanity should be then determined randomly by the DM. The target has a 20% chance of being stunned for four rounds, otherwise a random personality takes control within one round. The victim can fight the spell over the long run: for each week of this malady, the original personality may make a saving throw versus death magic to remove one random personality. Otherwise, the insanity works like the standard form, with the normal chances for random switching.

The material component is a small silver hammer, with the word "Maxwell" inscribed upon it.

Darklight's Rubbery Transformation

(Alteration)

Range: 0
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 5
 Area of Effect: The caster
 Saving Throw: None
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell transforms the caster temporarily so that he is extremely flexible, bouncy, and rubbery. Blunt weapons, impact, and falling damage do not affect him in this state, but knock the wizard 1 yard per point of damage over 5 points in the direction opposite to that from which the attack came. Falling damage causes the caster to bounce in a random direction (use the grenade-like missile chart), one yard for every 20 feet fallen.

The caster can attempt to control the direction of his bounces (off walls, floors, ceilings, people) by making a Dexterity check at -5 upon impact (but only if he sees it coming). Bladed or piercing weapons do -2 points of damage per die, with the possibility of no damage inflicted. Magical attacks may or may not injure the caster: heat, cold, and most energy damages him normally, but force attacks are resisted as blunt weapons.

The wizard's equipment is transformed in the same fashion, and remains rubbery as long as he does. If the wizard bounces into a person with a velocity of more than MV 10, he may do damage or knock them over, at the DM's discretion.

The material component is a chicken bone, boiled to flexibility.

Darklight's Shockwave

(Evocation)

Range: 0
 Components: V, S
 Duration: Instantaneous
 Casting Time: 4
 Area of Effect: 30 feet to 100 feet wide, 50-foot long arc
 Saving Throw: Special
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This pulse of force, sound, and wind can be emitted when the caster swings his arms (or, optionally, his staff). This action causes a thunderous wave of force along a 50 foot long path; it is 30 feet wide at its beginning, but expands to 100 feet wide at the end of its travel. The force will knock back creatures caught in it as follows:

Size	Distance Thrown	Saving throw Type	Side Effect
T	3d6x10 feet	Wands, -3	Unconscious for 2d10 rounds; 1d10 damage
S	2d6x10 feet	Death, -2	Unconscious for 2d8 rounds; 1d8 damage
M	1d4x10 feet (if an Open Doors roll is failed)	Death, -2	Unconscious for 2d6 rounds; 1d6 damage
L	1d3x5 feet (if an Open Doors roll is failed)	Spells	Topples over; 1d4 damage
H	10 feet (if an Open Doors roll is failed)	Spells, +2	1d4 damage
G	5 feet (if an Open Doors roll is failed)	None needed	Nothing

This spell has no material component.

Darklight's Staff of Pain

(Enchantment)

Reversible

Range: 0
 Components: V, S
 Duration: 2 rounds per level
 Casting Time: 4
 Area of Effect: The caster's staff
 Saving Throw: None
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell causes the caster's staff to be surrounded at both striking ends with a crackling, dark aura. The colour varies, but is generally dark and ominous. The aura enhances the staff's value as a weapon in several ways. It gives a +1 to-hit (this does *not* affect what creatures may be hit by it). Also, it induces extreme, mind-numbing pain in any target it hits. This pain forces the creature to make a system shock roll at -30% or fall unconscious for 2d6 rounds. Even if they succeed, they can take no action for the rest of the round, and are at -3 (or -15%) on all rolls for the next two rounds. The aura is not dispelled by a single attack, it lasts for the entire duration and can be used for as many attacks as the caster is able to make.

The reverse of the spell, *staff of pleasure*, causes the ends of the staff to be surrounded at both ends with a bright, metallic glow. The colour varies, but is generally positive and cheery. The staff can still be used as a weapon, but has a chance of inducing sadomasochistic tendencies in the creatures hit (5% chance for any single being hit). The aura induces extreme pleasure in a being hit by the spell, effectively disrupting all concentration and making them unable to do anything else in the round. If they fail a system shock roll (no modifier), they pass out from the pleasure. The aura lasts for the entire duration, and people might just line up to be tapped by it.

There is a third application of the spell, which must be memorised separately, as if it were a reversed version, and which is called *staff*

of pleasure and pain. It combines the spells, making one end of the staff glow with the pain aura and the other end with the pleasure aura. Both ends function as above, and a creative wizard can find hundreds of uses for this version.

Darklight's Subliminal Message (Enchantment)

Range: 0
 Components: V, S, M
 Duration: 3 days per level
 Casting Time: 4
 Area of Effect: Special
 Saving Throw: Negates
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell is cast upon a paragraph of writing, a sign, or a drawing of some kind. The writing or image should be freshly made by the caster himself or while he watches, and upon its completion the caster casts the spell.

The spell implants an invisible "subtext" into the work, causing all who read it to subconsciously be compelled by its meaning. The message conveyed subliminally is chosen by the caster, and should follow the guidelines of *suggestion* (q.v.). Those viewing or reading the work are then required to roll a saving throw versus paralysis or be compelled to follow its directives. A person succeeding the throw is unaware that anything has occurred, and even those whose behaviour has been altered by the spell have no idea where their implanted urges originated.

The *suggestion* remains for a maximum of two weeks, or until acted upon. The exact duration of the behaviour changed depends on the nature of the suggestion. As with *suggestion*, no obviously suicidal or alignment rending activity can be forced upon a victim.

The material component is the paper upon which the subliminal message is inscribed.

Darkray's Absorbing Cloak (Abjuration, Evocation)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 round
 Area of Effect: The caster
 Saving Throw: None
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

When a wizard casts this spell, he is surrounded by an invisible aura, like a cloak, that absorbs and stores magical energy in the form of spell levels. Once cast, the cloak lasts until it absorbs its maximum (see below). One such cloak can absorb up to half the caster's level (round down) in wizard spell levels. The spells absorbed must be cast directly at the caster. Area effect spells (like *fireball* and *cloudkill*) cannot be absorbed. If a spell cannot be totally absorbed, the cloak has no effect on it.

When the cloak absorbs its maximum, it remains active for another round. During this time, the wizard can enhance the effects of a single other spell using the previously stored energy: he can cast one spell as if he was one level higher than he actually is, per two full spell levels absorbed. If the wizard chooses not to use the stored energy, it is released the following round as a harmless warm light around him.

Example: an 8th-level wizard casts *absorbing cloak*; he can absorb up to 4 spell levels. Some time later, he is hit with a *magic missile* (+1) and a *lightning bolt* (+3), all absorbed. At the same round, another *magic missile* hits, but as the cloak is full, damage is normal. In the following round, the wizard decides to use the stored energy to enhance his own *lightning bolt*. The bolt will inflict 10d6 points of damage instead of 8d6 HP, with appropriate adjustments to range and area of effect.

The use of *true seeing* or similar magic will reveal the presence of the protective aura, in the form of a shadow cloak worn by the caster.

The material component of the spell is a silver or gold piece, consumed in the casting. The spell is not cumulative with itself.

Darkray's Antimagic Blade (Abjuration, Evocation)

Range: 0
 Components: V, S, M
 Duration: 5 rounds + 1 round per level
 Casting Time: 4
 Area of Effect: Special
 Saving Throw: None
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

This spell is a rather offensive version of *dispel magic* and is primarily used to actively counter hostile magic. Upon casting it on a blade of any type, the weapon is surrounded with a red aura and thereafter acts as a +1 weapon (with normal penalties if the caster is not proficient in it).

Every successful strike of the blade dispels magic, as per the spell, at the caster's level and using the attack roll as the dispel roll. This can be used against anything normally subject to *dispel magic*: magical barriers, items, or effects of any kind.

The caster can end the spell at will. The use of the blade does not hinder movement and does not preclude spellcasting any more than an ordinary blade does. The caster is immune to the dispelling effects of the blade.

The material component of the spell is any bladed weapon, which is not consumed when the spell expires.

Darkray's Fiery Disruptor (Evocation)

Range: 10 yards per level
 Components: V, S
 Duration: Special
 Casting Time: 4
 Area of Effect: Special
 Saving Throw: None
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

Darkray formed this spell from *Melf's minute meteors* and *magic missile*. Its main purpose is not to inflict damage but to counter a hostile spellcaster.

The spell enables the wizard to cast small fiery globes, one per level of experience he has attained. The wizard can throw one globe per round at the same or different living targets. Each of them inflicts 1 point of damage. They are formed from pure magical energy and seem to materialize over the head of the caster before speeding towards their target.

The missiles have two special characteristics: they never miss (as do magic missiles) and they always strike at the very beginning of a round.

The conditions required to hit a target with this spell are the same as those of *magic missile*. If a target goes invisible after he has already been struck by at least one ball, he is allowed a saving throw versus spell to avoid each missile aimed at him while he remains invisible. The conditions in case (B) of *Melf's minute meteors* also apply to this spell.

Since the globes created by this spell are similar to magic missiles, they can be countered with appropriate ways.

Darkray's Magical Enhancer (Alteration, Evocation)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 4
 Area of Effect: The caster
 Saving Throw: None
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

This spell belongs to the field of metamagic. Using it, a wizard can augment the effects of spells cast the rounds following the casting of this one. The duration of the spell is one round per two full caster levels, up to seven. Magic that can be affected includes all spells of fifth level or less with a casting time that is less than or equal to

seven rounds. The effects of an augmented spell persist even beyond the duration of the enhancer.

The material component is a small gem stone of any value. The stone starts to glow when the spell is cast and from then on, it acts as a transformer of energy: the caster can spend some of his own hit points each round to increase the casting level of his spells, 1 HP per spell level.

For example, a 5th-level wizard wants to cast *fly* as if he were eleventh level. He casts *magical enhancer*; in the following round, he must spend 6 HP to be able to cast *fly* at eleventh level (11–5=6). The duration of the *fly* will be at least 12 turns (duration of *fly*: 1d6 turns + one turn per level), even though this is much longer than the duration of the enhancer.

The maximum casting level that can be achieved with this spell is 20. The enhancer will not affect other metamagic spells. If the augmentation brings the caster's hit points to zero or less, the character dies but the desired spell is completed.

Darkray's Poison Protector (Abjuration, Evocation)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 4
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

Since poisons on Athas can be extremely lethal, Darkray created this spell to protect himself and his companions from such attacks. The spell can protect against any one method of poisoning: injected, ingested or contact. Upon casting, an invisible aura surrounds the recipient (using *detect invisibility*, eg., reveals the aura). If protecting against injected or contact poisons, the aura covers the whole body. If it is against ingested poisons, it just covers the mouth. The aura protects the subject against a number of poison attacks equal to the half the caster's level (five times at ninth level, etc.). The protection lasts until dispelled.

If an attack using poison is made using the suitable method, the subject suffers no damage from the poison; he suffers normal damage if a weapon was used to deliver the poison, however. An individual can only be protected against one method by means of this spell at any given time.

The material component of the spell is a drop of a poison that the subject must consume during the casting; the poison must be of the appropriate type, that is injected, ingested or contact. Protection against natural poisons is granted only if these belong specifically to the poison table.

The spells *stoneskin* and *Darkray's mail of power* (q.v.) take precedence over the *poison protector*; attacks negated by these spells do not affect it.

Darkray's Spell Booster (Alteration, Evocation)

Range: 0
 Components: V, S
 Duration: 1 round per two levels
 Casting Time: 4
 Area of Effect: The caster
 Saving Throw: None
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

This is a metamagic spell. When a wizard casts this spell, he strengthens the power of spells he subsequently casts. The spell lasts for one round per two experience levels of the caster.

While the spell is in effect, the saving throws of opponents struck by the caster's spells suffer penalties: –2 at seventh level, –3 at tenth, –4 at thirteenth etc. The penalties are cumulative with every other saving throw modifier.

Deadly Strike (Enchantment)

Range: 0
 Components: S
 Duration: 1d6 rounds
 Casting Time: 1
 Area of Effect: The caster
 Saving Throw: None
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

This spell causes all successful hits on hand-held or hurled weapons to strike for maximum damage versus opponents. The caster must be the one using the weapons.

Deadthought (Divination, Necromancy)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 turn
 Area of Effect: Corpse touched
 Saving Throw: None
 Author: Geoffrey Edward Fagan <gefagan@uokmax.ecn.uoknor.edu>

This is essentially telepathy with a corpse, as the wizard probes the brain of the deceased for specific data. The DM must decide if the information sought is basic, well known, merely known, or forgotten. The table below lists the chance of finding the information and the amount of time required by the search (if location is in fact possible), but the DM can alter these numbers if the body is in a particularly advanced state of decomposition.

Type of Information	Chance of Finding	Time Required	Examples
Basic	96%	1	Name and profession
Well Known	70%	2d4	Relating to current mission
Known	30%	3d4	Relating to previous missions
Forgotten	2%	1d10+10	Overheard once

This spell will continue as long as the wizard concentrates, but on every round there is a 1% chance of that he will go insane. The material component is a pair of metal helmets, linked by a copper wire.

Deave (Alteration, Illusion/Phantasm)

Range: 10 yards per level
 Components: V, S, M
 Duration: 3 rounds + 1 round per level
 Casting Time: 4
 Area of Effect: One creature
 Saving Throw: Special
 Author: Paul D. Walker <pdwalker@hk.super.net>

This spell causes a temporary sensory overload to occur in all the sensory nerve endings of the target creature. Because of this overload of all the senses (sight, smell, touch, taste, hearing), the target will be "burnt out" for the duration of the spell. The creature will find himself in a state of total sensory deprivation for the spell's duration. This means that the creature will not be able to see, hear, taste, feel or smell anything. The creature will remain completely helpless for the duration.

There is an additional side effect of this spell. Because the loss of the senses can be so shocking an experience to some creatures, there is a 1% chance per point of Intelligence and Wisdom that the creature will suffer from the insanity of catatonia for a duration of 2d4 weeks afterwards. This can be cured with a *cure insanity*.

If the creature makes its saving throw versus spell, then the spell does not completely take effect. Only 1d4 of the creature's senses are affected (determine randomly which). Note that some combination of lost senses could leave the creature helpless anyway.

The material components for this spell are a small leather hood, a shrill whistle, several sharp pins, smelling salts, and a drop of lemon juice.

Dehydrate (Alteration)

Range: 10 yards per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 4
 Area of Effect: One creature
 Saving Throw: ½
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell causes 1d6 points of damage per level of the caster (maximum 15d6) to any creature that is water-based or has a substantial amount of water in its system. Thus, for example, spectres, stone golems and air elementals are immune to this spell. Creatures that dwell primarily in water save at -1 and those from the elemental plane of water save at -2 and take +1 on each die of damage.

Déjà Vu (Divination)

Range: 20 yards
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: None
 Author: Vernon Lee <scorpion@rice.edu>

This spell throws the victim back to the location he occupied at a point in the recent past. It does not turn back time, it merely teleports back along the victim's "time line". This restriction makes the resistance that the magic must overcome much less than a full *teleport other* would have to fight. *Déjà vu* sends the victim to the position he occupied 1d6 hours in the past per level of the wizard.

If the victim would be placed inside another object or creature, the victim is placed in a random direction along his time line until an unobstructed location is found. The material component is a timekeeping device which is destroyed at the time the spell is memorised by the wizard.

Delusion (Enchantment/Charm, Illusion)

Range: 10 feet
 Components: V, S, M
 Duration: 1 turn per 5 levels
 Casting Time: 4
 Area of Effect: One creature
 Saving Throw: Negates
 Author: August Neverman <gitzlaff@uxa.cso.uiuc.edu>

This spell causes the affected character to be deluded into thinking that one or more of his statistics or powers have been modified (either positive or negative, at the wizard's option). The material component for this spell is a drop of perfume.

Detect Planar Stress Point (Divination)

Range: Special
 Components: V, S, M
 Duration: Special
 Casting Time: Special
 Area of Effect: Special
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell allows the wizard to find special planar stress points where the casting of *gate* or *planar gateway* is easily accomplished. This spell searches through the planar structure. The planar stress

points occur naturally. At these stress points, the planar clusters form a natural gap through which travellers might pass. The range depends on the casting time: for every turn cast the wizard can search through an area of 100 square miles per level shaped in any shape he desires. Thus, it could be a long thin strip or a true square shape that spreads out from the wizard. This might seem rather large but considering that not many natural planar stress points exist, that might be relegated. The duration also depends on the casting time: the effect of this spell lasts for two rounds per turn of casting time after the points have been found and the caster has stopped casting. During this time any planar stress points in the area of effect glow with magical power. They thus become a beacon for any creatures looking for them on both sides of the planes — and not all of them will be benign creatures. Once a planar stress point is located the casting time of conjuration/summoning spells such as *gate* or *planar gateway* can be reduced by a full 50%. Thus, a *conjure elemental* would only take five rounds to cast. The problem with such stress points is that there is a 5% chance per turn of the follow-up spell that some kind of creature breaks through the gap created by the follow-up spell: a *conjure elemental*, cast by a 10th-level wizard would have a 5% chance for the full 10 turns duration that something breaks through — whether the wizard stops early or not. The casting of a conjuration/summoning spell significantly weakens the border between the planes. If the caster decides to use the normal casting time he can receive double the results: either a double Hit Dice monster, or double the normal number of monsters, etc. but in that case the chance of breakthrough rises to 20% per turn.

These stress points are created everywhere one finds an artifact of other-planar power or an item of very strong magical power that links somehow into another plane (very strong means over 8000 XP per item) or with a concentration of over 20 magic items with planar connections that have a sum of over 100,000 XP total.

The material component for this spell is a magical item of no less than 1000 XP worth plus a compass made completely from diamond except the needle which is made from adamantine (no less than 5000 gp).

Detect Spellcasting (Divination)

Range: 10-yard per level radius
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 4
 Area of Effect: Special
 Saving Throw: None
 Author: Unknown

This spell allows the wizard to scan a surrounding area for spells being cast by other spellcasters. The affected area has a radius of 10 yards per level of the wizard (up to a maximum of 200 yards); the wizard may make the area of effect smaller if he wishes. Any wizard spells that are currently being cast, will be detected (priestly magic is not affected). The wizard is instantly aware of the school of magic of all spells in this area; the name of the spell will also be known, if it has already been learned by the wizard; in addition, the wizard gains a general feeling of the location of the caster of each of the spells (i.e., approximately 30 feet east).

The relative strength of two spells from the same school will also be detected. For example, if a *meteor swarm* and a *burning hands* are both being cast in the area of effect, this spell will detect which is more powerful (this will also work for two *fireball* spells cast by two wizards of different levels); the actual level of the spell is not revealed, and two spells of different schools cannot be compared in this way.

The wizard may choose one spell to target for specific information; this includes: the name and level of the spell (as well as the wizard's level, if that is relevant to the strength of the spell), the spell's target (object, location, creature, etc.), and the exact location of the wizard. Illusions of fourth level or less are revealed, as long as the wizard is of higher level than the caster of the illusion. Illusions of fifth level or higher will return a false reading (i.e., what the wizard believes the spell to be) unless the wizard has already disbelieved that illusion.

This spell does not detect spells which are already in effect. It does however detect all spells as they are cast, as long as the duration lasts (i.e., if this spell is cast by a 10th-level wizard, it will detect all spells that are cast in the following ten rounds).

This spell does have a drawback: the maximum number of spells that can be processed safely is equal to the wizard's Intelligence divided by three (round fractions down). If there are more than this number of spells being cast inside the area of effect, the wizard must make a successful system shock roll or fall unconscious for 1d6 rounds (this roll must be made every round this condition exists).

The material component for this spell is a powered gem worth at least 100 gp which must be tossed in the air when the spell is cast.

Dheryth's Monomorph (Alteration)

Range: 0

Components: V, S

Duration: 1 day per 3 levels of experience

Casting Time: 4

Area of Effect: The caster

Saving Throw: None

Author: Jim Gitzlaff <gitzlaff@uxa.cso.uiuc.edu>

This spell was designed to allow a wizard to look like something he does not for an extended period of time. It grants the non-magical locomotive powers, senses, and metabolic processes of the race of creature whose form is taken. However, a significant part of the spell is dependent on the specific creature whose shape the wizard wishes to assume. Thus, only one shape may be taken on by the wizard using this spell — ever.

When this spell is found (for instance, on a scroll or in another person's spell book), it already was custom designed by some other wizard to adopt a certain form (race, height, weight, hair colour, etc.), and nothing the finder can do will make it do otherwise. This is because the choice of creature vastly changes the structure of the Monomorph, and thus the choice of shape may only be made when researching the spell from the ground up.

When this spell is independently researched by a wizard, he gets to decide the specifics of the form the spell grants.

If any wizard wants to "change" an existing *monomorph*, so that a different shape can be assumed, he must head into a library and research this change as if it were an entirely new spell. The costs for this, though, are at -25% because the wizard has a copy of the other form of *monomorph* as a model. There is no reason why a wizard with enough time and money could not possess several "versions" of this spell.

When this spell is cast, the wizard is able to assume the form of a single bipedal humanoid (human, demi-human, faerie, goblin, etc.) with which race the wizard is familiar, but not any quadruped (for example, a centaur), wholly magical being (for example, a golem or demon), or other creature not relevantly humanoid. The wizard assumes the shape of one such creature upon casting the spell, and retains that shape until the spell ceases to function. He may cancel the spell before it would normally elapse, but may not alternate between the monomorphed and regular forms while the spell is functioning. *Monomorph* will allow changes as follows:

Wizard's Level	Weight Minimum	Weight Maximum	Races	Maximum Age change
7-8	-10%	+10%	as wizard	none
9-11	-20%	+25%	any known	10%
12-13	-30%	+50%	any known	20%
14-15	-50%	+80%	any known	40%
16-17	-70%	+125%	any known	60%
18+	-90%	+200%	any known	any

The colour of eyes, skin, and hair can be changed to any possible value, as can hair length, sex, and other details.

The body whose shape is assumed has the same physical statistics as the wizard, subject to all racial and age modifiers, minimums, and maximums (of the form adopted, of course). The new form will not radiate magic, but it may be dispelled.

Dimmable Light (Invocation/Evocation)

Range: 10 feet per level

Components: V, S

Duration: 1 turn per level

Casting Time: 4

Area of Effect: 60-foot radius sphere

Saving Throw: Negates

Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell simulates the *light* spell but it can be dimmed to absolute darkness (if there is a natural darkness around). Thus, it is very useful for those sneaky groups that have always been detected by their light source — until now. This light output can be change from zero to 100% with but a mental command of the caster or the recipient — if the recipient is willing and has been given the mental command word. With the exceptions noted above it works like the normal *light* spell.

Disenchantment (Alteration)

Range: 0

Components: V, M

Duration: 4 rounds + 1 round per level

Casting Time: 4

Area of Effect: Special

Saving Throw: None

Author: Bret Mikeal O'Neal <bo@csd4.csd.uwm.edu>

By means of this spell, the caster removes his hands from his body and controls them from up to 60 yards away. This does not damage the caster, although it may look strange. The enchanted hands may do anything that the wizard could normally do with them: attack (with or without weapons), manipulate objects, and cast spells that do not require verbal components.

The hands can move up to 90 feet per round, and leap 15 feet. They have AC 7 and hit points equal to twice the caster's level. The hands attack with the wizards THAC0 and do 1d3 damage per hit. If the hands are killed, they will lay prone until the caster can recover them, when they will reattach themselves and act normally.

The components are a sticky length of gauze and a silver scalpel.

Disguise [1] (Illusion/Phantasm)

Range: 0

Components: V, S, M

Duration: 1 turn per level

Casting Time: 1 turn

Area of Effect: The caster

Saving Throw: None

Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

This spell allows the wizard to assume the appearance of any humanoid, provided he is familiar with the person whose appearance he wishes to assume. The spell may change the height of the wizard by up to one foot, sex, facial features, colour and length of hair, build, and even voice. However, it does not change the wizard's clothing, skills, or personality traits. Someone familiar with the real person has a (3×level + 2×Wisdom)% chance of seeing through the disguise by noting subtle changes in personality. Actions entirely out of character would allow all to make a Wisdom check to detect the *disguise*. In order the affect this spell, the wizard must keep in his possession an item from the body of or an item constantly worn by the person to be assumed.

Disguise [2] (Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 1 turn
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Ally's Spellbook <knudsenm@wpsmtp.ohsu.edu>

This spell changes the appearance, smell, and vocal sounds of the affected creature. The size of the creature may be changed up to 2 inches per level of the caster. The effectiveness of disguising a creature as one of another type depends on the casters familiarity with the target creature (left to the DM's discretion). Note that this spell does not imbue any of the racial abilities or resistances of the disguise type creature. The material component of this spell is a piece of coloured clay.

Dispelling Bolts (Alteration)

Range: 20 feet per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: One or more creatures
 Saving Throw: None
 Author: Ally's Spellbook <knudsenm@wpsmtp.ohsu.edu>

This spell sends out bolts much like the *magic missile* spell. One bolt per level is created. Creatures hit by a bolt are treated as if a *dispel magic* had been cast upon them. The material component is a bit of india rubber.

Displacement [1] (Illusion)

Range: 0
 Components: V, S, M
 Duration: 24 hours or until dispelled or destroyed (see below)
 Casting Time: 4
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: Unknown

When cast on a subject, this spell causes the subject to appear to be 2 metres to the left or right (50% chance of each at time of casting) of his actual location. The subject will appear to react to attacks aimed at his apparent position as if they had actually hit him. If the subject appears to have been killed by an attack aimed at his apparent position, he cannot move more than 2 metres from the apparent location of his corpse without cancelling the spell. The material component of this spell is the eye of a displacer beast.

Dissolve Lesser Quasi-Elemental (Abjuration)

Range: 30 yards
 Components: V, S, M
 Duration: Permanent
 Casting Time: 4
 Area of Effect: One creature
 Saving Throw: Negates
 Author: François Menneveau <menneveau@acri.fr>

This spell cause a lesser radiance, lightning or mineral quasi-elemental to lose its internal integrity: the lesser quasi-elemental dies. The material component is a miniature golden shield, worth at least 20 gp.

Dreamoore's Eldritch Shield (Abjuration)

Range: 30 yards
 Components: V, S, M
 Duration: Special
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: None
 Author: Jonathon Salazar (The Adept's Spellbook)

This spell protects the recipient from any magic-energy based attack. Each individual manifestation (*magic missile*, *eldritch sphere*, etc.) directed at the recipient is absorbed by the shield, whether or not they successfully hit. The *eldritch shield* can withstand up to 1d4 attacks + 1 attack per three levels.

Note that regular attacks also reduce an *eldritch shield* without any penalty, and the shield may only absorb spells which the wizard has sufficient levels to cast (for example, a 9 HD *eldritch shield* can protect from 1d4+4 *magic missiles* or similar spells, while a griffon would take three off from the shield and still inflict normal damage). The material component is sapphire and diamond dust which is sprinkled upon the creature to be protected.

Dreamoore's Warding Shield (Abjuration)

Range: 10 yards
 Components: V, S, M
 Duration: Special
 Casting Time: 4
 Area of Effect: One creature
 Saving Throw: None
 Author: Jonathon Salazar (The Adept's Spellbook)

The *warding shield* is a unique magical screen which encompasses one creature and protects it from harm. The shield remains completely invisible until struck by any attack, including weapons and spells which cause direct damage. Then it then flares pale blue, absorbing part or all of the attack (any damage which is not absorbed goes directly to the character using the shield).

The warding shield may absorb up to base 1d4 HP of damage + 2 HP per level of the wizard. If a magic resistant creature attacks the spell's host, then its resistance is checked first. Success indicates that the shield is bypassed during that attack, and damage goes directly to the person being protected. However, the shield remains intact until it loses all hit points, gets dispelled, or until all hit points elapse, at a rate of 1 HD per turn. A person may have only one *warding shield* at a time.

The material component is 50 gp worth of diamond dust which is thrown into the air as the spell is cast.

Drider Form (Alteration)

Range: 0
 Components: V, S
 Duration: 1 turn per level
 Casting Time: 1 round
 Area of Effect: The caster
 Saving Throw: None
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell allows the wizard to transform himself into a drider, the drow-spider cross. The wizard gains all the abilities of a drider, except spellcasting. The wizard can still cast his own spells normally. The wizard gains the once-per-day innate spellcasting of drow, a poisonous bite, 15% magic resistance, and night vision. However, unlike similar *polymorph* spells, the wizard must remain in the drider form until the spell ends or is dispelled. The wizard who cast *drider form* cannot dispel it: another spellcaster must do it. The wizard is not healed at the end of the spell.

Dwarkanath's Tutor (Enchantment)

Range: 0
 Components: V, S
 Duration: 1 hour per level
 Casting Time: 2 rounds
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: David E. Brooks Jr. and Elizabeth H. Brooks
 <dbj@central.keywest.mpgn.com>

Dwarkanath's tutor is a highly useful spell in situations that require that the recipient to use some skill not presently known. Any non-weapon proficiency that is listed in the *Player's Handbook* (or other official supplement) may be learned, provided a suitable "tutor" is used as a base from which to draw the knowledge. This tutor should be a willing, intelligent creature that possesses the skill desired. If unwilling, the tutor must fail a saving throw versus death magic (at +4) for the spell to be successful.

The recipient of the skill gains use of the borrowed proficiency as if he actually gained the knowledge through normal means. Note that his level of knowledge is exactly that of the tutor. Under no circumstances (short of a *wish*) can this knowledge be retained after the spell's expiration. If the recipient already knows the skills that are to be endowed upon him, the spell automatically fails, except when the tutor's knowledge of the skill is higher.

Although not specifically mentioned above, languages can be learned through the use of *Dwarkanath's tutor*.

Eldarr's Flameshroud (Abjuration, Evocation)

Range: Special
 Components: V, S, M
 Duration: 1 round per level (but see below)
 Casting Time: 4
 Area of Effect: The caster
 Saving Throw: Special
 Author: Eldarr

When this spell is cast, the wizard is enveloped in an invisible shroud of flames. *True seeing* or similar magic will reveal the shroud, and *detect magic* will reveal strong lines of abjuration and evocation magic. The spell imparts on the wizard the equivalent of fire resistance for the duration of the spell (see the description of the *ring of fire resistance* in the *Dungeon Master's Guide*).

In addition to the protection aspect of this spell, the wizard may also use it offensively: any target that comes within 10 feet of the wizard may be attacked using the shroud; a small finger of (clearly visible) flames shoots from the shroud and strikes the victim, inflicting 1d4 points of damage, plus 1 point per level of the wizard (up to a maximum of 1d4+20). A successful saving throw versus spell reduces the damage by half. Only one such attack may be made per round, and each attack reduces the spell's duration by one round (thus, an attack may not be made the last round the spell is in affect).

Anyone who scores a successful melee hit on the wizard while he is under the protection of this spell suffers damage equal to that inflicted by an attack from the shroud (1d4 + 1 per level); again, a successful saving throw versus spell reduces the damage by one half. The duration of the spell is not affected in this case.

The material component for this spell is any normal cape with a chunk of sulphur placed in the pocket; the cape must be worn throughout the duration of the spell; if it is removed, the spell ends prematurely. The cape is not affected by the casting of this spell, but the sulphur is consumed when the spell ends.

Eldarr's Shockshroud (Abjuration, Invocation/Evocation)

Range: Special
 Components: V, S, M
 Duration: 1 round per level (but see below)
 Casting Time: 4
 Area of Effect: The caster
 Saving Throw: Special
 Author: Eldarr

This spell is nearly identical to *Eldarr's flameshroud*; it covers the wizard in an invisible shroud of electricity. The shroud is detectable by the same means covered in the *flameshroud* description. This spell provides the user with immunity to lightning and other electrical attacks for the duration of the spell.

The wizard may use the shroud to conduct electrical attacks in the same manner as that for *flameshroud*; damage is identical, and each attack reduces the duration by one round. The shroud will also provide protection versus melee attacks as per the *flameshroud*, with electricity again replacing flames.

In addition to the cape (which is not harmed), this spell requires a specimen of any electricity using creature, such as an electric eel; this specimen is consumed when the spell ends.

Electric Shroud (Invocation/Evocation)

Range: 0
 Components: V, S, M
 Duration: 2 rounds + 1 round per level
 Casting Time: 4
 Area of Effect: Creature touched
 Saving Throw: ½
 Author: Ally's Spellbook <knudsenm@wpsmtp.ohsu.edu>

The creature affected by this spell immolates in a shroud of crimson electricity. The spell allows for a +2 saving throw versus spell. Any melee attack made against the recipient of this spell results in a shock doing 1d4+1 HP of damage per level. The material component is a piece of glass.

Elemental Turning (Abjuration)

Range: 0
 Components: V, S, M
 Duration: 1 round per 2 levels
 Casting Time: 5
 Area of Effect: 60-foot radius
 Saving Throw: Negates
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell drives out true elementals of one designated type when the spell is cast. If the elemental fails its saving throw versus death magic, it must leave the area of effect and cannot return for the duration of the spell. Any elemental that cannot leave the area, or is forced into a position where it cannot escape the spell, immediately withdraws to its own plane. The spell is centred on the wizard, and moves with him. The spell does not break the concentration of any creature controlling the elemental, or affect other creatures from the elemental planes. The material component is a bit of element from the plane opposite to the one being affected — fire for water elementals, water for fire elementals, a puff of air for earth elementals and earth for air elementals.

Enemy Blink (Alteration, Enchantment/Charm)

Range: 30 yards
 Components: V, S
 Duration: Instantaneous
 Casting Time: 4
 Area of Effect: 4d6 creatures
 Saving Throw: Negates
 Author: Jay <krzyston@garfield.cs.wisc.edu>

Makes an enemy *blink* if its saving throw is failed. Otherwise it is like *blink*. Good for use if the enemy is near a cliff or large body of water. The number of creatures affected is determined randomly, by rolling 4d6. You cannot make people save twice, i.e., "I've got 12, I use them all on him, have him save 12 times" won't work.

Erelas's Meaningless Scribble (Conjuration)

Range: 10 yards
 Components: S, M
 Duration: Permanent
 Casting Time: 4
 Area of Effect: One page per level
 Saving Throw: None
 Author: Dave Michaels <dragon@nmt.edu>

When this spell is cast on blank parchment, meaningless lettering and punctuation appear on each page of the parchment at the rate of one page per round. The lettering may resemble (1) that of several random or chosen languages (at least three) in the handwriting of the material source (see below under material components), or (2) it may resemble no language at all.

If the writing is viewed with *true seeing*, a *glass of deciphering*, or other similar means of divination, one of the following occurs:

1. If the lettering was that of random languages (chosen or not), the viewer sees the lettering all as one language, but still meaningless.
2. If the lettering is purely random, the viewer sees new, purely random lettering, which is still meaningless.

If the spell is cast on parchment already containing writing, the effect is neither permanent, nor defacing, but does produce the same effects as above for 1 round per level.

Material components: enough ink wells to complete the job as if it was being performed manually (i.e.: one well per 5 pages or so — DM's or factual discretion), and a quill pen. The ink is consumed as the letters appear (thus if the spell is dispelled prior to completion, the remaining unused ink is not consumed). The effect of (1) requires a sample of the languages to be used. For best performance, the full alphabet of each language should be scribed on a page of parchment (or several pages, depending on how many languages you wish to use, and how big your writing style is). Effect (1) shall produce handwriting matching the sample writing. Effect (2) produces completely alien writing. Perhaps hieroglyphics, perhaps pictographs resembling oriental characters, perhaps an actual character from a real language — or close to it, or perhaps a simple scribble.

Euclarke's Offhand Remark (Enchantment/Charm)

Range: 10 yards per level
 Components: V, S, M
 Duration: 1 round per 3 levels
 Casting Time: 3
 Area of Effect: 30-foot radius sphere
 Saving Throw: Negates
 Author: David E. Brooks Jr. and Elizabeth H. Brooks
 <dbj@central.keywest.mpqn.com>

By uttering a short, muttered phrase, the caster forces one or more creatures within the area effect to make a saving throw versus death magic or fall victim to *Euclarke's offhand remark*. The victims, should they fail their saving throw, suffer a highly unusual urge to perform all activities for the duration of the spell with their off hand. For example, right-handed fighters will use their left hand (with

appropriate penalties) and a left-handed scribe will attempt to use his right hand to pen a scroll.

Spellcasters under the effect of *Euclarke's offhand remark* suffer similar difficulties — any spell that requires somatic components gets an initiative modifier equal to 20 minus the victim's Intelligence to cast, but is otherwise unaffected.

To effect the spell, the caster needs a small silvered mirror which must be polished carefully with the caster's off hand. Ambidextrous characters are not affected by this spell. Unfortunately, no ambidextrous wizard can use this spell either.

Excite Fire (Alteration)

Range: 20 feet
 Components: V, M
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One fire source
 Saving Throw: ½
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

This spell causes fire to hurl itself at a victim for up to five feet per point lost for a maximum of sixty feet. Upon contact with the victim, the fire does 1d4 points damage per level of the wizard minus range loss and divided by two if a saving throw versus spell is successful. Since the fire is dragged from a source (the material component), that fire is effectively lost from the source. Candles supply 1 point each, torches can supply 6 points, flasks of lighted oil supply 12 points, and average sized fireplaces or campfires supply 30 points.

Fayn's Conflagration of the Bowels (Evocation)

Range: 5 yards per level
 Components: V, S, M
 Duration: Special
 Casting Time: 4
 Area of Effect: One person per 5 levels
 Saving Throw: Negates
 Author: Fayn <infinity1@aol.com>

This spell causes the recipients innards to become consumed in a magical fire. The victim suffers one point of damage per level of the caster. In addition, if the intended victim misses his saving throw roll, he becomes racked with intense pain and falls to the ground for 1d4+1 rounds. The victim of the spell is unable to function in any coherent manner during this time period. Observers may notice a stench and see wisps of smoke emerging from the victims orifices during this period. After the effects of the spell expire, the victim may begin functioning coherently again, however, the pain does not completely subside for 24 hours (only role-playing effects).

The spellcaster has the option of directing more than one "dose" of this spell at one victim (provided that the caster is of a sufficient level). In the case where two doses are directed at one victim, he makes his saving throw roll at -2 to the die, suffers +2 points of damage per level of the caster, and is incoherent for 1d6+1 rounds. This should be extrapolated for more than two doses. The material component is a bit of rotten food.

Feldegast's Ego Submergence (Abjuration)

Range: 0
 Components: V, S
 Duration: 1 day
 Casting Time: 1 turn
 Area of Effect: The caster
 Saving Throw: None
 Author: Ron <rsm58307@uxa.cso.uiuc.edu>

This spell grants non-detection by scrying, *detect ...* spells, and mind reading divinations, as well as a saving throw bonus of +4 versus charm-like effects. However, the spell ends abruptly if the caster properly scries, reads mind or charms. This spell does not alert the

caster to scrying or the like, and may be overpowered by a spell of greater level.

Fellstar's Flaming Water (Alteration, Evocation)

Range: 10 yards per level
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 4
 Area of Effect: 10-foot per level radius
 Saving Throw: ½
 Author: Fellstar

This spell will cause an area of water to instantly burst into flames as if covered with oil and set alight. The centre of the area of effect may be as far away as 10 yards per level of the caster; the area of burning water has a radius of 10 feet per level of the caster, but may be smaller if the caster desires. The spell must be cast on an open body of water, such as a lake, river, or ocean; it may not be cast at a container of water on the person of an individual.

If the centre of the area of effect is on the surface, the flames will remain only on the surface; if the spell is cast underwater, the flames will form a sphere (if the distance between the surface and the centre of the area of effect is less than 10 feet per level of the caster, the flames will obviously not form a perfect sphere; in this case, the surface of the water will burn as well).

The fire will last 2 rounds per level of the caster, or until extinguished; the flames cannot be doused with water, as this added water will burn as well. The fire must be extinguished by magical means (i.e., dispelled or via a *fire quench* or similar magic), or be allowed to expire. If cast underwater, the duration of this spell is halved.

The flames from this fire are sufficient enough to start ships on fire, and any creature caught in the area of effect suffers 3d6 points of damage, plus 1 point per level of the caster (to a maximum of 3d6+20). A successful saving throw versus spell reduces the damage by half. If this spell is used to attack a water elemental or similar creature, the damage is doubled, and there is a -4 penalty to the saving throw.

The material components for this spell is a vial filled with a water and oil mixture.

Fire Aura (Abjuration)

Range: 0
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 4
 Area of Effect: The caster
 Saving Throw: Special
 Author: Perry Horner <aopch@acvax.inre.asu.edu>

By means of this spell, the caster surrounds his body with an aura of magical green fire. The *fire aura* extends 1 foot from the caster's body and provides illumination in a 10-foot radius. It provides complete immunity to all forms of fire, both natural and magical; the flames can be extinguished only by *dispel magic* or a similar spell. Those touching the *fire aura* suffer 2d4 points of damage; additionally, if the touched victim fails to make his saving throw, his body is set afire with green flames.

The flames persist for 2d4 rounds. Each round the victim is engulfed in these flames, he suffers an additional 1d6 points of damage; the victim's attack rolls are made with a -2 penalty during this time. The material components for this spell are a scrap of singed paper and a piece of flint.

Fire Breath (Evocation)

Range: 0
 Components: V, S
 Duration: Special
 Casting Time: 4
 Area of Effect: 50-foot long, 25-foot diameter at end, 5-foot at base cone
 Saving Throw: ½
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell enables the caster to breath a cone of fire in the dimensions indicated. The fire does 1d10 damage per three levels of the wizard (rounded up), with a saving throw allowed for half damage. The wizard has the option of breathing the fire immediately, or waiting for up to one round per two levels. If the spell is discharged in a round other than the one it was cast in, it has an initiative modifier of +3. If for some reason the spell is not discharged before the spell expires, the fire explodes in the stomach of the wizard, inflicting 3d10 points of damage.

Fog Warrior (Conjuration, Evocation)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: August Neverman <gitzlaff@uxa.cso.uiuc.edu>

This spell creates a creature much the same in appearance of that created by the 2nd-level *fog phantom* (q.v.). This creature however can do damage (one to half the level of the wizard hit points of damage per successful hit). It has a THAC0 equal to that of the wizard, and a Strength equal to the wizard's level. The *fog warrior* has a -2 Armour Class and can be hit only by weapons with a magical +1 or greater. It has 10 hit points + 1 hit point per level of the wizard. It cannot be dispelled by wind or fire, although fire and ice will do damage to it. The material component of this spell is some smoke.

Force Bolt [1] (Alteration, Evocation)

Range: 0
 Components: S, M
 Duration: Instantaneous
 Casting Time: 2
 Area of Effect: Special
 Saving Throw: Negates
 Author: Brock Neverman <gitzlaff@uxa.cso.uiuc.edu>

This spell causes an invisible bolt to launch forward from the wizards fingertip. The bolt does not explode on contact with whatever it is directed at, but rather burrows through almost any object (note that a +5 or better magic armour deflects it). The bolt has 10 hit points + 2 hit points per level of the wizard, these hit points being "burrowing points". For each 10 hit points of damage a normal magical item takes it will loose a plus.

A normal shield or splint mail or leather armour will use up 5 hit points, chain mail will use up 7 hit points, and full plate will use up 10 hit points. For some reason, ordinary elven chain will always cause this spell to reflect (magical elven chain does not have this effect unless it is +5 or higher). Items do get a saving throw, and once an item makes its saving throw, the spell is lost. The material component for this spell is a bit of iron.

Gaseous Form [2] (Alteration)

Reversible

Range: 0
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 4
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: Kenneth C. Jenks <kjenks@gothamcity.jsc.nasa.gov>

This spell causes an individual, as well as the non-living items which it carries or wears up to 1000 gp weight per level of the wizard, to become gaseous in form and able to flow accordingly at a base speed of 3 per round, subject to wind conditions. The gaseous form cannot be physically harmed except by magical fires or lightning, in which case damage is normal, but the gaseous creature may be affected by mind-related attacks such as charm, hold or suggestion spells. However, a whirlwind causes double damage to a creature in gaseous form.

The spell lasts for the entire duration and can only be removed by the reverse of the spell. During this period, the creature can see and hear, but no magic items or spells may be used. Psionics (except for *body weaponry* and *shape alteration*) will function normally, and psionic combat can take place. Spells cast on the creature prior to this spell will remain in effect for their normal durations (*resist fire*, *protection from lightning*, etc.).

The reverse, *solidify form*, allows the gaseous creature touched a saving throw versus death magic. If the creature touched fails the saving throw, the creature immediately resumes solid corporeal form and cannot resume gaseous form for the duration of the spell.

If the wizard casts this spell on himself, he may include his own familiar in the area of effect. If this spell, or its reverse, is cast on an unconscious or dead creature, it is allowed no saving throw.

The material component for *gaseous form* is a mouthful of smoke; the component for *solidify form* is a mouthful of rock.

Note: this spell was researched by the mage Paul, also known as Purple. *Gaseous form* was specifically invented for battling vampires with its reverse. *Dimension door* is a much better escape spell, and *invisibility* is a much better infiltration spell, but this one is fun to spring on new DMs.

Glamden's Mixer (Alteration)

Range: 10 feet per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 4
 Area of Effect: One potion
 Saving Throw: None
 Author: Glamden

This spell requires the wizard to have a potion of any type in his possession. The potion is held in the wizard's hand, and when the spell is cast, the content is instantly removed from its container and reappears in a potion container in the target's possession. The DM then makes a potion compatibility check (see the *Dungeon Master's Guide*, page 135) for the target potion and applies the results normally. If the target has one or more potion containers in sight, the wizard may choose which one to affect. If the target has no containers in sight, then one is affected randomly; if the target has no potion containers in his possession, then the spell has no effect. This will also work on a potion that is just about to be quaffed, as long as the wizard gains the initiative.

The only material component for this spell is the potion to be mixed with the target's potion.

Gregori's Awareness (Divination)

Range: 0
 Components: V, S, M
 Duration: 3 rounds per level
 Casting Time: 3
 Area of Effect: 100-foot radius sphere
 Saving Throw: None
 Author: David E. Brooks Jr. and Elizabeth H. Brooks <dbj@central.keywest.mpgn.com>

This spell grants the caster the ability to know when any spell is being cast within the area of effect. Additionally, the direction and distance of the spell activity is known as well. If a saving throw versus death magic is made by the caster, he is granted some additional information about the spell, such as its level or school. Under no circumstances, however, does *Gregori's awareness* detail what particular spell is cast or who the caster is.

The material component for *Gregori's awareness* is a small golden cone, worth about 50 gold pieces.

Grimly's Elasticity (Alteration)

Range: 0
 Components: V, S, M
 Duration: 2 turns per level
 Casting Time: 5
 Area of Effect: Person touched
 Saving Throw: None
 Author: Joshua Rosenfeld <emilus@u.washington.edu>

By casting this spell, the wizard alters the entire composition of the subject's body so that it becomes more elastic. The benefits gained by the *elasticity* are as follows. The affected person can turn his head 180° in either direction, can stretch all of his limbs up to 3 feet further than normal, and only takes half damage from bludgeoning type weapons (with a minimum of 1 point of damage). Increased flexibility of all body parts is also gained. The material component is a lump of soft clay.

Half-intelligent Unseen Servant

(Conjuration/Summoning)

Range: 10 feet per level
 Components: V, S
 Duration: 1 turn per level
 Casting Time: 4
 Area of Effect: One unseen servant
 Saving Throw: Negates
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is an improved version of *unseen servant*. The servant has rudimentary intelligence so that it can remember some small details or some minor instructions over a given period of time. It can be delayed in its actions, so that it will do something even if nobody gives it an order to (it will close a door behind the wizard if he gave it the order to close every door behind him). It can also write or manipulate delicate objects if it is under the direct control of the caster. In this case the caster has to be present (within the range of the spell) to give the specific orders. It is still not stronger than the 1st-level spell (only a maximum lift of 30 pounds).

Hand of Time (Necromancy)

Range: 0
 Components: V, S
 Duration: 1 round per level
 Casting Time: 1d4+4
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: Geoffrey Edward Fagan <gefagan@uokmax.ecn.uoknor.edu>

After casting this spell, the death master's hand will bear a baneful curse, for the next creature he touches (possibly requiring an attack roll) will instantly become 4d10 years older. The spell lasts for one round per level of the wizard or until discharged, and it cannot be reversed.

Hold Person II (Enchantment/Charm)

Range: 120 yards
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 4
 Area of Effect: One person
 Saving Throw: Negates
 Author: Unknown

This spell is like *hold person* except as noted above and that the saving throw is made at -6.

Horn of Goodness (Invocation/Evocation)

Reversible

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 4
 Area of Effect: 50-foot circle
 Saving Throw: Special
 Author: Alexande Shternshain <s1105272@techst02.technion.ac.il>

To cast this spell, the wizard must hold the palms of his hands against his mouth, in a horn-like shape. The issued sound causes severe mental anguish and suffering to evil creatures in the area of effect. At the beginning of each round, each of such creatures rolls a saving throw.

If this is failed, then:

- the creature suffers 1d6 points of damage;
- there is a to-hit and Armour Class penalty of -1;
- all spells about to be cast are lost.

If the saving throw succeeds, the creature suffers only the second penalty. In order to maintain the spell, the caster must concentrate, but he can't do so for more than one round per level. Non-evil creatures aren't affected at all. Note that the spell will affect even deaf creatures, as the sound sort of goes inside their brain, bypassing the hearing organs. The spell can be reversed by evil wizards to become a *horn of evil*. The material component is a violin string.

Hydro Shield (Alteration, Evocation)

Range: 0
 Components: V, S, M
 Duration: 2 rounds + 1 round per level
 Casting Time: 4
 Area of Effect: The caster
 Saving Throw: None
 Author: Unknown

By casting this spell, the wizard appears to be covered in a mist of water. One version is coloured blueish green; the other is coloured violet or blue. Any creature striking the wizard with body or hand-held weapons will inflict normal damage upon the wizard, but

the attacker will take double the damage so inflicted. The other powers of this spell depend on the variation being used:

Blueish green: any electrical attacks will be saved at +2 on the die, and will do either half damage (if the saving throw is failed) or no damage at all (if the saving throw is made). Acid based attacks are normal, but if the wizard fails the required saving throw, he sustains double damage. The material component for this version is a bit of tree gum.

Violet or blue: any acid attacks will be saved at +2 on the die and will do either half damage (on an unsuccessful saving throw) or no damage (if the saving throw is successful). Electrical attacks are normal, but if the wizard fails to make the required saving throw he sustains double damage from that attack. The material component for this version is an alkaline substance.

If ... Then (Alteration, Wild Magic)

Range: 0
 Components: V, S
 Duration: Special
 Casting Time: 4
 Area of Effect: One object
 Saving Throw: None
 Author: Steve Bartell <stevebar@wordperfect.com>

Upon casting this spell in conjunction with another type of spell, the wizard delays the effects of the second spell until certain conditions are met — named by the wizard. For example, the wizard could cast *if ... then* at a doorknob, then direct a *fireball* into *if ... then*, and then name conditions that the *fireball* will activate when someone touches the doorknob. The casting of the second spell must be started within 1 turn after finishing the casting of *if ... then*.

If ... then spell must be cast upon a non-living object. *If ... then* actually absorbs the second spell's effects and holds it until the conditions are met. This hold can be for thousands of years. The conditions that activate the spell must be easily recognized and simple. The DM can decide whether the conditions are appropriate. For example, a wizard could not have the condition, "If a good creature comes into the room...", but could have the condition, "If an orc enters the room...".

Only one *if ... then* spell can exist at a time in a 5-foot radius. If two *if ... then* spells come within this range of each other, both spells are dispelled. Thus, a wizard could not have a collection of darts in his pack that all have an *if ... then* and an *ice storm* cast upon them. The spell used with *if ... then* cannot be a spell that must be aimed at an opponent. These spells include *magic missile*, *Melf's acid arrow*, etc. However, a *sleep* or *cloudkill* can be used, and the object it was cast upon will be the centre of the effects.

Igetigitt — Yucky (Illusion/Phantasm)

Range: 30 feet
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 1
 Area of Effect: Two Hit Dice of creatures per level
 Saving Throw: Negates
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

The victims of this spell will be overcome by revulsion and be otherwise totally grossed out by a sickening illusion of the wizard's choice. Particularly inventive and disgusting illusions may warrant an adjustment to the saving throw of up to -5 (DM's discretion). The wizard may effect 2 HD of creatures per level. Note that after the spell is cast, it proceeds without the wizard's aid for the normal duration. For a normal functioning of this spell, no material components are required. However, use of some proper, imaginative, and especially yucky components may add an additional adjustment to the victim's saving throw of up to -2.

Illumine (Alteration)

Range: 60 yards
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 4
 Area of Effect: One or more 10-foot radius globes (see below)
 Saving Throw: Special
 Author: Unknown

The Illumine spell acts as a multiple *light* spell. The wizard may create two globes of light, with an additional globe per two levels of experience of the wizard above the seventh. Immediately after casting, two globes appear where the wizard wills. The additional globes appear in the following round. The wizard must spend that round specifying the centres of spell effect, and may take no other action in that round or all succeeding globes are lost. The wizard may permanently dispel some or all of the globes at any time during the duration of the spell. The material component for the spell is one piece of phosphorescent moss for each globe. In all respects other than the ones above, this spell conforms to the restrictions of the light spell.

Illumine was the fourth of six spells researched by the wizard Auralon Deathrin in his lifetime. It was developed as a partial solution to the annually increasing crime rate in the capital of Travinthia. They make good streetlights with some form of spell extension!

Improved Charm Person (Enchantment/Charm)

Range: 80 feet
 Components: V, S
 Duration: Special
 Casting Time: 4
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

This spell will cause any humanoid to regard the wizard as a trusted friend and ally to be heeded and protected. Although this does not grant the wizard the ability to command the affected humanoid as a robot, it does assure that anything the wizard says to the affected creature will be taken in the most favourable way. If the initial saving throw is made, the creature will not realize that a spell had been cast on him. Otherwise, the affected creature must recheck his saving throw versus spell once per (20–Intelligence) days until the spell is broken (creatures with a twenty or greater Intelligence are not affected).

It is, however, possible to double or triple charm creatures, so even if they break the first charm, they must still contend with others (for the purpose of saving throws, each charm is handled separately from the others). It has been known, however, for members of the opposite sex to on occasion become amorously attracted to the wizard, thus continuing the charm indefinitely. The wizard may negate the charm at any time, unless such attraction has occurred. One *dispel magic* will break all the charms on a creature, and if the wizard attempts to harm the charmed creature, this will also break the magic. To further confuse matters, a creature may become charmed to more than one wizard.

Improved Magic Mouth (Alteration)

Range: Special
 Components: V, S, M
 Duration: Special
 Casting Time: 4
 Area of Effect: One object
 Saving Throw: None
 Author: Unknown

This spell is like *magic mouth*, but the mouth can speak command words to activate magical items, *stash* spells, etc. (but it cannot cast spells).

Independent Spectral Hand (Necromancy)

Range: 30 yards + 5 yards per level
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 2
 Area of Effect: One opponent
 Saving Throw: None
 Author: Christopher R. Invidiata <cri@acsu.buffalo.edu> and John Kirk

This spell causes a ghostly, glowing hand, shaped from the wizard's life force, to materialise within the spell range and move as the wizard desires. Any touch attack spell of sixth level or less that is subsequently cast by the wizard can be delivered by the spectral hand. The spell attacks as the wizard at a +2 bonus to-hit. The wizard may perform other actions. The hand is AC –3 and may be hit by magic only. Any damage dispels it and does 1d6 points to the wizard. The material component of this spell is a hand, which is consumed in the casting.

Inertia (Alteration)

Range: 20 yards per level
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 4
 Area of Effect: One creature or object
 Saving Throw: Negates
 Author: Tim Prestero <ez003387@george.ucdavis.edu>

This spell allows the wizard to freeze one creature or object up to 100 pounds per level, limit regardless of orientation. Creatures flying through the air would be frozen in place (remaining in the air), immovable until the second command word. The wizard is free to cast this spell upon himself. If the subject of the spell is unwilling, it receives a saving throw versus paralysis, a successful saving throw negating.

The wizard must point at the creature or object to be stopped, and utters the first command word. If the spell is successful (guaranteed in the case of objects within the wizard's weight limit), the item is frozen in the air, immovable, unless a dispel magic, or other such spell is cast, or until the wizard utters the second command word. Upon saying the second command word, the object or creature resumes its initial motion. For example, cast upon a falling chest, would stop the chest in the air. Upon the second command, the chest would resume falling, even if someone had climbed on top of it. If some poor slob happened to be standing directly beneath the chest at the time of the second command... If cast at a knight on a horse, for example, the wizard must specify mount or rider. If cast at the mount, the rider would probably continue in his original direction, just without his mount. Cast on the rider, he would stay hanging in the air, as his mount ran away.

Physical force is insufficient to move frozen objects, so they could, for example, be used as anchors for ropes, etc. The wizard must be able to see the majority of the object of the spell, so he couldn't, for example, cast it upon something in somebody's backpack.

The material component of the spell is a silver whistle, which is blown prior to shouting the command word.

Jadwin's Concentration Conspiracy (Alteration, Illusion)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 4
 Area of Effect: Special
 Saving Throw: None
 Author: Jadwin

By means of this spell, the wizard may transfer the concentration requirement and control ability of any illusion spell to the creature

touched. The illusion spell must be cast the next round or this spell is wasted. The creature touched must possess the intelligence to concentrate and thus control the spell. Non-spellcasters and spellcasters who have never cast illusion spells will require practice before they can control the illusion. In addition, creatures of low Intelligence will produce low quality illusions that will be easier to detect and disbelieve. Spell control may only be passed to willing subjects.

The material component is a 200 gp worth gem that is given to the spell's subject by the wizard at the completion of this spell and before the next spell is cast.

Jadwin's Item Exchange (Illusion)

Range: 10 yards per level
 Components: V, S
 Duration: 1 turn per level
 Casting Time: 4
 Area of Effect: ¼ cubic foot per level or 1 item per 2 levels
 Saving Throw: Illusion
 Author: Jadwin

This spell enables the wizard to alter the appearance of objects. Each affected item within spell range can take on the appearance of another item within the range of the spell. If only a single item is affected it may be given a completely illusionary appearance, not one copied from another item. This spell does not affect creatures.

This spell is commonly used to swap appearances such as to exchange the appearances of two gems or two scrolls. A wizard able to affect 5 items could exchange their appearances in a random pattern. The wizard could choose to make a scroll appear as a gem and a gem appear as a scroll but this would be instantly detectable by touch. The spell affects all senses listed with the *spectral force* spell. This spell is complete enough to copy non-magical writings and fool the divination spells *detect magic* and *locate object*. Magical writings are only superficially copied, and any attempt to read them causes the illusion to end. Once the spell is cast, the affected items may be moved beyond the spell range without causing the spell to end.

Jamye's Greased Pig (Alteration, Conjuraction)

Range: 30 yards
 Components: V, S, M
 Duration: 4 rounds + 1 round per level
 Casting Time: 3
 Area of Effect: One creature + one creature per 4 levels
 Saving Throw: Special
 Author: D.J. McCarthy <dmccart@modl01.intel.com>

This spell is a more powerful version of the 3rd-level *haste* spell, with the 1st-level *grease* thrown in as well. The people that the spell is cast upon suffer none of the side effects of the *grease* (i.e., they won't drop their weapons, they won't slip, etc.) but those that try to attack or grab them will. It negates special attacks by creatures that inflict damage automatically every round after a successful hit (i.e., stingers or executioner's hoods) — the creature must roll to hit every round due to the slipperiness of the target. Otherwise, it conforms to the normal *haste* spell (–2 on initiative, double movement rate, double number of attacks per round, ages recipient 1 year). It is not cumulative with *haste* or other *greased pig* spells.

The material components for this spell are a bit of butter and an anise seed for each recipient.

Jamye's Headless Flying Roasted Pig (Enchantment, Summoning)

Range: 60 yards
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 4
 Area of Effect: Special
 Saving Throw: Negates
 Author: D.J. McCarthy <dmccart@modl01.intel.com>

This spell summons a pre-prepared *headless flying roasted pig*. The pig flies at a rate of 30, and is under the control of the wizard (who must give it his full attention). The pig is magically funny; anyone who looks at the pig (except the wizard) must save versus spell every round that the pig is in his field of view or fall down laughing until the pig leaves. Laughing victims are at a –2 to-hit until the spell expires.

Victims with an Intelligence of 4 or less that are meat-eaters, will be attracted to the pig's delicious aroma and must save at a –6 or spend the rest of the spell's duration trying to catch it. If they are vegetarians, they are unaffected. Those with Intelligences of 5–9 save versus the laughter effect at a –4. Those with Intelligences of 10–14 save at a –2. Those with Intelligences of 15–19 save normally, and those who are more intelligent than that are unaffected.

The pig cannot be caught or attacked; those attempting to do so automatically succumb to the laughter. The pig has no other attacks besides its magical nature. It can be *banished* or otherwise abjured; *dispel magic* merely terminates the wizard's control over it. If *dispel magic* is successful, the pig will leave 50% of the time and stay 50% of the time, the magical laughter effect will not be dispelled, but the wizard will become vulnerable to the laughter effects as well.

The material components are a baked, spiced apple and a hummingbird feather. Additionally, a pig of no less than 50 pounds must be beheaded, roasted and otherwise prepared ahead of time; this pig does not have to be carried with the wizard but must not be eaten, as it is consumed by the spell at the end of the spell's duration.

Jamye's Morning After (Alteration, Enchantment/Charm)

Range: 0
 Components: V, S, M
 Duration: 1d6 rounds per level (see below)
 Casting Time: 4
 Area of Effect: Intelligent creature touched
 Saving Throw: Negates
 Author: D.J. McCarthy <dmccart@modl01.intel.com>

This spell takes effect after the victim has had a minimum of two hours of sleep. The victim loses all memory of events that occurred between the time the spell was cast and when he awoke.

The DM is encouraged to make up some appropriate material components. The victim will remember the existence of any material components used in the spell.

The effects of the spell last 1d6 rounds per level of the wizard. The wizard should not be told the duration of the spell.

Janx' Artificial Control (Alteration, Enchantment)

Range: 0
 Components: V, S
 Duration: 1 year per 3 levels
 Casting Time: 1 hour
 Area of Effect: Device touched
 Saving Throw: Negates
 Author: Ken Forslund (Janx Jelantru) <kforslun@wpo.uwsuper.edu>

This spell allows the recipient to manipulate any mechanical device that was attached to him at the time of the spell's casting. In short, it allows the usage of mechanical limbs that have been attached to somebody by that person. For example: a victim of an accident has lost his arm. A mechanical replacement can be made, but must have

a value of 1000 gp or more. The limb is attached, and then the spell is cast. From then on, as long as the spell is in effect, the recipient of the spell can control all the joints and levers on that limb. A recipient may have as many functions as his Intelligence, because the wearer must concentrate a little bit more than an ordinary limb. A single limb is counted as a function, but creative designers can add crossbows, blades, and many other devices that each count as a function. This spell can allow the manipulation of hinges, levers, pulleys, and wheels. If the limb is separated from the body, the recipient can still control its functions to a range of touch. This spell does not bestow the benefits of a sense of touch. The operating strength is equal to 1½ times the caster's level, rounded up, but only grants 10% per point past 18 Strength. Thus, an arm enchanted by a 14th-level wizard would have a Strength of 18/20 for attacks made with that arm only. Because the rest of the person doesn't have 18/20 Strength, he is still considered as having his normal strength.

Artificial Limbs are much sturdier than their natural counterparts. Except under very extreme stress, they are not likely to take damage. This spell must be cast once for each limb to be enchanted. This spell can also be used to turn wheels. A wheel of 3-foot diameter can be turned at four times the caster's level rounds per minute.

Jibril's Anti-Magic Shield (Abjuration)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 1
 Area of Effect: One wizard per three levels
 Saving Throw: None
 Author: Jibril

The recipients of this spell are made more aware of the magic around them and are also more able to affect it. They therefore have a magic resistance of 5% per level of the wizard. A *dispel magic* is only half as likely as normal to dispel this spell. The material component of this spell is a gem worth at least 200 gp.

Justin's Mental Map (Divination)

Range: 1 mile
 Components: V, S, M
 Duration: Permanent
 Casting Time: 10 minutes
 Area of Effect: 1-mile radius
 Saving Throw: None
 Author: Colin Roald <hobbit@ac.dal.ca>

Outdoors only, this spell gives the wizard an aerial view of the countryside within 1 mile of the wizard. Only large features visible from above are noted, like rivers, woods, fields, large buildings, and clearings, but not people, caves, small streams, or the like. The material component is powdered pineal gland.

Kâldane's Lullaby (Enchantment/Charm)

Range: 30 yards
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 6
 Area of Effect: Special
 Saving Throw: None
 Author: Joshua Rosenfeld <emilus@u.washington.edu>

This spell is similar to *Kâldane's drowse* (q.v.) in that the victims must be within 30 feet of each other, with a centre determined by the caster. The *lullaby* affects 2d8 Hit Dice of creatures, affecting lower level creatures first, with partial effects ignored. Creatures of 8+3 HD or more are unaffected. This spell will not affect elves. The victims of the spell are subject to all the effects of a *slow* spell (+4 penalty to Armour Class, -4 penalty to-hit, all Dexterity bonuses for combat negated, and half movement and weapon attacks). Victims will feel

very tired, desiring to go to sleep, requiring a saving throw every other round (starting on the second round the spell is in effect) or suffer the effects of a *sleep* spell (q.v.). Creatures with 6+3 or more Hit Dice save at +2. The material components of this spell are several rose petals.

Käsemädchen's Wild Runestones (Divination, Wild Magic)

Range: Special
 Components: V, S, M
 Duration: Special
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: Special
 Author: Marc Sherman <msherman@zeus.uwaterloo.ca>

This powerful spell gives a wild wizard access to many spells of the school of divination. Like the spell *wish*, however, this flexibility does not come without a price. Every casting of this spell has a high probability of causing a wild surge.

When the spell is cast, the caster should roll 1d4. If this roll is a 1, 2, or 3, then *that* is the level of the divination spell this spell produces. The caster may then name any divination spell of the level rolled with which he is familiar. If the named spell is in the wizard's spell books, success is guaranteed. If the caster has seen the spell cast in the past, but does not know it himself, the DM should roll for the caster's spellcraft proficiency, at a penalty depending on how recently and how many times the caster has seen the spell. A missed spellcraft roll will cause a wild surge on the spell attempted.

If the wizard rolled a 4, a wild surge is caused. The wizard may name any divination spell, even one of a higher level than he can cast, or one that he has only a vague, passing familiarity with, for this surge.

If a divination spell is successfully cast via this spell, the range, duration, area of effect, and possibility of saving throw should be taken from the divination cast. The material component of this spell is a finely carved set of rune stones, worth at least 1000 gp, which is not consumed by the spell. The wizard must have a surface available on which to cast the runes and be able to study them for a round for the spell to be cast successfully.

Kiri's Container (Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 day + 1 day per 3 levels
 Casting Time: 4
 Area of Effect: Container touched
 Saving Throw: None
 Author: David Kelk <fs337203@sol.yorku.ca>

This useful spell will turn one appropriate container (sack, backpack, etc.) into a *bag of holding* of 5000 gp capacity for the duration of the spell.

Anything not removed by the end of the spell's duration is lost in the astral plane.

The material components are the container and berry juice that must be used to stain the inside of the container.

Kiri's Energy Field (Invocation/Evocation)

Range: 10 feet per level
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 4
 Area of Effect: One 10-foot cube per level
 Saving Throw: ½
 Author: David Kelk <fs337203@sol.yorku.ca>

When cast, this spell brings into being a field of energy wherever the caster wants within the area of effect. The distribution of the cubes is also under the casters control with the exception that they must all be contiguous. The field itself can be cold, hot, or electrical at the casters discretion. It causes 1d6 damage plus 1 point per level (eg., a 10th-level caster does 1d6+10 points of damage). The damage is delivered once per round to any being in it with a saving throw for half damage.

The material components is a tinderbox which is destroyed when the spell is cast.

Kiri's Smarter Servant (Conjuration/Summoning)

Range: Special
 Components: V, S, M
 Duration: Until dispelled
 Casting Time: 3 rounds
 Area of Effect: Special
 Saving Throw: None
 Author: David Kelk <fs337203@sol.yorku.ca>

After this spell is cast, a magical and very skilled servant is called into existence. This servant is a combination of butler, cook, chauffeur, etc., that can perform as well as any normal servant. They are usually created to "keep house" when the caster is away for long periods of time or to help in magical research (feeding, fetching etc.).

The servant is AC 6 with 1 HP per level. It has no attacks.

The material component for this spell is a butler suit and a length of gold wire worth 200 gp. The components are reusable.

Kiri's Toy Soldiers (Enchantment)

Range: 10 feet
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: None
 Author: David Kelk <fs337203@sol.yorku.ca>

This spell causes small, specially crafted toy soldiers to become full size warriors under the wizard's command. One figure can be animated per 4 levels of the wizard (maximum of 4). The Armour Class of the soldier depends on the material that it is made out of:

Matter	AC
clay	8
wood	6
stone	4
metal	2

Each figure has 3 hit points per level of the wizard to a maximum of 45. They attack twice per round as fighters of half the wizard's level with whatever weapons they were created with. Being mindless, they cannot be charmed, put to sleep, dominated, etc.

The material component is a number of toy soldiers worth no less than 10 gp each.

Klaus' Kustard Kwicksand (Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 hour
 Casting Time: 4
 Area of Effect: 3-foot per level radius, 8 feet high cylinder
 Saving Throw: None
 Author: Iain Clarke <imcc@ukc.ac.uk>

This spell is cast while pouring some sour custard (the material component) onto the ground. The custard spreads rapidly outwards and forms a circular quagmire; the caster can control the rate of growth to give himself time to get away. The sides of the quagmire are extremely steep, and the surface consists mostly of the material that was there originally (albeit with a yellow tinge) making it difficult to notice except for the smell of off milk. Creatures of small size or larger falling in will sink whenever they move significantly — probably submerging after eight movements for small creatures and four for medium ones. Large creatures will sink much faster, but the pit will probably not be deep enough to drown them. Unless the victims can find something to pull themselves out with, they will probably have to wait until the spell expires when they become trapped in solid ground and must be dug out of whatever encases them. Move rate when touching the bottom is 1, or 2 if an open doors roll can be made. If people approach the quagmire they will suspect something if they roll a 1-2 on 1d6, or (if hurrying) on a 1 only. If successful, a Dexterity roll will allow them to avoid falling in, with a -2 penalty if there is nothing nearby to grab hold of.

Knots and Binds (Enchantment)

Range: 5 yards
 Components: V, S, M
 Duration: Special
 Casting Time: 1 turn
 Area of Effect: Special
 Saving Throw: None
 Author: Aaron Wigley <wigs@yoyo.cc.monash.edu.au>

This is an advanced version of the 2nd-level *weave knots* (q.v.). It has all functions listed there, and more.

The second spell must be cast immediately after *knots and binds* is cast (add the two casting times together). Alternatively, two wizards can work on such knots — one casts this spell, the other casts the intended spell, then they combine their efforts.

If the added spell is instantaneous, the second spell will not activate when it is cast, but rather, its potential will be stored in the thread. The wizard has the option when the knot spell is cast as to whether permanent or special duration spells are activated when the knot is tied, or when the knot is untied. In such cases, the target is the person to whom the knot is tied, or the person who untied the knot.

Only spells that are either area effect, or personal effect can be used. Aimed or directional spells cannot be stored in the knot. For example, a *fireball* would work (ground zero is the knot), but a *lightning bolt* or *magic missile* wouldn't.

The level of the spell cast into it is restricted by the wizard's level:

Wizard's Level	Spell Level
7-8	2nd
9-11	3rd
12+	4th

The stored energy will last for 2 days per level of the wizard, in the case of instantaneous spells, until it dissipates harmlessly or until the knots are undone or the rope is cut, at which time the spell's effects are unleashed (on half normal effect). The object the knots are on is the target of the spell as well as the person who cut the knot. If the knots aren't on anything, the person who undid or cut the knots is the target.

In the case of permanent or special duration spells, the spell is generally ended when the knot is untied or cut.

To actually get the knot onto someone, the caster of the knot spell must get within 5 yards of the target. The enchanted bonds will then entwine themselves onto the target.

Detect magic will show that the knots are magical in nature. If *dispel magic* is cast onto the knots, two checks are needed. If the knot spell itself becomes dispelled, then the contained spell needs to be tested. If the contained spell survives the *dispel magic*, it activates. If the knot spell survives, the contained spell automatically survives.

Typical applications of this spell are:

- A *curse* is woven into the ribbon, and it is attached to someone. For the duration of the *curse*, the person suffers the *curse*'s effects.
- A *fireball* is cast on a section of rope, used to tie shut a bag. If someone opens the bag, the *fireball* goes off into his face. The wizard can untie the bag safely, and retie it.
- An *armour* is cast on a section of rope. The wizard keeps the rope in his pocket and, if attacked, unties the knot.

Material components are a section of rope, twine or ribbon that becomes knotted which is not consumed at the end of the spell. Also required is some blood of the wizard (just a few drops).

Korel's Hand of Evil (Enchantment/Charm, Necromancy)

Range: 10 feet per level

Components: V, S, M

Duration: 1 round per level

Casting Time: 4

Area of Effect: One creature

Saving Throw: Negates

Author: Edward Keyes <keyesea@ctrvax.vanderbilt.edu>

In casting this spell, the wizard severs the victim's control over one of his arms (75% chance primary hand, even chance if the victim is ambidextrous), making the victim's hand an independent entity whose only goal is the destruction of the victim.

The hand is almost as intelligent as the victim, and will use the quickest available method for killing or disabling the victim (note that the hand can continue attacking even if the victim is unconscious). For instance, if the victim was carrying a dagger, the hand might grab that and attack. If the victim is weaponless, the hand would attempt to choke instead. The hand would not, however, be able to grab a wand and fire it at the victim, since a wand requires a command word to activate.

With weapons, the hand only uses short weapons, since anything longer cannot be easily turned inward. It attacks with the victim's own THAC0 against the victim's own Armour Class, doing the victim's normal damage, including Strength bonuses. For choking, the hand inflicts 1d4 points of damage each round, plus Strength bonus if applicable (75% of this is temporary damage, but remember that the hand can continue choking the victim even if the victim is unconscious). Each round, if no other action is taken, the victim has a 50% chance of breaking the choke hold (the hand may re-establish it with a successful attack roll). Other attack forms are up to the DM's discretion (bashing plates into the victim's head, etc.).

Even though necromancers generally dislike charm spells, this spell provides many a laugh for them. The material component is fingernail clippings from a zombie.

Korel's Mass Skeletonize (Conjuration/Summoning, Necromancy)

Range: 10 yards

Components: V, S, M

Duration: Special

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

Author: Edward Keyes <keyesea@ctrvax.vanderbilt.edu>

This spell was designed by Korel the Necromancer, who was eager to create undead, but too cultivated to accept the reek of rotting flesh produced by zombies. The casting of this spell summons a horde of

insects which rapidly devour all the flesh from the corpses of a number of creatures. To determine how many creatures can be skeletonized with one casting, use the guidelines of *animate dead* (one body per level of humans, less for higher Hit Dice).

Note that the body must be completely dead (-10 HP, not just unconscious at 0 HP). Only the bare bones are left behind, completely clean after a rinsing of water.

The spell may also function on animated undead, in which case a savings throw is granted to negate the effect. Failure results in the loss of one Hit Die. Obviously, skeletons are immune. Free-willed undead are also immune.

The material component is a large pinch of sugar mixed with bone powder, which must be sprinkled over the bodies to be affected.

Kozmo's Apathy (Enchantment/Charm)

Range: 10 feet per level

Components: V, S, M

Duration: 1 turn per level

Casting Time: 1 round

Area of Effect: One sentient creature

Saving Throw: Negates

Author: M.C. Crossman <mcc5@leicester.ac.uk>

This spell affects the mind and body in such a way that the willpower to do anything is lost. Anything attempted will be done in a half-hearted manner; if things can't be done easily then the spell's victim simply will not bother. For example, if a chest is locked no attempt will be made to open it as the first and simplest option is not available.

Physical effect: lose 1 point of Strength and Constitution every 3 turns. The material component is the priest's holy symbol.

Lava Wave (Conjuration/Summoning, Elemental (Fire))

Range: 10 yards per level

Components: V, S, M

Duration: Instantaneous (see below)

Casting Time: 4

Area of Effect: One 20×40 foot rectangle or 30×30 foot square

Saving Throw: Special

Author: Nathan Sugioka <nsugioka@cs.indiana.edu>

This spell is similar to *lava bolt* except that it conjures a wave of molten lava over the given area. All creatures within take 1d6 per 2 levels of the caster (rounded up; maximum 6); unless a successful saving throw is made, this damage will continue, at the rate of 3d6 per round, for 1 round per 3 levels of the caster beyond fourth. The material component is 4 ounces of volcanic rock, and an open flame of any kind (the flame is not extinguished in the casting).

Layla's Morning After Kiss (Alteration)

Range: 0

Components: S

Duration: Permanent

Casting Time: 1

Area of Effect: Person touched

Saving Throw: Negates

Author: A.C. <ac001@freenet.carleton.ca>

This spell causes a sleeping being to forget up to one turn of action per level of the caster (the caster may make the window of forgetfulness shorter, if he wishes), that occurred just before he (or she) fell asleep. The caster may remove the forgetfulness at will.

Layla's Seductive Impersonation (Alteration)

Range: 0
 Components: V, S
 Duration: 1 day per level
 Casting Time: 5
 Area of Effect: The caster
 Saving Throw: None
 Author: A.C. <ac001@freenet.carleton.ca>

This spell allows the caster to change his form to that of another seductive being for an extended period of time. He retains all of his own abilities, and gains all of the natural abilities though none of the magical abilities of the creature chosen. There is no danger of identity loss as with a Polymorph. The types of beings that may be impersonated are as follows: dryad, succubus, nereid, siren, medusa, mermaid, sylph, unicorn, vampire, foxwoman. Other similar beings may be allowed at the discretion of the DM, as the spell works by allowing similar types of creatures to become similar types of creatures, rather than the specific forms being locked into the spell.

Layla's Sexy Kiss of Insanity (Enchantment, Necromancy)

Reversible

Range: 0
 Components: S
 Duration: Permanent
 Casting Time: 1
 Area of Effect: Person touched
 Saving Throw: None
 Author: A.C. <ac001@freenet.carleton.ca>

This spell inflicts one random sexual insanity. The reverse spell, *Layla's reforming kiss*, removes one sex-related insanity. It does not affect any other forms of insanity.

Legolath's Potency Discerner (Divination, Wild Magic)

Range: 0
 Components: V, M
 Duration: Instantaneous
 Casting Time: 1 hour
 Area of Effect: Item touched
 Saving Throw: Special
 Author: Tim Larson <tel002@acad.drake.edu>

This spell determines the magical bonus of weapons and armours (if any) or the category of objects (such as a *girdle of giant strength*) that have different levels of power, as well as the approximate number of charges left in an item.

During the casting, the caster spends time alone with the object, communing with the fabric of the magic, trying to attune himself with the magics in the object. If he fails an Intelligence check at the end of the hour the spell fails and nothing is discerned, although the materials are still used up. If he succeeds, roll on Table 1 of the *Tome of Magic* using this number as the level: 14 — the caster's true level. Thus, an 8th-level wild mage would roll on the level-6 line. This result is how much the wizard is off on his guess. Let's say our wild mage is examining a sword +2, successfully casts this spell and rolls a 4. He will think it is only a sword +1. If he rolled an 11, he would be right on. If he rolled a 20 he would think it to be a very powerful sword +5. Note that it is possible for him to think it is a weapon with a minus, also (he might throw away a sword +3 thinking it a sword -1, if he rolled very badly). Note: the DM should do this rolling and tell the wild mage. The accuracy of his guesses gets better with higher levels. Also, if the number rolled is boldfaced (as for a wild surge) he knows one further thing about it (subject to interpretation by the DM). If it is a *sword +1, +4 versus undead*, the wild mage could be told it has a secondary bonus versus a specific creature that is 3 greater, that it is a good sword against undead (with no hint as to the bonuses), or something else the DM feels like giving away, like

maybe something of its history or previous owners (like a bard knows). If the item has no additional bonuses, the DM may elect to roll the variation again and give the wild mage the benefit. A wizard of thirteenth level or higher using this spell always uses the level-1 line.

If cast to determine charges, roll twice on the *Tome of Magic*, Table 1. Multiply the first roll by 5. Treat negative final results as positive (you can't have a rod with -12 charges). Note that this spell may only be cast once per day.

The material component is a die worth at least 200 electrum for a weapon, 200 gold for armour, or 200 platinum or a different type of item (note that special protective items are not armour).

Lesser Death Spell (Necromancy)

Range: 10 yards per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 4
 Area of Effect: One 10-foot cube per level
 Saving Throw: None
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell is identical to the 6th-level *death spell* (see the *Player's Handbook*), except in the number of creatures affected.

Creature's Hit Dice	Maximum # Affected	Conversion Factor
up to 2	3d10	1
2+1 to 4	3d6	2

Note that the death spell does not affect lycanthropes, undead or creatures from planes other than the prime material.

Level Drain (Necromancy)

Range: 5 yards per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 4
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

When a wizard casts this spell, a black bolt of negative plane energy shoots out to strike one creature within range. The creature struck must save versus death magic or lose one level of experience, as if touched by a wight. The various protections against negative plane energy are also useful for protecting against this spell.

Light Control (Alteration)

Range: 60 yards
 Components: V, S
 Duration: Concentration
 Casting Time: 4
 Area of Effect: 50-foot radius globe
 Saving Throw: None
 Author: François Menneteau <mennetea@acri.fr>

This spell is a more potent version of *lesser light control*, allowing control in a 50-foot radius globe.

Lloyd's Beacon (Alteration)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: None
 Author: Joe Colleran <jnc4p@uva.pcmail.virginia.edu>

By means of the *Lloyd's beacon* spell, the spellcaster is able to instantaneously return to a previously prepared location. The material component of the spell is a gem of not less than 500 gp value. The spellcaster casts *Lloyd's beacon* at the place which he wishes to set as the return location. This setting of the location takes one turn. After setting the location, the gem disappears and the area radiates alteration magic. At anytime afterwards, the spell caster can cast the recall version of *Lloyd's beacon*, with a casting time of 1, requiring only verbal components. The spellcaster, along with anything he is touching up to 150 pounds + 50 pounds per level above seventh are instantly teleported to the preset location with no chance of error. Unwilling travellers require a successful to-hit roll, and in addition get a saving throw versus spell, with success indicating that they were not teleported. The location remains set until either the spellcaster decides to change it or until it is dispelled by someone else. If it is dispelled, the recall version will fail, but the wizard will not know this until after he casts the spell, unless he uses some other magical divination (eg., *contact other plane*). When the set location is dispelled or removed by the wizard, the gem reappears and may be reused. The wizard may only have one *Lloyd's beacon* set at any one time.

Lohocla's "Shaken, Not Stirred" (Alteration)

Range: Special
 Components: V, S, M
 Duration: 3 rounds + 1 round per level
 Casting Time: 6
 Area of Effect: Special
 Saving Throw: Special
 Author: Reid Bluebaugh <c2mxblue@fre.fsu.umd.edu>

This spell causes two unrelated effects. The first is a local tremor of low strength that rumbles the ground in a 25-foot diameter area around the caster. The shock lasts for the duration of the spell. The small quake is dramatic and startling but does not cause any harm or ill effects. It is intended to mislead victims into thinking the spell affects multiple persons or a large area like the earthquake spell.

The real danger of the spell is the second effect, that is directed towards only one creature within 25 feet. The target of the spell shakes violently for the duration of the spell (note that this effect is a separate action from the quake). The shaking renders the victim immobile (no movement, no combat, etc.). If a person or creature touches the trembling victim at any time, then that person begins to shake as well for the remainder of the spell. A trembling person suffers 1d4 points of damage per round. During the last round, a trembling person must make a saving throw. Failing the saving throw causes the person to enter comatose state of intoxication for 1d6 hours. Recovery from this state is as stated in the rules.

The main material component of this spell is a pint of a martini, a drink composed of gin (an alcoholic liquor distilled from grain and flavoured with juniper berries), vodka (an alcoholic liquid distilled from fermented wheat or rye mash, corn, or potatoes), and dry vermouth (a white wine flavoured with aromatic herbs). Other material components are one olive with a slice of pimento (a mild-flavoured red pepper) in it, and the tail feather from a male chicken (a cocktail). All material components are consumed once the spell is cast.

Lohocla's Cloud of Alcohol (Alteration, Evocation)

Range: 10 yards
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 4
 Area of Effect: 5 cubic feet per level
 Saving Throw: None
 Author: Reid Bluebaugh <c2mxblue@fre.fsu.umd.edu>

Another powerful offensive spell by Lohocla, this spell creates a vaporous cloud of pure alcohol. Hopefully, many wizards will enjoy reeking havoc with the sweet aroma of this spell.

This spell produces a cloud of alcohol that has a very faint blue tint to it. The cloud gives off a strong scent of alcohol. The cloud will move away from the caster at 10 feet per round, rolling along the ground in the original direction dictated by the caster. A moderate breeze causes it to alter course (roll for direction), but it does not move back toward the 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 vapours are heavier than air, they sink to the lowest level of the land, even pour down den or sinkhole openings. It cannot penetrate liquids, nor can it be cast underwater.

For each round a creature is engulfed in the cloud, he must make a Constitution check. The check has a modifier relevant to the wizard's level:

Wizard's Level	Constitution Modifier
7-8	-4
9-10	-5
11-12	-6
13-14	-7
15-16	-8
17-18	-9
19-20	-10

A successful check indicates that the creature holds his breath for that round and does not succumb to the cloud's effects. A failed check indicates that the creature inhales a sufficient quantity of the gaseous vapours into the lungs. The effects of absorbing gaseous alcohol through the respiratory system rather than liquid alcohol through the digestive system is quite dangerous. A person affected by the cloud enters a state of great intoxication with all the effects that this entails. The affected person will remain intoxicated for 1d30 rounds after the duration of the spell. Once the intoxication ends, the victim will be returned to a normal state (he does not have to slowly recover from the intoxication). The only possible reminder of the intoxication would be a hangover (see the *Net Alcohol Guide* for more information) if a saving throw versus poison is failed.

If the *cloud of alcohol* comes in contact with a flame, it explodes. Anything in the cloud will suffer 2d10+10 points of burn damage. The explosion will reach out a number of feet equal to five times half the wizard's level. Anything that is in the explosion area of effect will suffer 1d10+5 points of burn damage. For example, a 10th-level wizard casts the spell and creates a 50-foot cubic cloud that comes in contact with a candle flame. Anything in the cloud will take 2d10+10 points of burn damage. The explosion will reach anything that is 25 feet away from the cloud which will suffer 1d10+5 points of burn damage. Unfortunately, the wizard was within 10 feet of the cloud and suffers 8 points of damage. With regards to the fiery explosion, please note that flammable materials will continue to burn after the explosion takes place.

At tenth level, a wizard has the option of igniting the cloud. If the wizard opts to do this, casting time is 6 rounds. Upon completion of casting the spell, the cloud will travel its course until the last round of the spell's duration. At this point, the cloud is ignited and explodes as described above.

At the very low temperature of -170°F, the *cloud of alcohol* will freeze solid. There will be few times that the wizard would find himself in such a situation. However, the wizard may find himself in a situation where the temperature drops to below 0°F. In this case, the cloud of alcohol will begin to turn into liquid form. The spell is

rendered virtually useless as far as its combative intent goes. However, the cold liquid form of alcohol may serve a more important purpose. A lot of pure, smooth alcohol can be produced for consumption. This spell which seems to be nothing more than an offensive weapon could perhaps enable alcohol production in places where grain can't be grown or where fermentation is difficult due to weather or temperature. Thus, DMs may want to introduce this spell in an Arctic climate as a creative way of producing alcohol. Then, a character may or may not learn of the spell's full offensive potential.

Note that the cloud of alcohol disperse once the duration of the spell ends. However, any liquid or solid forms of the alcohol will permanently remain after the spell ends.

The main material component is a finely-crafted glass snifter (a pear-shaped goblet with a narrow top) which remains after the spell is cast. Other material components, which are consumed when the spell is cast, are a pint of pure alcohol and a small ice cube. A wizard using the ignition option must have a pinch of dung from a milwaukee.

Lovesickness (Enchantment/Charm)

Range: 6 feet
 Components: V, S
 Duration: Special
 Casting Time: 4
 Area of Effect: One person
 Saving Throw: Negates
 Author: John Daniel <c548285@umcvmb.missouri.edu>

This spell makes its recipient become so much in love with the wizard that as soon as he (or she) loses sight of the wizard, 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 (she) will die of malnutrition in a number of days equal to his (her) Constitution plus 10, and there is a 10% chance of him (her) committing suicide. What's more, if the wizard tells him (her) to go away, he (she) is compelled to do so. This unpleasant condition may wear off as a *charm person*, but otherwise must be treated by *cure disease*.

Magic Missile III (Invocation/Evocation)

Range: 60 feet + 10 feet per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 4
 Area of Effect: One or more creatures
 Saving Throw: None
 Author: Unknown

This spell functions as the 1st-level *magic missile* except that it functions at quadruple damage and without the damage limit.

Maze Run (Divination, Wild Magic)

Range: 0
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 4
 Area of Effect: Creature touched
 Saving Throw: Special
 Author: <coloton@shrsys.hslc.org>

In the casting of *maze run*, a wizard attempts to bestow upon the recipient a the ability to intuitively navigate the chaotic confines of any maze. The recipient must save versus wand at a +3 bonus for the spell to have its normal effect.

If the saving throw is failed, the recipient becomes unable to keep track of the simplest spatial relationships, and is effectively lost for the duration of the spell.

If the saving throw is made the recipient becomes able to pick his way through any form of maze with unerring accuracy, always

choosing the most direct, safest path possible. The saving throw must have been made by two more than the required number for this effect to take place in mazes with sliding or shifting walls, and must have been made by three or more to apply to mazes with more than three dimensions. The recipient must make the saving throw by five or more to navigate mazes with more than three dimensions *and* sliding or shifting walls.

The recipient of a successful *maze run* is immune to the 8th-level wizard spell *maze* for the duration of the *maze run*. The material component of maze run is a hair from a living white rat.

Merge [1] (Alteration)

Range: 0
 Components: V, S, M
 Duration: 1d6 hours + 1 hour per 3 levels
 Casting Time: 1 round
 Area of Effect: Person touched
 Saving Throw: Negates
 Author: The tiger <ma3tcb@sunlab1.bath.ac.uk>

This spell allows 1d3 + 1 per 2 levels of the caster number of people to merge with the person who was touched. People merged are similar in a way to *gaseous form* or *wraithform*. They cannot be harmed, though the recipient of the spell can. Even magically held, paralysed, charmed, etc., recipients in no way hamper the people merged. If the people merged are forced out, then roll on the following table:

D100 Roll	Result
01-50	Propelled out. Confused for 1 round, "holder" system shock roll or 1d3 HP
51-75	No adverse effects
76-97	All lose 1d4 HP and are dazed for 2 rounds
98-99	1d100% of merged people are stuck
100	All go insane

The merged people are forced out if the spell expires, a *dispel magic* is successfully cast on the recipient, or the recipient dies.

Stuck people must make a system shock roll every round or go insane. Note: in all cases of people being stuck, the brain of the recipient fries. Material component is a drop of glue.

Mikkis' Holiness (Alteration)

Reversible
 Range: 0
 Components: V, S, M
 Duration: 1d6 rounds + 2 rounds per level
 Casting Time: 4
 Area of Effect: Special
 Saving Throw: Special
 Author: Samuli Mattila <zam@vinkku.hut.fi>

The caster is surrounded by an aura of goodness and his clothes start to radiate light equal in brightness to a light spell. All evil beings attack the caster at -2 to-hit and to damage, and the caster receives a +2 bonus to saving throws versus attacks made by these creatures. No evil creature under 8 HD which fails its saving throw versus spell dares to enter melee with the caster.

The reverse of this spell, *Mikkis' unholiness*, affects all good beings who view the caster. He is surrounded by a feeling of ultimate evil and sheds darkness around him.

The material components of this spell are white clothes and a crushed diamond of at least 100 gp value, or black clothes and a black pearl for the reverse of the spell.

Mimic (Enchantment/Charm)

Range: 10 feet per level
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 4
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Tim Prestero <ez003387@george.ucdavis.edu>

This spell forces some humanoid creature in the wizard's line of sight to begin mimicking his actions. The creature's actions will directly reflect those of the wizard, regardless of position or orientation. The creature will be frozen momentarily at the onset of the spell, but after that moment of inaction, the creature begins mimicking the wizard.

This can be potentially harmful for the target, if, say, the wizard waves his hand in the vicinity of his neck, and the target happens to be wielding a sword.

Once the spell is cast, the wizard need not be able to see the target for the target to mimic his actions. The target does get a second saving throw if forced to do actions that are obviously lethal, such as the aforementioned hand waving example. If the target passes outside of the range of the spell, the spell is broken.

The material component of the spell is a small ivory *figurine*, which is broken to bits in the casting of the spell.

Missile Multiplication (Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 5
 Area of Effect: One missile per 3 levels
 Saving Throw: None
 Author: Ally's Spellbook <knudsenm@wpsmtp.ohsu.edu>

When this spell is cast, the missiles affected by it multiply when fired adding an additional 1d4 missiles. Each missile must roll separately to hit its target, but it does get the to-hit and damage bonus of the original missile. The duplicate arrows last until the spell duration expires and then dissipate. The material component of this spell is a 2 foot long, finely crafted arrow.

Missile Multiplication I (Alteration, Evocation)

Range: 0
 Components: V, S
 Duration: One fifth round
 Casting Time: 6
 Area of Effect: Missile touched
 Saving Throw: None
 Author: Jay <krzyston@garfield.cs.wisc.edu>

A missile must be fired within the next twelve seconds. This spell makes 3d6 missiles out of one. Only normal missiles are affected.

The stuff disappears one round after shooting, but their effects stay. A nasty assassin in my game used the 5th-level version of this spell with sleep-poison darts to capture a PC.

You have to roll to hit for each missile, by the way. However, if your first missile hits, you have a +3 on all thereafter.

Mystyk's Backlash (Abjuration, Invocation/Evocation)

Range: 0
 Components: V, S, M
 Duration: 1 round per 2 levels
 Casting Time: 4
 Area of Effect: The caster
 Saving Throw: None
 Author: Mystyk

When this spell is cast, the wizard is surrounded by an invisible shell of energy; this shell is invisible to the naked eye, but *true seeing* or similar magic will reveal it, and *detect magic* will detect strong lines of abjuration magic with weaker evocation lines. While under the protection of this spell, if the wizard is hit in melee, the shell will emit a burst of pure energy that lashes out at the attacker. The energy will inflict an identical amount of damage as that inflicted on the wizard by the melee attack (the wizard still receives normal damage). If the attacker makes a successful saving throw versus spell, he will only suffer half damage. The shell will continue to emit energy bursts on attackers as long as the spell's duration lasts, or until the shell is dispelled.

The material component for this spell is a small, metal shield and a gem worth at least 400 gp. Both components are destroyed when the spell is cast.

Necromantic Runes (Abjuration, Evocation)

Range: 0
 Components: V, S, M
 Duration: Permanent until discharged
 Casting Time: 1 turn
 Area of Effect: Object touched
 Saving Throw: ½
 Author: Garinthrall <alvalent@husc>

This spell mimics the 4th-level *fire trap* in many respects. Unless otherwise noted, follow the description of *fire trap* for effects.

This spell places mystical runes over the area to be warded. Chance for detection of these runes is as per detection of a *fire trap*. Anyone not attuned to these runes (as per *fire trap*) who disturbs them, will cause a violent explosion of negative planar energy which will sap life energy from all in the area of effect. Damage is thus the same as per *fire trap*, but as the damage is not fire-based it is damaging only to living creatures. This spell has no altered effects underwater as does *fire trap*.

The material component for this spell is a bit of wraith or spectre essence.

Negative Bolt (Evocation)

Range: 20 yards + 3 yards per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 4
 Area of Effect: One creature
 Saving Throw: ½
 Author: Unknown

This combat spell projects a bolt of negative energy. Some practitioners believe it to be merely energy from the negative material plane... Said wizards are wrong.

The spell actually projects raw anti-matter in a bolt of anti-energy. Materials affected by the bolt tend to disintegrate and be consumed. Spell wards and defences tend to dissolve also. Specific defences exist for the genre of spells similar to this one but they are secrets kept for self-defence.

The bolt only does 1d3 per level of the wizard but it also has the effect of dispelling 1st- and 2nd-level defensive spells. Spells of third through fifth level need to make a saving throw based on that of their wizard to save, and 6th-level spells only fail on a 1. The duration of any such affected spell is usually reduced on a ratio to the level of the

spell (DM's decision as to what, though I wouldn't suggest more than half duration).

Net (Conjuration/Summoning)

Range: 10 yards
Components: V, S, M
Duration: 1 turn per level
Casting Time: 4
Area of Effect: 15-foot radius area
Saving Throw: Special
Author: Steve Bartell <stevebar@wordperfect.com>

This spell creates a 15-foot diameter net that shoots forth from the caster's hand to wrap itself around all creatures in the area of effect. A successful Dexterity check means the intended victim was able to dodge the net (for creatures, a saving throw versus spell would suffice). If the victim fails to dodge the net, it wraps itself around them and goes tight. An edged weapon will be able to cut through the net by doing 15 points of damage. Any edged weapon longer than a dagger will only cause half damage, because the entangled person will not be able to move well enough to yield it successfully. A successful bend bars roll will also allow the victim to tear out of the net. The openings through the weave of the net are very small, enabling it to trap any fish and animals larger than an inch around.

When the spell duration expires, the net vanishes. The wizard can also open or *dispel* the net at will. The material component for the spell is small seaweed net adorned with silver clamps, worth 200 gp ready-made. A wizard with weaving and metalworking proficiencies can create the net himself at cost of materials.

Ni-Gar's Panty Peeler (Enchantment/Charm)

Range: 0
Components: S
Duration: 1 hour
Casting Time: 1
Area of Effect: One alcoholic drink
Saving Throw: None
Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This enchantment is unusual because it is not cast directly at its victim, but is cast upon a medium of transferral. The spell can only be cast upon a prepared alcoholic drink (the mixing or pouring of which is the somatic component), not on an entire flask, bottle or keg of alcohol. The spell beneficiary is defined as the one who offers the enspelled drink to another person. The beneficiary does not necessarily need to know of the drink's enchanted status, but to benefit from the enchantment must offer it verbally to another creature, who is the target of the spell. If the target accepts the drink and imbibes even a sip, the spell is activated and the target is instantly affected. The victim receives no saving throw if it accepts the drink, and forcing a being to drink will negate the magic.

A creature affected by the spell is then subject to a specialized charm, which persuades it to willingly and enthusiastically submit to the recipient's romantic or sexual overtures. The charm lasts for exactly 24 hours, after which time the victim is free to act normally toward the recipient, but will still believe that any actions made while the charm was in effect were made freely. The victim must be of a sexual orientation which is compatible with the spell recipient.

Nimrod's Wondrous Trapeze Act (Alteration)

Range: 0
Components: V, S, M
Duration: Special
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None
Author: Joshua Rosenfeld <emilus@u.washington.edu>

This spell can only be cast on a staff of not more than 8 feet in length. When a staff is so enchanted, it will, upon command, shoot forth lines of force from both ends perpendicular to the length of the staff and in the direction the caster desires. These lines will extend up to a maximum of 150 feet, and will attach to any inanimate non-living object (usually a wall or ceiling). The wizard can then control the length of the lines at will, although they cannot pull an object faster than 5 feet per second. The lines can hold a maximum of 40 pounds per level of the caster. If the strength of the lines is exceeded, they will immediately vanish. After the lines have attached to something they will remain attached until their strength has been exceeded, they are dismissed by the caster, they are dispelled by a *dispel magic* spell, or after a period of 24 hours (whichever comes first). Each time this spell is cast upon a staff, up to three sets of lines of force can be conjured as long as they are called within 8 hours per level of the caster. A staff can have only one of these spells cast upon it at a time (subsequent castings will not add more charges).

Noska Trades' Endoplasmic Quagmire (Conjuration, Necromancy)

Range: 10 yards per level
Components: V, S, M
Duration: 1 round per level
Casting Time: 4
Area of Effect: 80-foot diameter
Saving Throw: Special
Author: Noska Trades

When this spell is cast, a clear mucous-like substance rains down upon the area of effect for one round, in which it reaches a depth of four feet. Any creature in the area of effect must save versus spell or be knocked to the ground by globs of slime and must take 1d3 rounds to regain their feet. Movement through the slime is 10 feet per round and it is 50% probable that a creature trying to move in the area slips and falls. Creatures with their head(s) beneath the slime must make a Constitution check each round or take 1d4 points of drowning damage.

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

Origami Anime (Alteration)

Range: Special
Components: V, S, M
Duration: 1 hour per level
Casting Time: 1 turn
Area of Effect: 50-foot radius
Saving Throw: None
Author: Jason Hoogervorst <jason.hoogervorst@fquest.fidonet.org>

This spell allows the caster to animate man-sized paper constructs that have been designed using the art of origami. If the caster has created these by hand, 10 constructs may be animated with one casting of this spell, but if the work of another is animated, then only 5 may be affected. This spell allows the normal movement functions of the creature so depicted to be enacted by the construct, therefore, a humanoid construct could walk, sit, stand, lie down, kneel, etc., whereas a bird could fly or walk, or any water creature could swim. Of course, the paper would have to be heavy-duty or it would become soggy and fall apart, ending the spell for that particular

construct. Each construct may carry one person or thing, up to 150 pounds on land or in air, 200 pounds on or in water (buoyancy). Since runes and such must be notched upon these constructs prior to the casting of the spell, if the caster (origamist) is also skilled in calligraphy, then the calligraphy can be used to achieve this, producing a 50% bonus to the parameters: number of constructs now is 7 or 15, 75-foot radius allowance, 1½ hours per level of the caster duration, and weight allowance of 225 pounds (on land or in air) and 300 pounds (on or in water). The range value of special means that any number of constructs up to his maximum number of constructs that the caster touches after casting the spell within the spell's duration will be animated. So, if he has one at home that flies, he may animate one to carry him home on land, get home, then animate the one at home for the remainder of the duration of the spell in order to fly.

The animations are treated as Armour Class 6 unless their speed improves them to something better. They do not attack on the behalf of the caster or his party; they are merely transport. These constructs are also particularly vulnerable to fire — quadruple damage. Slash weapons do double damage. Piercing weapons do almost normal damage, -2 from the total; bludgeoning or bashing types do no damage; the paper merely gives way beneath the weapon then springs back.

If the caster wishes, he may undertake to simply create a large, all-purpose, party-carrying sized animation. The number of passengers the creation carries is subtracted from the total number of creations he could have animated. So, if the limit is five, he may animate a four-person dragon structure and a one-person flying serpent creation, or whatever. The number of hit points deemed necessary to destroy a construct is equal to twice the level of the caster plus 3 times the number of people it can carry plus one of the following:

- 3 points if the origamist made them; no calligraphy involved
 - 5 points if the wizard made them; no calligraphy involved
 - 7 points if the wizard did either the origami or the calligraphy
 - 10 points if the wizard did both the origami and the calligraphy
- Manoeuvrability and flying class, base move, etc., are all determined as per that which it mimics. For every extra pair of passengers it carries, reduce its value by one category (180° manoeuvrability becomes 120°) and by one value (base MV 12 to base MV 11). This means: reduce it once if it can carry 3-4 people, twice if 5-6, thrice at 7-8, etc. The constructs can be given simple instructions, such as "go to Castletowne" or "fly north until dusk, then land at the closest village". Without such guidelines, the wizard must remain in conscious control of the construct; it will collapse, waiting, if not. He can control the speed up to its maximum, change its course, etc., at whim, all as long as the spell is in effect. He may renew the spell for any construct within the area of effect — any construct previously activated that is still within 50 feet (or 75 feet) of himself — these need not be touched in order to renew the duration. Leaving the area of effect reduces all remaining duration by half for that particular construct.

Note that it takes 3 full days plus one day per passenger size of the construct to make one and the same amount of time for the calligraphy, if used. No other activity may be pursued during this time, besides eating, drinking, and sleeping. Note also that one need not be skilled in origami to make an origami construct, it will simply be less effective in some fashion, but that it is mandatory to have someone skilled in calligraphy or that portion of the spell will not function; in fact, it may be detrimental, causing a reduction or even backfire (the Killer Swan of Animated Attack) if someone unskilled attempts to scrawl all over the construct.

Bonuses or penalties may be given for the following, at discretion:

- Special inks for the calligraphy may grant bonus speed.
- Heavy-duty paper may have bonus hit points, crêpe fewer.
- Various coloured papers may be used, giving life-like effect — viewers must save versus spell or believe it to be real (Wisdom bonuses apply).
- Hasty cut-and-paste type creations may be made in a third of the normal time, with no calligraphy, but are severely restricted (no more than 3 creations or passengers, a quarter duration, etc.).
- One spell level per experience level of the caster may be included in the creation of the construct by using scrolls as part of it; the

caster may cast the spells as if he were reading the scroll while in control of and in contact with that particular construct; this doesn't take away from the mage's concentration if trying to maintain moment-to-moment control of the construct. These spells do not disappear after casting, but rather, become a permanent part of the construct. This is usable only after *origami anime* is in effect on the construct and the caster is in contact with the creature.

- Extra abilities may be given to those constructs whose papers had been soaked and dried in various potions, such as fire resistance.

Orko's Gaseous Form (Alteration)

Range: 0
 Components: V, S
 Duration: 1 round per level
 Casting Time: 4
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Orko

This spell allows the recipient and gear he carries to assume solid or gaseous form, at will, for the duration of the spell. Each change requires a full round, with no other actions permitted. *Orko's gaseous form* is transparent and insubstantial and flows at a base speed of 3 per round. A creature in gaseous form cannot be harmed by magical fires or lightning, but air attacks cause double damage.

Orko's Geyser (Evocation)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 5
 Area of Effect: 5-yard wide, 60-yard long stream
 Saving Throw: Special
 Author: Orko

This spell creates a jet of steaming water, that extends 60 yards in a straight line and is 5 yards wide, from the wizard's hand. All fires, normal and magical, will be extinguished. Any creature struck by the stream must save versus petrification at a -1 or be blinded until the stream is moved or stopped. Regardless of the saving throw, there will be a substantial amount of damage done, due to the heat (2d6 HP of damage). The material component of this spell is a drop of water.

Pander's Whirlwind Travel (Conjuration/Summoning)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None or special
 Author: Pander Pillma

This spell encapsulates the wizard, and possibly more people or equipment inside a conjured whirlwind. One of two variations of this spell may be cast without prior preparation at the option of the wizard.

The first variation is used by the wizard for personal transportation or protection. While encapsulated in the whirlwind's eye the wizard can view the outside normally and cause the whirlwind to travel over any relative continuous surface with short hops over ditches or small obstacles not over 4 feet in height being possible. The wizard may not carry more than his normal encumbrance and all equipment must be on his person (exceeding this limit causes the whirlwind to fizzle). No other creature may occupy the whirlwind unless it is carried. On solid ground the whirlwind can move up to 24 + 1 per level above fifth level. Rate of movement is the same whether moving uphill, downhill, or on stairs. Over loose sand or marsh the movement rate is ⅔ of normal and over water the movement rate is half normal.

Wind velocities can affect the rate of speed. Although the wizard may cast any spell from within the eye, none will breach the barrier of the winds and spells such as *magic missile*, *fireball*, or *lightning bolt* will bounce back towards the wizard, possibly ruining an otherwise fine day.

This variation's duration is 1 turn per level and can be turned on and off any time during the duration. It takes half a round to turn the winds on or off (a good wizard would calculate a spell so that it goes off the moment after the whirlwind stops). The wizard is still susceptible to outside damage from spells, but only takes half or no damage if saving throws are made while inside the whirlwind. Projectiles of a small nature will not penetrate the winds and the wizard's Armour Class and saving throws versus dodging have a +4 bonus while inside the eye of the whirlwind.

The second variation is not as fast and cannot be turned on and off (it is only good for a one-way trip). However, its area of effect is a 20-foot diameter column which is 10 feet high (centred on the wizard) and it can carry along anything in the area of effect on a relatively safe ride over long distances. Movement conforms as above but the base rate is 12 + 1 per level of the wizard over fifth level and the duration is 1 hour per level. All spells cast from inside conform as above, as do effects of area spells cast at the whirlwind. All inside have a +4 Armour Class bonus since they cannot be seen, but there are no dodging bonuses and saving throws versus dodging are based on the wizard for the entire group. Weight is not a factor when determining what is picked up for the ride. Anything not securely rooted to the ground will be picked up. Once started, the winds may only be exited or penetrated after startup by making a successful saving throw versus spell at a penalty of 1 for every two levels of the wizard, rounded down. Flying creatures who enter or exit from the top have no penalty on their saving throw. Creatures larger than the area of effect will simply push the whirlwind away if they try to enter it. The wizard may stop the winds at any time.

The material component of this spell is a piper's flute which is played to bring the whirlwind from the elemental plane of air.

Paranoia (Enchantment, Illusion/Phantasm)

Range: 10 yards per level
 Components: V, S, M
 Duration: 1 hour + 3 turns per level
 Casting Time: 6
 Area of Effect: One creature
 Saving Throw: Special
 Author: Joseph Delisle <jdelisle@loyola.edu>

Paranoia is a spell used to unnerve and frighten humanoid creatures. If the target makes a saving throw versus spell with a -3 penalty (adjusted for Wisdom), then he will greatly desire to leave his present location, but will suffer no other ill effects. Elves have a 5% chance to resist the effects of the spell, but still get a saving throw.

Creatures who fail the saving throw are convinced that "everyone is out to get them". The spell creates a hallucinatory person who follows the target everywhere, but disappears when looked for. The target also has the feeling that he is being watched, and in fact has a chance (5% per wizard level) of thinking someone nearby is spying on him. The target believes that everyone is talking about him, especially those whose conversations he can't hear. Remove Curse or Heal will restore the person's mind, but Dispel Magic will not. Furthermore, any action that requires concentration (spellcasting, turning undead, using a psionic ability or thief skill, etc.) has a chance to fail due to the victim's highly emotional state. The chance of failure is (level×5)% - 30%.

The final result of this spell is that anyone who fails their saving throw will be branded insane or bewitched, and treated appropriately. NPCs who are subjected to this spell will spend at least the next day sulking, still afraid of everyone (this is not a magical effect, simply an after-effect). If an NPC knows who cast the spell, they will either be afraid of the wizard (for weaker NPCs) or very angry (stronger NPCs).

For example: two wizards cast *paranoia* at Strongarm and Bloodaxe, who are in a large dining room. Bloodaxe makes his saving throw,

and becomes aware of something being wrong in the room. He leaves, wary of what might be out there, but more afraid of what is inside. Bloodaxe suffers no other ill effects. Strongarm fails his saving throw, and becomes convinced that everyone in the room is either plotting against him, or spying on him. In fact, he's certain that the duke is spying on him. Not willing to fight everyone in the room ("they're all out to get me!"), Strongarm flees. As he runs down an empty hallway, he gets the feeling he's being followed, and actually sees someone in the corner of his eye. When Strongarm tries to confront his shadow, he finds nothing. Once the spell expires, he will still feel uneasy (memories of having everyone against you are not easily forgotten), but will no longer act abnormally.

This spell was developed by Vanquil as a response to another wizard's powerful mental spell, which caused great pain in its victims (specifically, Corinna and her *psiblade*. Corinna has yet to experience a *paranoia* spell...). This spell does not carry Vanquil's name since he does not wish it to be traced back to him (for good reason).

The material component is either a lock of hair from a madman or a drop of blood from an assassinated noble or official.

Passice (Alteration)

Range: 20 feet
 Components: V, S
 Duration: 4 turns + 1 turn per level
 Casting Time: 6
 Area of Effect: Special
 Saving Throw: None
 Author: Perry Horner <aopch@acvax.inre.asu.edu>

This spell has the same effect as *passwall*, except that it affects ice. The opening created is five feet wide, eight feet tall, and ten feet deep. This spell affects ice elementals in the same manner as *passwall* affects earth elementals.

Peace and Quiet (Alteration, Enchantment)

Range: 0
 Components: V, M
 Duration: Special
 Casting Time: 1 round
 Area of Effect: 10-foot diameter sphere
 Saving Throw: None
 Author: Unknown

To cast the spell, the wizard places a piece of unspun cotton and a piece of grey glass (the material components) within his hands and casts the spell.

The spell is centred upon the wizard's hand, which contains the components. The sphere is a hazy grey which cuts out most, but not all, of the light. The sphere also cuts out most, but not all, of the sound. It creates the effect of being in a darkened room with the doors and windows closed. Once cast, the sphere does not move.

Notes: great for sleeping in after a late party.

Phantasamorph (Enchantment/Charm, Illusion/Phantasm)

Range: 10 yards per level
 Components: V, S, M
 Duration: Special
 Casting Time: 6
 Area of Effect: One creature
 Saving Throw: Negates
 Author: David E. Brooks Jr. and Elizabeth H. Brooks
 <dbj@central.keywest.mpgn.com>

By means of this spell, the wizard casting the spell causes two things to happen: 1) the spell recipient (victim) believes that he has been *polymorphed* into another form and 2) an illusion of the form apparently "polymorphed" into is provided to enhance the delusion. If the spell recipient makes a saving throw versus death magic, the entire spell is foiled. If there are any observers to this spell, a saving

throw on their part does not negate the spell: they will see the victim behaving as if he has been polymorphed (observers might think the victim to be insane). Observers who save may communicate this fact to others (including the victim), thereby gaining one additional saving throw at +4.

The *phantasmorph* lasts as long as the caster is concentrating on the spell and is within spell range. Violating either condition will shorten the duration to an additional round per level of the caster. The material component of this spell is a small amount of doppelganger flesh or a small golden trinket suspended on a chain.

Pilpin's Band (Conjuration/Summoning)

Range: 60 yards
 Components: V, S, M
 Duration: 3 turns per level
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: Pilpin

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

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

Pilpin's Fire Carpet (Evocation)

Range: 60 yards
 Components: V, S, M
 Duration: Concentration or 1 round per level
 Casting Time: 4
 Area of Effect: 20-foot square per level
 Saving Throw: Negates or ½
 Author: Pilpin

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

The carpet sends forth waves of heat, inflicting 1d4 points of damage upon creatures within 10 feet. In addition, the carpet inflicts 2d6 points of damage, plus 1 point of damage per level of the wizard, upon any creature within the area of effect. For creatures moving through the area, the fire inflicts 2d6 points of damage per 20 feet of the area of effect crossed. A successful saving throw versus spell (modified by Dexterity bonus) will reduce damage to half, or none if the creature was close to the edge of the area of effect.

For example, a 10th-level wizard centres the spell on a fighter. The area of effect is 50×40 feet. The fighter fails his saving throw and takes 2d6+10 points of damage. The warrior then runs out of the area toward the closest edge which is 20 feet away. If the warrior was surprised he must again roll a saving throw. He again fails his saving throw and takes another 2d6+10 points of damage.

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

The material component of the spell is phosphorus.

Pobithakor's Alarm (Divination)

Reversible

Range: 0
 Components: V, S, M
 Duration: 1 day per level
 Casting Time: 1 round
 Area of Effect: One person
 Saving Throw: None
 Author: Paul D. Walker <pdwalker@hk.super.net>

This spell, when cast, will detect and instantly alert the wizard whenever the wizard is the subject of information-gathering spells or divination spells such as *ESP* or *know alignment*. The wizard will have a general idea of what is being used (mind reading, truth detection, etc.) upon him.

The reverse of the spell, *Pobithakor's soothing*, will cause the wizard to have no chance to discover that such spells are being used upon him, i.e., the wizard would not be able to detect someone scrying upon him.

The material components of the spell is an eye from a very keen eyed creature such as a hawk or a dragon. The reverse of the spell requires that the eye be punctured.

Power Booster I (Alteration, Evocation/Invocation)

Range: 0
 Components: V, S, M
 Duration: 5 rounds per level
 Casting Time: 4 turns
 Area of Effect: The caster
 Saving Throw: None
 Author: Kai Rottenbacher <co/uowagner@orville.zdv.uni-mainz.de>

Power booster is a spell that boosts the level of the caster for spell effects only. It does not increase the number of spells a caster may learn. Thus, a spell's range, duration, area of effect, etc. might be boosted. This spell works only for those parts of the spell that are already level dependent, i.e., the range of an *ice storm* might be increased while the damage remains the same. All spells to be boosted have to be started — not necessarily finished — during the duration of *power booster*. This particular version of *power booster* can boost spells of up to third level.

The boosting process works as follows: the recipient receives one boost level per 2 caster levels (rounding up). Each boost level can boost one spell level of spells by one casting level. Thus, boosting a 1st-level spell by one caster level requires one booster level, a 2nd-level spell boosted by one caster level costs two booster levels, and so forth. It is possible to boost a single spell by more than one caster level.

An example: a 9th-level wizard receives 5 boost levels for casting a *power booster I* with which he could choose to boost:

- a single 1st-level spell by five caster levels,
 - five 1st-level spells by one caster level each,
 - two 2nd-level spells by one caster level (and have one booster level left over),
 - one 2nd-level spell by two caster levels and one 1st-level spell by one level,
 - one 3rd-level spell by one caster level (and have two booster levels left over),
 - any other combination which adds up to five or less booster levels.
- Any left over booster levels can be used for another spell.

The boosted spells break the rules concerning the normal damage dice limits for spells like *fireball* or such: a *fireball* boosted by 10 levels gains 10 dice over the normal maximum of 10d6 HP of damage. Thus, if the original caster was of tenth level, we would see a full-fledged 20d6 *fireball* flying around.

The boosted spells have a longer casting time. A spell which has an initiative modifier has this increased by one for every increase of the caster's level. If this increase pushes the casting time over 10 then change the casting time to one round for every 10 increments plus the additional time as an initiative modifier. For example, boosting a 1st-level spell which had an initiative modifier of 1 by 24 caster

Wizard Spells (4th level)

levels, you get a spell that takes 2 rounds to cast and another initiative modifier of 5 in round three. Other spells that have casting times measured in rounds, turns, hours, days, weeks, etc. have their casting time increased by a further one unit for every caster level increase. For example, a *find familiar* spell takes up to 1 hour per caster level normally — if boosted by 6 caster levels it takes the usual time plus 6 hours. It is not possible to store *power boosted* spells in items such as rings, *ioun stones*, staves, etc. without a certain ritual. If tried without the ritual, these items immediately explode on the person trying this as a caster does who has booster levels in him at the end of the spell's duration (see below).

The power booster spells can be stacked with each other (but don't forget the limit for the spells to be boosted) up to a maximum of one power booster spell per caster level. And yes, you *can* use the *power booster* spells to boost your levels to hold more *power booster* spells, ad infinitum... It is not possible to stack booster or spell levels from spells cast by other wizards.

A cautionary note: a spell cannot be boosted only partially: you have to either give up every required booster level or you have to reduce the increase in caster level to the next possible lower one. So this leads us to the next problem: if any booster levels remain within the caster at the end of the duration of a *power booster* and no other spell is in the process of being cast with the help of a *power booster*, the situation can grow quite dangerous. For every booster level in the character at the end of the duration, the character has to make a saving throw versus spell and a saving throw versus paralysis. For each failed saving throw versus spell, the character receives 1d6 HP of damage. For every failed saving throw versus paralysis, the character loses one point of either Intelligence, Wisdom, Constitution or Charisma permanently until they reach a minimum of 2 (always reduce the highest ability first). Thus, this character could in the long run be damaged massively by frequent use of this spell. By the way, if you *dispel* these spells and a character has booster levels still remaining in him, well, tough luck, roll your saving throws... So you should not cast *dispel magic* on yourself if you have just stacked up well over 50 or 60 boosted levels, because that could hurt quite a bit.

The material components for this spell are rather expensive: one 4000 gp ruby plus one freshly taken drop of blood from the caster for each booster level, plus a single freshly ripped out hair from the casters head to be tied completely around each ruby. All material components radiate a strong magic which prevents them from being destroyed, altered, reused, or changed in any way, until the durations of all *power booster* spells on the person have ended. The components can be given away in this enchanted state, but they cannot be used for this or any other spell. If tried, the other spell will fail.

Power Word, Fear (Illusion/Phantasm)

Range: 5 yards per level
 Components: V
 Duration: Special
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell forces the victim to save versus spell with a -4 penalty or flee for one round per level of the wizard. The chance of dropping whatever the victim is holding is 60% at first level (or at 1 HD), dropping by 5% per level or Hit Die. Undead are immune to this spell.

Power Word, Strip (Enchantment/Charm)

Range: 10 yards per 2 levels
 Components: V
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One person
 Saving Throw: None
 Author: A.C. <ac001@freenet.carleton.ca>

This spell causes one person to take off all of his armour, clothing, weapons, jewellery, etc. as quickly as possible. This spell was inspired by Tomas from the *The Unbearable Lightness of Being* novel.

Protection from Domination (Abjuration)

Range: 0
 Components: V, S
 Duration: 5 rounds per level
 Casting Time: 4
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Unknown

This spell protects the effected creature from all sorts of domination attacks. This includes psionics and spells which cause or allow domination.

Protection from Petrification (Abjuration)

Range: 0
 Components: V, S
 Duration: 2 rounds per level
 Casting Time: 4
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell grants the recipient a bonus to saving throws versus petrification based on the wizard's level. The recipient gets a +1 bonus for every four levels of the wizard (round up). This bonus is effective against all attacks which turn their victims to stone.

Protection from the Elements (Abjuration)

Range: 0
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 1 round
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell protects the recipient from one element chosen when the spell is memorised. The recipient is totally immune to non-magical manifestations of the element, including the environment of various elemental and para-elemental planes. Against magic, the recipient receives a +3 to the saving throw and takes 50% less damage. This spell is effective against cold, fire, and electricity among other things, but not against negative or positive energy. The material component is a bit of the element opposite to the one the wizard wishes to protect himself from (water against fire, earth against air, and vice versa).

Radiance Resistance (Alteration, Evocation)

Range: 0
 Components: V, S
 Duration: 1 round per level
 Casting Time: 4
 Area of Effect: The caster
 Saving Throw: None
 Author: François Menneteau <mennetea@acri.fr>

The caster can totally ignore the presence of radiance (sunlight and pure energy) for the duration of the spell.

Rathe's Mage Lock (Alteration)

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: Portal touched
 Saving Throw: None
 Author: Aaron Sher <ars3_cif@uhura.cc.rochester.edu>

The *mage lock* is an advanced form of *wizard lock*. There are two main changes from the latter. First, while the spell is in effect, the portal cannot be damaged or destroyed by any physical (not magical) means short of an elemental. Note, however, the magical means of destroying the door (*fireball*, *disintegrate*, etc.) still work normally, and if the door is destroyed, the spell is broken. If the spell is dispelled or negated by any means whatsoever (even temporarily), the portal will crumble into dust.

Second, the spell has another application; it can be placed upon an object. The effect of this is to allow anyone wearing or carrying the object to open any *mage locks* by the same wizard. For example, if one of *Rathe's mage locked* bracelets was worn, the wearer could open any door *mage locked* by Rathe (but not by any other wizard). The material component is half a pound of iron filings for the first application and 100 gp worth of diamond dust for the second.

Rednog's Magic Tracer (Divination, Metamagic)

Range: 30 feet per level
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 4 rounds
 Area of Effect: 10-foot wide path
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is a more highly powered *detect magic*. It allows a wizard to trace magic even if the magic only passed through the area of effect — even if this happened quite some time ago: up to one hour in the past per level of the caster. It collects the impact of magic on the time-space continuum and amplifies it for the wizard to be able to identify different traces of different items — up to two different item or spell effects per level of the caster. It detects the different strengths, numbers, schools, time of creation (up to 1 hour exact) and source and name (wizard, priest, natural) of the magic (spell or item). Note that it does not identify psionics. This spell is able to detect invisible objects or creatures.

The material component is any kind of permanent magic item: even a stone with a continual light or magic mouth spell on it is enough for this spell. If an artifact is used for this purpose, it is not destroyed but sent to another plane (preferably where it can be used against the characters).

Rednog's Skill Banisher (Alteration)

Range: 10 feet per level
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 4 rounds
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell banishes one slot of skills per 3 levels of the caster from the target creature. The skills which may be banished are chosen by the caster. Skills which may be banished are one point of THAC0, one spell, one hit point per Hit Die to a minimum of half hit points (not per level but per Hit Die), one proficiency, one point of an ability, one psionic power, or even one complete memory block (the last is under DM jurisdiction) per slot. The target creature has a saving throw versus spell per targeted skill; if it succeeds, the spell fails. If it fails, the target loses the specified ability. It is possible to target only one skill with all open slots (if a 15th-level caster only wants to banish a fighter's THAC0, he could try it with all five slots at once, causing the fighter a -4 to the saving throw, as one slot is used to attack the THAC0 and the remaining four slots are used to reduce the chance to save). The caster of the spell can also split these slots on several different abilities. The banished abilities are lost for the duration of the spell. Afterwards, they automatically return at full Strength. During the time the affected creature is only able to use its lost abilities like any normal person (if proficiencies) or at the reduced ability score. It is not possible to banish curses with this spell.

The material component is a lodestone which is shaped recognisably like the target creature. In addition, a part of that specific creature has to be attached to the lodestone (a hair, a piece of skin, a drop of blood, etc.). This spell requires some form of direct mental or physical contact with the target creature throughout the casting (ESP, telepathy, a tied rope, a hand on the arm, etc.). If this is non-existent, the spell fails.

Repel Greater Quasi-Elemental (Abjuration)

Range: 0
 Components: V, S
 Duration: 1 round per level
 Casting Time: 4
 Area of Effect: 10-foot radius
 Saving Throw: None
 Author: François Menneteau <mennetea@acri.fr>

This spell prevents greater radiance, lightning and mineral quasi-elementals from entering the area of effect.

Reshape Spell (Alteration, Metamagic)

Range: 0
 Components: S
 Duration: Instantaneous
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: Johan Hartzberg <hartz@wvg3.uovs.ac.za>

By casting this spell, the caster can select any one of his spells currently memorized, and then reshape the pattern it has taken in his brain into that of another spell, while looking at a scroll or his spell book to select the new pattern he wants it to be in.

It can only make a spell's energy into that of a lower spell, since some of the energy will go lost, and the two spells have to be in the same school. Also, the new spell has a maximum spell level of 6 (when the caster can cast 7th-level spells, he has to shape a 7th-, 8th- or 9th-level spell into a 6th-level spell).

This spell is there to use in emergencies when you studied the wrong spell, and you have only a short time to relearn a new spell. If the caster is disturbed while casting this spell, the energy is lost.

Resist Acid (Alteration)

Range: 0
Components: V, S, M
Duration: 1 turn per level
Casting Time: 1 round
Area of Effect: Creature touched
Saving Throw: None
Author: Unknown

This spell is similar to the 3rd-level wizard spell *resist electricity* (q.v.), except this spell provides some protection from acid and acid based attacks. The material component for this spell is an alkaline substance.

Resist Energy Drain (Abjuration)

Range: 0
Components: V, S
Duration: 1 turn per level
Casting Time: 1 round
Area of Effect: Creature touched
Saving Throw: None
Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell grants a saving throw versus death magic to resist the energy draining touch of any undead. The spell does not work against any sort of attack besides the touch of an undead creature, although it does protect its recipient against the 4th-level *level drain* spell.

Resist Sleep (Abjuration, Alteration)

Range: 0
Components: V, S, M
Duration: Special
Casting Time: 4
Area of Effect: One person touched per 2 levels
Saving Throw: None
Author: Steve Bartell <stevebar@wordperfect.com>

This spell allows the recipient (human, humanoid, or animal) to go without sleep for twice the normal duration. This duration includes retroactive time without sleep before the spell was cast. For example, a character who can go a maximum of 36 hours without sleep, and has already been awake for 36 hours, can extend the time without sleep for another 36 hours (72 hours total).

This spell can also counter the effects of a sleep spell, although the spell is ended immediately upon doing so. *Resist sleep* will also negate the effects of exhaustion from normal activity. Normal activity includes light labour, travelling at normal speed, etc. Characters travelling at top speed or engaged in heavy fighting or work will fatigue normally.

The material component for the spell is a handful of sand.

Retrieve [1] (Conjuration/Summoning, Divination)

Range: Special
Components: V, S
Duration: Special
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None
Author: Unknown

This spell enables an item with the spellcasters *wizard mark* inscribed on it to be instantly summoned. The item must weigh no more than 5 pounds per level. The item must have a *wizard mark* of the spellcaster's glyph inscribed upon it.

When this spell is cast the wizard can see in his mind all wizard marked items that have his glyph. The glyph and the extra six characters (*wizard mark* does this) can be read. The wizard

concentrates on one set of glyphs and the object that has that set of glyphs inscribed on it is summoned. If a unique glyph and set of characters is not available, the DM should randomly pick which object is summoned. Only one object can be summoned per spell.

The glyphs can be seen even if they exist on a neighbouring plane (but no further). But only items existing on the same plane as the caster can be retrieved. The plane that they are on is revealed, though. Only the glyph and characters are seen, not the object itself.

This makes *wizard mark* a much more useful spell to have. It also makes *erase* very important to wizards that steal other wizard's spell books.

Reverse (Alteration)

Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 4
Area of Effect: One spell
Saving Throw: Special
Author: Max Becherer <becherer@sun0.cs.uiuc.edu>

This spell will change any reversible spell up to fifth level previously cast into its reversed form. Spells cast by the wizard are automatically reversed, but those cast by others can resist the spell's effects as per *dispel magic*. The material component is a small silver mirror.

Rhuva's Counter-Scry (Divination)

Range: 0
Components: V, S, M
Duration: 8 hours
Casting Time: 4
Area of Effect: 20-yard radius sphere
Saving Throw: Special
Author: Colin Roald <hobbit@ac.dal.ca>

The wizard will automatically detect any scrying attempt in the area of effect. The scryer must make a saving throw versus spell to realise that the scrying is being tampered with. If he does not immediately terminate the scrying, the caster of the counter-scry gets a clear image of the spy and a general location. He can cast any ranged spells through the link at the scryer, who receives all normal saving throws. The caster of the counter-scry can also simply jolt the scryer, causing the connection to be terminated. The detection of a scrying attempt will interrupt spell-casting. It is suggested that *detect scrying* be made a 2nd-level spell, with a more limited duration and vaguer description of the scryer. The material component is a small silver mirror.

Rhuva's Tracker (Divination)

Range: 10 yards per level
Components: V, S, M
Duration: 1 day
Casting Time: 4
Area of Effect: One creature or object
Saving Throw: Negates
Author: Colin Roald <hobbit@ac.dal.ca>

The wizard casts this spell, and hurls a small carved scarab at a target within range. A creature or object in a creature's possession gets a saving throw to avoid the scarab. It clings invisibly to its victim, noticed only in a determined search. The wizard then always knows where the victim is (distance and direction), provided it is within one mile per level, and the target is not enclosed in lead. The tracker can be renewed each morning by recasting the spell.

Roteley's Lesser Shatterwave (Evocation)

Range: 1 foot per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: 5-foot diameter, 2½-foot long cylindrical wave
 Saving Throw: Negates
 Author: Michael Karapcik <karapcik@sunburn.ec.usf.edu>

This spell creates a wave of force a short distance from the caster's hand which follows a cylindrical path away from the caster. The wave starts within the stated range and then moves away within the full area of effect. This wave of force has an effect similar to a *shatter* spell. All glass, ceramic, bone, or other fragile material touched by the wave must save versus normal blow or be cracked, shattered, and ruined. Magical items have a +5 on their saving throw. The wave can be stopped by large, heavy objects that block most of the wave, such as a stone wall, iron chest, oak door (though the door may crack), etc. The wave has limited offensive power against creatures with hard parts (skeletons). The wave will do 1d2 points of damage, plus one hit point per four levels of the caster, rounded up, as well as stunned for a like number of tenths of a round. Skeletons and similar creatures take 1d4 points of damage plus 1 HP per 2 levels, as well as full stunning effects. The wave itself is visible as an orange-red convex disk. Example: a 10th-level wizard casts this spell. The wave would appear within 10 feet of his hand and proceed to travel out on a 25-foot long path, 5 feet wide. An orc within this path would take 1d2+3 points of damage, as well as get stunned for a like number of tenths of a round.

Rune I (Alteration, Metamagic)

Range: Special
 Components: V, S, M
 Duration: Until discharged
 Casting Time: 1 turn per spell level
 Area of Effect: Special
 Saving Throw: Special
 Author: Ally's Spellbook <knudsenm@wpsmtp.ohsu.edu>

This spell allows a caster to inscribe a rune containing the energies of one spell up to third level. Instructions of up to one word per level may be given to control the rune. The material component of this spell is 100 gold pieces in gems and inks per level of the spell contained in the rune.

Rune I (Enchantment)

Range: 0
 Components: V, S, M
 Duration: Until discharged
 Casting Time: 1 turn per spell level
 Area of Effect: Special
 Saving Throw: None
 Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

This spell allows the wizard to inscribe a rune containing the energies of one spell up to third level. Instructions of up to 1 word per level may be given to control the *rune*. The material component is 100 gp worth of gems and inks per level of the spell contained in the rune.

Sanh's Sunray (Evocation)

Range: 80 yards + 10 yards per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 4
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

Sanh's sunray is a special spell designed for use against undead and other foul creatures of darkness. This ray exactly matches the radiation mix of pure sunlight; it inflicts 1d4 hit points per level of the wizard against living beings, not all that impressive at first glance. Undead and other negative matter creatures fare far worse, sustaining a whopping 1d12 per level of the wizard.

Saving throws are the same as per *Sanh's ray of light*, except that undead save at -4, and undead which are specifically harmed by sunlight suffer the effects of 1 round in the sun per level of the wizard in lieu of a normal damage roll (unless, of course, the normal roll would be more damaging). For fumbled saving throws, the victim loses one eye, is blinded for 1d6 rounds followed by 2d6 rounds in a dazzled state. The reason this is so is because of the large amount of ultraviolet light in the ray. Since only the source of the light, not the light itself is magical, magic resistance is ineffective against this spell.

Sap Strength (Necromancy, Summoning)

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 3
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: Robert A. Howard <ssa94isa06@rcnvm.rcn.mass.edu>

This spell duplicates a shadow's Strength drain. The wizard must roll to hit, and if he fails to hit, he himself must save versus death magic or be drained of a point of Strength. This spell does not trigger a *negative plane protection*, and it will affect creatures normally immune to undead energy drains. When used against undead with energy drain abilities, the wizard must save versus death magic or lose twice as many energy levels as normal. When used against normal living victims, if the victim fails a saving throw versus death magic, it loses a point of Strength. People drained to a 0 Strength die and come back a day later as a free-willed shadow. The material component of this spell is a diamond of 20 or more gold pieces value.

Sarius' Golden Triangles of Protection (Evocation)

Range: 0
 Components: V, S, M
 Duration: 1 turn + 1 round per level
 Casting Time: 4
 Area of Effect: One floating 2-foot high triangular plate per level
 Saving Throw: None
 Author: William T. South <tsouth@netcom.com>

This spell creates golden, shimmering triangular plates of force which move around the wizard in a constant motion, deflecting any missile, hand, or weapon attacks directed at the wizard. The Armour Class of the wizard is improved by one for every three triangles still active and any successful physical melee attack (including boulders, ballista, or attack forms similar to dragon's belly flop manoeuvre) will be deflected automatically. Deflected creatures of large-size (or higher) who are deflected must still land somewhere, possibly injuring friend or foe. Non-missile attacks by creatures with an effective Strength of 23 or greater require a saving throw versus breath weapons to deflect.

Each triangle is able to sustain 8 hit points of damage before disrupting, so if a deflected attack does not cause enough damage to disrupt a triangle (chosen randomly) the triangle will remain active.

For every 5 triangles active, the effects of breath weapons directed at the wizard will be reduced by 1 hit point per damage die, with total protection from breath attacks becoming a possibility, though, unless the breath weapon causes less damage than the current hit points of a triangle it will assuredly disrupt the entire field of triangles in the process.

While the triangles orbit the wizard he is at a -1 to-hit penalty for every triangle active whenever a to-hit roll is needed, including spells. The wizard may create fewer triangles than the maximum possible. The material component of this spell is a single gold piece for every triangle created. All pieces are thrown into the air where they disappear and are replaced by the floating triangles.

Sarius' Mage Ward (Alteration, Enchantment)

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: One amulet
 Saving Throw: None
 Author: William T. South <tsouth@netcom.com>

This spell is used to create a magical amulet which, when worn or possessed by a creature, will cause all spells cast by the amulet's creator to affect the creature with different variables of power. All defensive or beneficial spells will have a +2 (on any applicable die or 10% if a percentage die) bonus applied to durations, areas of effect, ranges, or any increases in which the bonus would benefit the creature. All attack or detrimental spells from the wizard would apply with a -2 (or -10%) penalty applied to their operation against the creature. For example, if the wizard accidentally caught an ally (in possession of his *mage ward*) in the area of effect of his *fireball*, the creature would have his needed saving throw reduced by 2 and all damage dice against the creature would suffer a -2 penalty, possibly negating the effect on that creature.

Also, having the amulet in their possession (knowingly or unknowingly, but not forcibly against their will) a creature's base magic resistance will automatically be reduced by 2% per level of the wizard (at the time of the ward's creation). Possession is considered to be within 2 inches of the creature's body.

The amulet may also be used to negate any portal or device protections created or cast by the wizard for a one round period. After 10 uses of this nature the amulet crumbles to dust. The material component of this spell is 10 gp weight of platinum, and a special mould made of wax and a crushed sapphire worth at least 500 gp. Once molten, the platinum is poured into the mould and then the spell is cast on the cooling metal. Note that the amulet does not have to be any certain shape, and can later have gems (whether magical or not) mounted into it through shaping or settings made at the time of moulding, but the amulet must not be injured by this or 1d6 of the charges will be used.

Scarring (Alteration, Enchantment/Charm)

Range: 5 yards per level
 Components: V, S
 Duration: Permanent
 Casting Time: 2
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell causes horrible scarring on the face of the victim. Unless the victim (who must be humanoid) saves versus death magic it will scarred permanently. The scars can only be removed by *regeneration*, and they lower Charisma by 1d4 points. At the DM's discretion certain creatures, such as goblinoids, might not have their Charisma lowered.

Seduction II (Enchantment/Charm)

Range: 10 yards
 Components: V, S
 Duration: 1 hour
 Casting Time: 1
 Area of Effect: One person of 9 HD or less
 Saving Throw: Special
 Author: John Daniel <c548285@umcvm.missouri.edu>

Except as noted, this spell is the same as the 1st-level spell *seduction I*. If a successful saving throw is made, this spell functions exactly as *seduction I* (make another saving throw).

Shadow Bolt (Invocation/Evocation)

Range: 60 yards + 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 3
 Area of Effect: One or more creatures
 Saving Throw: ½
 Author: Ally's Spellbook <knudsenm@wpsmtp.ohsu.edu>

Use of *shadow bolt* creates black bolts of magical energy, one missile plus one missile per level (as per *magic missile*) that streak from the wizard's hand. The missiles do 1d6 points of damage and may be directed in a 60° arc. The material component of this spell is a bit of mascara.

Shadow Light (Invocation/Evocation)

Range: 10 feet per level
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 4
 Area of Effect: 60-foot radius sphere
 Saving Throw: Negates
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell causes a sphere of shadowy light to spring up. Within this sphere any normal light or sound source is dimmed so they do not cause light nor shadow nor sound to vanish completely but to be dimmed. Within the sphere there reigns a completely shadowy light not unlike the one on the plane of shadow. In this sphere a thief can use his ability to "hide in shadows", "move silently", and the "disguise" proficiency at a bonus of 20% (or a +4 bonus). Any other sneaky abilities also gain the 20% or +4 bonus, as decided by the DM. Within this sphere it is possible to enter the plane of shadow with a *teleport without error*, or for shades it is possible to use their plane shift ability. This spell can be dispelled by a *dispel magic* (or a more powerful similar spell) or a *continual light* which is cast for the explicit reason to cancel this spell. If it is cast just to light up the sphere normally, the *shadow light* remains and the *continual light* is cancelled. Note: a *light* is not enough to cancel this spell, even if cast with the explicit reason to dispel the *shadow light*. If this spell is cast on somebody unwilling, that creature gets a saving throw versus spell. If it succeeds, *shadow light* takes effect 5 feet behind the creature. Otherwise the creature carries the spell with it (but is not otherwise affected by it unless it is susceptible to shadowy light).

The material component is a black silk veil which is laced with ten black pearls worth no less than 50 gp each.

Shadow Wall (Abjuration, Conjuration)

Range: 1 yard per level
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 1 round
 Area of Effect: 100 square feet per level
 Saving Throw: None
 Author: Unknown

This spell is exactly like *astral wall*, except that it additionally forbids magical or mystical sensing through the wall. Thus, clairvoyance, detect spells, mystical detection abilities, a basilisk's gaze, etc. will not be able to pass through a shadow wall. Other effects (including the duration increase) are as *astral wall*. The material component is a piece of paper with a *blindness*, *glyph of warding* or *symbol* inscribed thereupon.

Shape Change, Undead (Necromancy)

Range: 0
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 1 round
 Area of Effect: The caster
 Saving Throw: None
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell allows the wizard to assume the form of any undead (very rare types of undead could be beyond the power of this spell, at the discretion of the DM). The wizard must have at least twice as many levels as the undead has Hit Dice. The wizard gains all the abilities of the undead except spellcasting and innate spell-like abilities. Thus the fear aura of a lich, charm gaze of a vampire and *magic jar* ability of a ghost would not be gained through use of this spell. Most touch attacks are not considered to be spell-like abilities. The wizard also gains all the vulnerabilities of the undead, and can be turned, commanded or even disrupted by priests. The wizard can make one change of form for every three levels, but cannot return to normal form until the spell duration expires or the magic is dispelled. If at any point the wizard assumes the form of an undead that drains levels, the wizard must make a saving throw versus death magic at the end of the spell or lose a level. The material component of this spell is a bit of rotted flesh.

Shift Through (Alteration)

Range: 0
 Components: V
 Duration: 1 round
 Casting Time: 1
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Joseph DuBois (Scooby) <jdubo.wbst102a@xerox.com>

This spell causes the target creature to temporarily shift to the ethereal plane. The person can then travel his normal movement rate. At the end of the round, the target creature shifts back to the plane on which the spell was cast. All objects carried by the target shift with it. The target creature can only move (no attacking is possible while shifted). The target is seen as a wispy outline of the figure it normally is on the prime material plane, if normally invisible, no wispy outline is visible. The target creature, while shifted, can only be targeted by attacks that can reach the ethereal plane. This spell was mainly designed to allow casters to pass through a wall without having to open a large hole in the wall (as with a *passwall*). Only things that are physically carried are shifted to the ethereal plane.

Silhouette (Abjuration, Evocation)

Range: 30 feet
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 1 round
 Area of Effect: One creature
 Saving Throw: Negates
 Author: August Neverman <gitzlaff@uxa.cso.uiuc.edu>

This spell causes the affected person's shadow to rebel, for the duration of the spell. The shadow will not act properly, will disappear at will, reappear in the wrong place and in general do everything in its power to make the affected creature look really bad. The material component for this spell is a doll, which is not consumed in the casting.

Sillvatar's Dragon Wings (Conjuration/Summoning)

Range: 0
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 4
 Area of Effect: The caster
 Saving Throw: None
 Author: Allan J. Mikkola (Sillvatar) <allanm@vulcan.med.ge.com>

When this spell is cast, the wizard conjures a shadowy pair of dragon wings that appear on his body; these wings provide the wizard with the movement (flying) rate of the dragon that produced the material component. For example, if the material component was taken from a blue dragon, the wizard would be able to fly at a rate of 30 with a manoeuvrability class of C. The colour of the wings' scales will also correspond to the appropriate type. The wings will last for 2 rounds per level of the wizard, or until dispelled.

The material component for this spell is the wing muscle from any type of dragon; this component is consumed when the spell is cast.

Sinkhole (Alteration)

Range: 30 feet
 Components: V, S, M
 Duration: 6 rounds
 Casting Time: 4
 Area of Effect: Up to 4 creatures in a 10-foot radius
 Saving Throw: Negates
 Author: Michael Kenyon <kenyon@dickinson.edu>

Upon the casting of this spell, a section of ground that the wizard targets becomes a *sinkhole*, 10 feet in radius. Up to four creatures (caster's choice of number affected) must be in range, and they are counted out from the centring point of the of the spell (thus, PCs or friendly NPCs may be caught in the area of effect if they are closer to the centre than a hostile creature is). Those in the area of effect must make a saving throw versus spell to negate the spell straight off. The saving throw is modified by the number affected.

Creatures Affected	Modifier
1	-2
2	-1
3	0
4	+1

Should the creatures affected make their saving throw, then they are assumed to have thrown themselves out of the area as the sinkhole started. This saves them from the spell, but also causes them to automatically lose initiative for the next round, being last in the round. If they fail their saving throw, the spell takes effect and the next round begins the duration of the spell. Note that the modifiers above apply to all saving throws listed below as well.

- First round: if they have failed their initial saving throw (see above) they are effectively held (as per *hold person*, even if they aren't a person) and start to sink.
- Second round: they must save again at -2 (plus any additional modifiers above). If they succeed, they cease to sink, but are still effectively held. If they fail, they continue to sink.
- Fourth round: they must save again at -4 (plus modifiers). If they succeed, they cease to sink, but are still effectively held. If they fail, they go under the sands. They die in 2 rounds (last round of the duration) if they are not rescued.

Should a dispel magic be cast successfully on the *sinkhole*, at any time before the duration expires, all trapped creatures are ejected from the ground, and may act the next round. Should the duration end with the victims effectively held and above the surface, they may get back on their feet as their action for the next round.

The material component for the spell is an egg timer, which is destroyed in the casting of the spell.

Skip Group (Alteration)

Range: 60 feet
 Components: V, S
 Duration: Special
 Casting Time: 1 round
 Area of Effect: One person per level
 Saving Throw: None
 Author: Joshua Rosenfeld <emilus@u.washington.edu>

This spell is an advanced version of *skip self* (q.v.). The caster can skip a number of people equal to his level for a number of rounds equal to the factorial of his level plus 10 (a 7th-level wizard, for example, can skip a group forward $7+6+5+4+3+2+1+10=38$ rounds). All of the subjects must be willing, and within 60 foot radius of the caster. Any non-living object the group is wearing or holding at the time of the casting is skipped with them, excluding powerful magic items such as artifacts and relics. Unwilling subjects are not affected by this spell. If desired, the caster can place recipients of this spell at points in the future before the spell's duration has expired, even placing different people at different times, although, if he includes himself in the spell, he must state this intent at the time of casting. The experience of time skipping is disorienting for non-warpwizards; these characters must make a saving throw versus spell (at +2) or be dazed for 1d3 rounds. During this time, no offensive action may be taken, Armour Class is increased by 2, and all saving throws are made at -1.

Skip Spell (Alteration)

Range: Special
 Components: V, S
 Duration: Special
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: Joshua Rosenfeld <emilus@u.washington.edu>

With this spell the caster is able to project magical energy into the future, effectively delaying the onset of one spell. The spell to be skipped must be cast immediately after the casting of this spell; if there is any delay or interruption, *skip spell* will fail. Once the magical energy for the second spell has been conjured, it is projected into the future a maximum number of rounds equal to two times the factorial of the caster's level. A 7th-level wizard, for example, can skip a spell $(7+6+5+4+3+2+1) \times 2 = 54$ rounds into the future. The caster must determine at the time of casting when exactly he wants the spell to be released, although he does have the option of bringing the spell into effect sooner, if he desires. This is a bit tricky, and there is a base 100% chance that the spell will actually be released 1d4+1 rounds later than desired. This percentage is modified by -5% for every caster level, down to a minimum of 25%. If the spell to be skipped is aimed at a specific target, and that target moves out of the spell's range, it will fail.

Skullfire (Evocation, Necromancy)

Range: 100 feet
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 4
 Area of Effect: 100-foot long, 5-foot base, 15-foot end cone
 Saving Throw: $\frac{1}{2}$
 Author: The Warlord of Heaven <fsmwt1@alaska.bitnet>

This spell causes the enchanted skull to emit white hot flames from its mouth in said pattern. These flames cause 1d4 damage per caster level, but undead take twice the damage. There is no limit to level for casting. The material component for this spell is any silver plated skull.

Sleep II (Enchantment/Charm)

Range: 60 yards
 Components: V, S, M
 Duration: 5 rounds per level
 Casting Time: 3
 Area of Effect: Special
 Saving Throw: None
 Author: Arrvid Carlson <arrdiv@shumv1.ncsu.edu>

This spell is the same as the 1st-level *sleep*, except as noted. All creatures to be affected by *sleep II* must be within the 40-foot radius sphere created upon completion of casting. The sphere must be centred on a creature or object within sight and not an area; in addition the area of effect cannot be reduced, although the wizard can specify during the casting that creatures closest to the centre are to be affected first, dependent upon the Hit Dice of those creatures.

The number of creatures that can be affected is a function of the wizard's level: for every 2 levels of the wizard, 1d6 HD (rounded up) can be affected. An example: a 5th-level wizard could affect 3d6 HD of monsters. Monsters with 6+1 HD or more are unaffected. The centre of effect is determined by the wizard although the wizard may not be in the area of effect upon spell completion or risk its effects. The creatures with the least Hit Dice are affected first (dependent upon the wizard's wishes, additionally creatures below a certain Hit Dice may be excluded), and partial effects are ignored. The material components for this spell is a pinch of fine sand and rose petals, or a live cricket.

Sleepcloud (Evocation)

Range: 10 yards
 Components: V, S
 Duration: 1 round per level
 Casting Time: 4
 Area of Effect: 40×20×20 feet cloud
 Saving Throw: None
 Author: Max Becherer <becherer@sun0.cs.uiuc.edu>

This spell is identical in every way to *cloudkill*, except that instead of slaying its victims, they are put to sleep for 1 hour per level of the wizard, up to a maximum of 12 hours. They cannot be awakened by any normal means until at least $\frac{1}{4}$ of the sleep time has passed.

There is an up side to it, however: if the victims are not disturbed, they will awaken completely refreshed, and will have healed at double the normal rate due to the depth of their rest. Consequently, this spell has many beneficial uses.

The gas created by this spell is a deep indigo, and has a pleasant sweet smell as opposed to *cloudkill's* vile green fumes.

Sleepy Eyes (Enchantment/Charm)

Range: 40 yards
 Components: V
 Duration: 2 rounds per level
 Casting Time: 1
 Area of Effect: One creature per round
 Saving Throw: Negates
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This is a hypnosis-type spell: the wizard looks upon the victim and summons the power through his eyes. The victim must save versus death magic or fall into a deep sleep. The victim can only be awakened by being shaken or hit: noise will never wake up the victim. If the victim meets the gaze of the wizard when the spell is being cast, then it saves at -1. The verbal component is a single word of power that can be spoken very quickly and quietly (but must be heard by the victim).

Song of Fear (Enchantment/Charm)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 4
 Area of Effect: 100-foot radius
 Saving Throw: Negates
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

By use of this spell, the wizard sings a song of blood-curdling horror, inspiring terror within a hundred feet his person. All creatures within earshot (including allies) must save versus spell or flee in panic until beyond the radius of effect. The material component for this spell is a piece of wood that must be broken.

Sonoric's Animal Awareness (Divination, Enchantment/Charm)

Range: Special
 Components: V, S, M
 Duration: Special
 Casting Time: 4
 Area of Effect: One animal
 Saving Throw: Negates
 Author: Tim Prestero <ez003387@george.ucdavis.edu>

With this spell, the wizard is able to take control any small (size Tiny) creature of 1 or less Hit Dice in his line of sight. If the creature is above animal Intelligence, it gets a saving throw versus spell, a successful saving throw indicating spell failure. The creature is at -4 to save if the wizard has a good grip on it during the spell's casting. Those creatures of a non-magical nature of less than animal Intelligence do not get a saving throw. Those of a magical nature get a saving throw at 4.

Once the wizard has control of the animal, while concentrating he can see, hear, etc., through the animal's senses. He can also control the animal's actions, even special movement, such as flying, swimming and burrowing, although the if the wizard attempts to get the creature to attack something not below itself on the food chain, the animal has a (75 minus the wizard's level) percent chance of escaping the grip of the spell. While concentrating on the animal, the wizard is incapable of any other action.

The wizard can maintain control of the animal up to 100 yards away, per level of the wizard. Those seeing the controlled animal will notice any strange behaviour it may be exhibiting, if they make the appropriate perception checks (i.e., an Intelligence check, or saving throw versus paralysis). The spell is broken if the wizard ceases concentration, or if the animal takes more than 4 HP of damage. Otherwise, the spell lasts for a turn per three levels of the wizard (i.e., two turns at fourth, three at seventh, etc.).

The material component of the spell is a bit of food, which the target animal would find appetizing, which is consumed by the wizard in the casting of the spell.

Sonoric's Fly on the Wall (Divination, Necromancy)

Range: Special
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 1 turn
 Area of Effect: Special
 Saving Throw: None
 Author: Tim Prestero <ez003387@george.ucdavis.edu>

This spell creates a spying device out of an ordinary flying insect. Upon casting the spell upon an insect, living or dead, the spell grants the abilities of limited *clairaudience* and *clairvoyance*, centred on the insect. The wizard, while concentrating on the insect, can hear any noise within 15 feet of the insect. *Clairvoyance* through the insect, however, is rather disorientating, and the wizard is at penalties of -2 to-hit and +2 to his Armour Class for three rounds after breaking concentration. The insect has a flying movement rate of 6, and its movement is controlled by the concentrating wizard.

If concentration is broken before the end of the spell duration, the fly drops to the ground, and there is a 75% chance that, if the wizard resumes concentration, it will be too damaged to fly again, although the *clairaudience* and *clairvoyance* will still work for the remainder of the duration. If the fly takes any damage during the spell, such as being swatted or stepped on, the insect will no longer fly, but, provided that at least half of the fly remains, the *clairaudience* and *clairvoyance* will still work.

The material component of the spell is the body of a winged insect, living or dead, which is slain in the casting of the spell.

Sonoric's Spying Minions (Conjuration/Summoning, Divination)

Range: Special
 Components: V, S, M
 Duration: 1 hour + 1 turn per level
 Casting Time: 1 turn
 Area of Effect: Special
 Saving Throw: None
 Author: Tim Prestero <ez003387@george.ucdavis.edu>

This spell summons minor etherlings from the ethereal plane, to serve the wizard's wishes. Etherlings, being rather stupid and weak, are only suited for simple tasks, such as spying. Upon summoning the creatures, the wizard must detail, in simple language, what service he wishes the etherlings to perform. The etherlings, in their stupidity, will be honoured by the request for service, and will perform the task to the best of their abilities and comprehension.

A minor etherling (AC 2, MV 60, 2 HD, #AT 1, damage 1d3), is a small, vaguely humanoid appearing creature, formed of the stuff of the plane ethereal. On the prime material plane, it appears as a hazy, humanoid-shaped ghostly apparition, about 3 feet tall. It moves by flying, and is unobstructed by walls and solid objects, save lead, the touch of which sends it back to the ethereal plane. It is fairly stupid (Intelligence 5), although extremely talkative, and puppyish in its affection towards the wizard. The etherling will do its best to please the wizard, to the point of becoming annoying. It does have some special abilities, making it particularly useful, however. It has a photographic memory, and will never forget what it saw and heard during its period of service. It also has the ability to turn small objects (one at a time), weighing less than five pounds, ethereal, allowing it to transport the item. It can also turn itself invisible at will, although those able to see onto the ethereal plane will be able to see it clearly. It can push its movement rate up to 120, for up to a turn at a time. It can only attack things on the ethereal plane, and even there not very effectively. Finally, the fact that it only partially exists on the prime material plane during the spell means that it is only hit by magic weapons, and spells.

The spell summons one etherling per three levels of the wizard, one at first, two at fourth, three at seventh, etc. The wizard can detail separate tasks for each individual etherling summoned, and may cast the spell more than once during its duration (allowing him to

summon a virtual horde), as the spell requires no concentration after the initial casting. An etherling's instructions can be facilitated by pictures (as in "Follow this (*point*) man... The one in the painting" or "Follow her (*point*)... The one in this Phantasmal Force"). It is up to the DM to decide the chance of the etherling getting confused, and screwing up the task. I suggest that it has a 100% chance of getting the task right, -3% for each word in the description (i.e., 10 words, 70% chance), giving a bonus for things such as pictures, and other helpful examples. If the etherling should encounter any mentally straining problems, such as if its "mark" (he whom it is tailing or spying upon) teleports away, or disguises its features, casts illusions, etc., make an Intelligence check for the etherling, modified by the situation. If the etherling fails, it is hopelessly confused, and returns to the ethereal plane. The wizard must take care to give the etherling tasks which it can complete within the duration of the spell, as the etherling returns to the ethereal plane at the end of the spells duration.

Some examples of tasks given to etherlings would be "go to the chamber at the end of the hall, stay there, and return to me in 20 minutes, to tell me what you heard and saw", "go to this room in the tower of the castle, and bring me back a book that looks like this...", "find this man, follow him for half an hour, and return to me, telling me what you witnessed", "find this man and tell him *Va banque. The game is thick*", or similar things. Etherlings are intelligent enough to follow the spirit of the commands, provided they are simple enough. Etherlings have an innate sense of direction, and will not get lost on the prime material plane. They have the mental abilities of young children. They will only perform service on the material plane.

The material components of the spell are small *figurines*, one for each etherling to be summoned. They must be fairly detailed, and are consumed in the casting of the spell.

Soulfire (Invocation, Necromancy)

Range: 5 yards per level
 Components: V, S
 Duration: 1 round + 1 round per 4 levels
 Casting Time: 4
 Area of Effect: One living creature
 Saving Throw: None
 Author: Kurki Risto <k139708@cs.tut.fi>

The spell will ignite the soul of the target creature, and try to fry it from within until it dies. The spell gives out no visible effects besides the obvious pain of the target creature. For obvious reasons, this spell works only for living creatures who have a soul. The damage that is inflicted will be 3d6 during the first round, and 2d6 on each subsequent rounds after the first. The casting of this spell will exhaust the caster for equal amount of rounds that the spell lasts, requiring an Intelligence check to concentrate on anything specific other than standing, sitting, walking slowly, or resting.

Sound-Proof Bubble (Alteration)

Range: 5 feet per level
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 4
 Area of Effect: 10-foot radius sphere
 Saving Throw: Negates
 Author: Johan Hartzberg <hartz@wvg3.uovs.ac.za>

If the caster casts this spell, he brings about an invisible bubble with rad of 10 feet centred at the target he selects. Depending on the caster's choice, the spell can work in one of 2 Ways:

- No sound can enter the bubble, and no sound can leave the bubble, but sound inside the bubble, and outside the bubble, stays normal. I.e., the caster and a few companions can have a nice and quiet conversation inside this bubble while a deafening noise is raging (whatever) outside.
- He may opt to allow sound to pass in or out through the bubble, or both or none. He can change the function of the bubble anytime

before the duration ends, but this version of the spell requires the caster to concentrate the whole time he want to maintain the bubble. The bubble's function can be changed once per round. Also this version of the spell have to be centred on the caster.

This spell will proof safety to sound based attacks, but each such attack has a cumulative 15% chance of bursting the bubble. I.e., the first attack has a 15% chance, the second has a 30 percent chance, etc. Note that the attacker can walk into the bubble, and then attack those inside the bubble, and anyone outside won't hear the sound or attack.

Wizards and priests can cast spells with verbal components inside the bubble, but if the spell uses a sound based effect, those sounds will not be able to pass through the bubble. If the sound originates from an illusion outside the bubble, one won't be able to hear it inside the bubble. How the *ventriloquism* spell is to be handled, when cast inside the bubble, is left up to the DM. Ask him beforehand how he will handle it.

If you want to cast the spell on an unwilling recipient (for example, someone with a horn of disruption), he is allowed a saving throw versus spell to negate the spell.

The material component of this spell is a tiny triangle.

Speed Rot (Alteration, Necromancy)

Reversible

Range: 100 feet + 10 feet per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 4
 Area of Effect: One undead
 Saving Throw: Negates
 Author: The Warlord of Heaven <fsmwt1@alaska.bitnet>

Any undead failing its saving throw versus spell will find itself taking double damage from all attacks, as its binding forces are less powerful now. The spell can be reversed to have the opposite effect of enabling an undead to take only half damage. This is called *slow rot*. The material component for this spell is a dead mouse steeped in fruit juice.

Spellcrystal IV (Conjuration, Invocation)

Range: 0
 Components: V, S
 Duration: 4 months + 2 months per level
 Casting Time: 4 rounds
 Area of Effect: One crystal, worth at least 400 gp
 Saving Throw: Special
 Author: Kris <simonis@stpc.wi.leidenuniv.nl>

Except as noted above, this spell is the same as the 1st-level wizard spell *spellcrystal I* (q.v.).

Spiderbite (Conjuration)

Range: 10 feet per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 4
 Area of Effect: 30-foot radius circle
 Saving Throw: Negates
 Author: Ally's Spellbook <knudsenm@wpsmtp.ohsu.edu>

This spell injects all creatures within the area of effect with an amount of poison capable of affecting them (dependant upon their body mass). All creatures in the area of effect are entitled a saving throw versus poison to negate the effects of this spell. Any creature not normally affected by poison is totally immune to this spell. The material component is a live spider.

Spirit Skill (Enchantment)

Range: 0
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 1 round
 Area of Effect: Person touched
 Saving Throw: None
 Author: Unknown

This spell transfers skills from a specially prepared vessel into a willing recipient. The material component is a symbol prepared using *steal skill*, which must be carried by the recipient and disappears upon completion of the spell.

Splinterstrike (Evocation, Necromancy)

Range: 0
 Components: V, S, M
 Duration: Until used
 Casting Time: 4
 Area of Effect: Creature touched
 Saving Throw: ½
 Author: The Warlord of Heaven <smwt1@alaska.bitnet>

This spell enchants the thigh bone to hit any creature, when and if it strikes it inflicts 4d10 damage, but is only usable once per casting. Another bone must be used. The material component for this spell is a half-split thigh bone.

Stanza's Certain Kiss of Disease (Necromancy)

Reversible

Range: 0
 Components: S
 Duration: Permanent
 Casting Time: 1
 Area of Effect: Person touched
 Saving Throw: None
 Author: A.C. <ac001@freenet.carleton.ca>

This spell inflicts one normal sexual disease of the caster's choice. The reverse, *Stanza's Kiss of Curing*, removes one normal sexual disease.

Stanza's Enchanted Kiss of Disease (Necromancy)

Range: 0
 Components: S
 Duration: Permanent
 Casting Time: 1
 Area of Effect: Person touched
 Saving Throw: Negates
 Author: A.C. <ac001@freenet.carleton.ca>

This spell inflicts one random magical sexual disease.

Steal Skill (Conjuration)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 turn
 Area of Effect: Special
 Saving Throw: None
 Author: Unknown

This spell lets a wizard steal the class-related skills of a willing humanoid victim and transfer them either to the wizard or to a special container. The victim drops to first level, and regains levels at a rate of 1 per four hours thereafter. The wizard gains half the class-related skills of the victim (if stealing from a fighter, the wizard

will gain the ability to wear armour and attack with a THAC0 halfway between the fighter's and the default 20 with any weapon with which the fighter is proficient; if stealing from a thief the wizard will gain thief abilities which are the average of the thief's abilities and the base of 4; in no case will abilities go down because of this). Abilities which are granted by a deity cannot be transferred this way, nor can spellcasting abilities. The transferred abilities fade after one turn per level.

The material component is a symbol of the class to be transferred, specially prepared and costing not less than 10 gp per level of the target. If the wizard wishes, he may imbue the symbol with these skills rather than using them at the time (in which case it will not disappear). The primary purpose of this use is to provide the material component for Spirit Skill.

Stone Bridge (Alteration)

Range: 10 feet
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 6
 Area of Effect: Special
 Saving Throw: None
 Author: Unknown

This spell creates a bridge of up to 50 square feet + 25 square feet per level, across any gap the wizard desires. It is sturdy and safe to walk across, and can bear the weight of an elephant.

The material component of this spell is a piece of rope, which should be knotted together when the spell is cast.

Suppress Magic Resistance (Abjuration)

Range: 10 yards per level
 Components: V, S
 Duration: 1 round per level
 Casting Time: 1 round
 Area of Effect: One source of magic resistance
 Saving Throw: None
 Author: Unknown

By means of this spell, the wizard can temporarily suppress the magic resistance emanating from one creature or object, thus allowing other spells and magical effects to have an increased chance of effect. The spell affects one creature or object and the area that its magic resistance protects. For example, this spell can be cast on a paladin wielding a *holy sword* that provides magic resistance in a 5-foot radius, and the magic resistance can be suppressed in the entire area of effect. If there are multiple sources of magic resistance affecting the same area, this spell will only target one of them.

This spell can suppress up to 5% magic resistance per level of the wizard. Partial effects are possible. For example, if a 10th-level wizard is casting the spell at a creature with 80% magic resistance, that creature's magic resistance will be lowered to 30% while this spell is in effect. Of course, this spell will not go into effect unless the creature fails its magic resistance roll.

The wizard must maintain some concentration in order to preserve the spell's effect. The wizard may not perform any actions except moving at up to half his normal movement rate. If the wizard is successfully attacked, then his concentration is also broken. If concentration is broken, the spell's effects terminate immediately.

The wizard, however, may choose to terminate the spell in a controlled manner, and during the last round before the spell is terminated, the wizard, in addition to moving at up to half his normal movement rate, may also cast one spell whose casting time is up to one round. The target's magic resistance remains lowered when making its resistance check against this spell. Of course, other wizards and devices may also cast spells while the target's magic resistance is lowered, and such magic does not terminate *suppress magic resistance*.

This spell will totally negate a *magic resistance* spell if it is successful at suppressing magic resistance of a percentage at least as

high as the percentage given by the magic resistance spell. In such a case, concentration by the wizard is not necessary.

Sword of Force (Alteration, Evocation)

Range: 0
 Components: V, S, M
 Duration: 3 rounds per level
 Casting Time: 1 round
 Area of Effect: The caster
 Saving Throw: None
 Author: Dennis Kefallinos <denson@theseas.ntua.gr>

This spell creates a spectacular glowing sword, resembling a *Star Wars* lightsaber. It must be cast on a handle of a steel sword, which must be especially fashioned or cut from a regular sword. The handle is not consumed. A second component is 1 gp worth of gold dust, which is consumed by the casting. For the duration of the spell, a gleaming power blade is projected from the handle, which simulates a normal sword. The base damage it causes is 2d6 (for small and medium sized creatures) or 2d10 (for large creatures) if used one-handed, and 2d8 or 2d12 if used two-handed, to which Strength bonuses and magical bonuses (if appropriate) are added. The former use requires proficiency in one-handed sword (short or long) and the later in two-handed sword (bastard or two-handed). Further special abilities are determined by the level of the caster, as follows:

Wizard's Level	Special Abilities of Blade
1-6	Not applicable
7	Normal, non-magical sword
8	<i>Sword</i> , +1
9-10	<i>Sword</i> , +2
11-12	<i>Sword of sharpness</i> , +2
13-14	<i>Sword of wounding</i> , +2
15+	<i>Vorpal sword</i> , +3

A caster of above thirteenth level can specify which type the sword will be (of the types available to lower levels). When subjected to physical strain the blade has double the strength of steel. If more pressure than that is applied the spell is negated. If the handle leaves the hand of the caster the spell is negated immediately. Because the *sword of force* is very light in weight, weapon speed is only 3 when used single-handed and 5 when used two-handed. The material components of this spell are a handle of a steel sword (not consumed in the casting) and some gold dust.

Teleport Trace (Divination)

Range: 10 yards per level
 Components: S
 Duration: 10 rounds + 1 round per level
 Casting Time: 3
 Area of Effect: One creature
 Saving Throw: None
 Author: Geoffrey Edward Fagan <gefagan@uokmax.ecn.uoknor.edu>

The wizard casts this spell on a character or creature who is likely to teleport or employ similar magic in the near future. If the recipient does cast *teleport* (or *dimension door*, *word of recall*, etc.), then the wizard who placed the teleport trace will receive a mental image of the target's location. The caster of *teleport trace* will then know his location relative to that of the teleporte, and he will be able to use his own teleportation or scrying magic with maximum accuracy.

Teleport Tracer (Divination)

Range: 50 yards
 Components: V, S
 Duration: Instantaneous
 Casting Time: 4
 Area of Effect: Special
 Saving Throw: None
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

Teleport tracer allows the wizard to follow the faint trail left by teleporting creatures. The tracer tells the wizard where the teleporting creature went to, within a few blocks, or several miles in the countryside (less accurate for longer distances, only very general information for multi-planar travel). If the wizard so chooses, he can *teleport* along the exact same route, but this must be done on the round after the tracer is cast, and multi-planar movement is not possible in this manner. The tracer must be cast within one turn of the original *teleport*, and this *teleport* must have taken place within the range of this spell. This spell is also effective against *word of recall* and *dimension door* spells, or non-magical (psionic) teleports, but not true *dimension travel* or *plane shifting*.

Telurian's Firebolts (Invocation/Evocation)

Range: 120 feet + 10 feet per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: ½
 Author: Warlock's Cave <94test00@leicester.ac.uk>

This spell, unsurprisingly, creates bolts of fire. That may be a single bolt from the caster to one target, or any number of independently targeted bolts, up to one per level. If fired at one person, damage is 1d6 + 1 per level of the caster. If fired at multiple targets, the damage is 1d6 per bolt (more than one bolt can be fired simultaneously at a target giving an xd6 total damage, but only one saving throw is made and the additional damage comes into play only if there is but a single bolt).

This spell's advantage over *fireball* is its ability to strike only the desired targets during melee. Its level is higher due to the fact that thousands of wizards have spent centuries refining *fireball*, making it easier to cast whereas this spell is considered very rare.

Material components are as for *fireball* whilst somatic are both hands crossed at the wrists in front of the body swept rapidly apart. Intervening solid objects between caster and target take damage instead of the target.

The Nimbleton Hold (Alteration, Enchantment)

Range: 0
 Components: V, S, M
 Duration: 1 day
 Casting Time: 1 turn
 Area of Effect: The caster
 Saving Throw: None
 Author: Nathaniel Tagg <tagg@hg.uleth.ca>

By means of this spell, the wizard places a number of spells "on hold" for the next day. The spell is intended for casting at night, before sleep. The held spells are stored in the wizard's memory for the evening undisturbed. If the wizard is awake, the spells are available to him, and are used up normally when cast. In the morning, the spells are still retained, and will remain with the wizard as though he had spent the time to memorise them that morning.

The wizard may retain a number of spell levels equal to 9 + 2 per wizard level (i.e., a 9th-level wizard may retain 27 spell levels worth of spells). The material component is any form of headpiece (hat, hairnet, comb, skull cap, whatever) and must be specially enchanted by the caster of the spell. The cost to construct this item is 500 gp. The item must be worn both while memorising the spells to be

retained, and when the Hold spell is cast, though not while casting the spells.

Note that because a cast spell is lost as per usual, *the Nimbleton hold* must itself be memorised and cast every day (therefore, a 9th-level wizard saves himself 270 minutes memorisation time in the morning, but at some other time during the day must spend 50 minutes to memorise and cast the *hold*. Thus, his total savings are 220 minutes, or three hours and forty minutes. In addition, the wizard may defend himself with the held spells during the night or morning before memorising the next day's list).

Thillis' Monster Servant (Charm)

Range: 5 feet per level
 Components: V, S
 Duration: Special
 Casting Time: 2 rounds
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Michael Schmitz <mschmitz@sirius.uvic.ca>

Monster servant binds a creature to the caster's will. The spell does not grant any form of communication, so the wizard and the monster must be able to communicate for the spell to work. All humans, demi-humans, and creatures with an Intelligence greater than 10 are immune to the effects of the spell. Wisdom bonuses to saving throws apply if the monster actually has Wisdom.

An affected creature will do anything for the caster, including sacrificing its life. The spell's duration is similar to that of *charm person*, but the DM should modify this as he wishes. When the creature is told to place itself at risk, a new saving throw should be rolled.

But now for the fun part: this obviously overpowered spell has a *major drawback*: whenever the spell is cast, there is a chance, equal to (the target's Hit Dice – the caster's Wisdom bonus) divided by 20, that the spell drives the caster insane, and also subjects him to the creature's will at that point in time. Note that the spell still functions normally as well, so if the creature was wishing that the caster would be his slave, and the caster went insane, but the creature failed its saving throw, they would both be each other's slave.

Also, keep in mind that a caster with an 18 Wisdom could cast this spell on creatures of up to 4 HD, and as his Wisdom bonus is 4, there would be no chance of insanity.

This curse was not built into the spell, but was a side effect. The wizard that researched it did not put in a limitation on the target's Hit Dice, and drew the energy to enslave the creature from her own will power. Therefore, when she tried it on a creature of 14 HD, she didn't have the willpower to overcome it, and went crazy. Actually, she became its mate, thinking she was a fire giant. That's what the creature was looking for when she cast the spell...

Thorgon's Faithful Steed (Conjuration/Summoning)

Range: 0
 Components: V, S
 Duration: Special
 Casting Time: 4
 Area of Effect: Special
 Saving Throw: None
 Author: Brock Neverman <gitzlaff@uxa.cso.uiuc.edu>

When cast, this spell creates a horse within 10 feet of the wizard. The horse can pass over nearly any surface and even fly short distances (level×20 feet). The horse lasts ¼ day per level of the wizard, or until the wizard loses consciousness. The horse can run at speeds up to 40. The steed will respond perfectly to the wizard. It has 10 hit points + 2 per level of wizard, and can be hit only by +2 or better weapons.

As the power of the wizard increases, so does the appearance of the steed change, i.e., a 9th-level wizard would get a good steed, a 20th-level wizard would get a pegasus or similar creature. It can kick for 1 to the wizard's level hit points in damage. The steed is immune

to magical attacks such as *fireball*, lightning and magical ice. The material component is a bridle, which disappears with the horse at the end of the spell's duration. All metal parts of this bridle must be silver.

Time Warp (Alteration)

Range: Special
 Components: V, S, M
 Duration: 3 rounds + 1 round per level
 Casting Time: 4
 Area of Effect: 40-foot long cube, 1 creature per level
 Saving Throw: Special
 Author: Unknown

This is a combined haste and slow spell. At the time of casting, the wizard chooses which application to use. The effects, as well as range, saving throw, and material components are as per the appropriate spell.

Twilight's Silent Sheaf (Alteration)

Range: 10 yards per level
 Components: S
 Duration: 1 turn per level
 Casting Time: 4
 Area of Effect: 15-foot radius
 Saving Throw: None
 Author: Robert A. Howard <ssa94isa06@rcnvm.rcn.mass.edu>

This spell will start similar to *faerie fire*, with the exception that instead of faerie light, a field of silence is created. Creatures outside the sheaf cannot hear those on the inside. However, sound can exist inside the sheaf itself, allowing for spell casting. Also, if someone touches a person with a *silence sheaf*, then those two (or more) can communicate.

Tyvek's Flying Binder (Conjuration)

Range: 100 feet + 10 feet per level
 Components: V, S, M
 Duration: Special
 Casting Time: 4
 Area of Effect: One creature of size H or smaller
 Saving Throw: Special
 Author: The Warlord of Heaven <fsmwt1@alaska.bitnet>

This spell requires bloodhawk feathers and a silk handkerchief, and as the magical word Sar-Anwrap is spoken, the wad of components is hurled through the air. In flight, they change into a glowing white sheet which will wrap up the target for one round per wizard level, or half that time if they save. High Dexterity provides additional saving throws with a +2 for every point of Dexterity above 16. A tiny bladed weapon allows the victim to escape in half time as well, which could aid a saving victim even more.

Tyvek's Flying Bucket (Conjuration)

Range: 100 yards + 10 yards per level
 Components: V, S, M
 Duration: 1 turn
 Casting Time: 4
 Area of Effect: One average sized bucket
 Saving Throw: None
 Author: The Warlord of Heaven <fsmwt1@alaska.bitnet>

This spell conjures into being a glowing force bucket, capable of holding about 3 gallons of liquid. It has as much use as you have smarts. Initially used to get water out of icy rivers from the comfort of his home, it has been seen in use of throwing oil on opponents, scooping hunks out of water elementals, and going over other

Wizard Spells (4th level)

wizard's heads... it is not transparent. It has little strength aside from its ability to tote water, therefore it is easily lifted or batted about.

The material components for this spell are thimble and some hawk feathers.

Tyvek's Rust Prevention (Abjuration)

Range: 0

Components: V, S, M

Duration: 1 day

Casting Time: 4

Area of Effect: One item touched inside a 10-foot long cube

Saving Throw: Special

Author: The Warlord of Heaven <fsmwt1@alaska.bitnet>

Tired of continually polishing his blades and armour, Tyvek came up with *rust prevention*. It keeps all forms of oxidation from occurring, even those caused by rust monsters. The material components of this spell are beeswax and some iron filings rolled into said wax. The verbal component is "Ruh-stohl-ee-ehm". While the hands are moved in circular patterns over the item, the wad of wax and iron is consumed in the casting (by the spell, not the caster). *Detect magic* will reveal this magical protection. There is no saving throw unless the spell is used to protect versus magical rust. Then, there is a +4 to the item saving throw as well.

Uldark's Conjured Fireball (Conjuration/Summoning)

Range: 10 yards + 10 yards per 2 levels

Components: V, S, M

Duration: Instantaneous

Casting Time: 4

Area of Effect: 15-foot radius sphere

Saving Throw: ½

Author: Allan J. Mikkola <allanm@vulcan.med.ge.com>

This spell duplicates the 3rd-level *fireball* in most respects; however, instead of shaping the *fireball* from magical energy as the evocation version does, this spell actually conjures a ball of fire directly from the elemental plane of fire. When the spell is cast, a small interdimensional connection opens between the plane of fire and the wizard's plane; the *fireball* enters through this opening and strikes the targets as directed by the wizard. There is a chance that an extraplanar creature may enter through the opening as well. The chance of this occurring is: 20% – 1% per level of the wizard (to a minimum of 1%).

This spell has the same effects (including damage) as the evocation version, but it is slightly harder to produce these effects in this manner; this is reflected in the higher spell level and the reduced range and area of effect.

The material components for this spell are a piece of flint and a pinch of sulphur.

Uldark's Conjured Frost Bolt (Conjuration/Summoning)

Range: 20 yards + 10 yards per 2 levels

Components: V, S, M

Duration: Instantaneous

Casting Time: 4

Area of Effect: 50-foot long, 10-foot wide bolt

Saving Throw: ½

Author: Allan J. Mikkola <allanm@vulcan.med.ge.com>

This spell is similar to *Uldark's conjured lightning bolt* (q.v.). It conjures a bolt of frost and ice from the para-elemental plane of ice. The chance that an extraplanar creature enters the wizard's plane is the same as that of the *conjured lightning bolt*. The bolt is 50 feet long and 10 feet wide; anyone hit by the bolt suffers 1d6 points of damage per level of the wizard (up to a maximum of 10d6). A successful saving throw versus spell reduces the damage by half.

The material component for this spell is a large chunk of ice or snow; this is consumed with the casting.

Uldark's Conjured Lightning Bolt

(Conjuration/Summoning)

Range: 40 yards + 10 yards per 2 levels

Components: V, S, M

Duration: Instantaneous

Casting Time: 4

Area of Effect: Special

Saving Throw: ½

Author: Allan J. Mikkola <allanm@vulcan.med.ge.com>

This spell is similar to *Uldark's conjured fireball* except that it conjures a *lightning bolt* from the quasi-elemental plane of lightning, instead of a *fireball* from the plane of fire. The chance that an extraplanar creature enters the wizard's plane is the same as that of the *conjured fireball*. The effects of this spell are identical to that of the normal *lightning bolt*, but the area of effect is either a bolt, 30 feet long and 10 feet wide, or a bolt, 60 feet long and 5 feet wide.

The material components of this spell are a small metal rod and the skin of an electric eel.

Understanding (Divination)

Range: 5 feet per level

Components: V, S

Duration: 1 round + 1 round per level

Casting Time: 4

Area of Effect: One creature

Saving Throw: Negates

Author: Joseph Delisle <jdelisle@loyola.edu>

This spell allows the wizard get use both *ESP* and *empathy* on a creature if it fails a saving throw versus spell with a –2 penalty. For more detailed information, like memories or motivations, someone else must ask the wizard the question. The wizard's player can under no circumstances supply questions for other people to ask! Doing so ends the spell immediately (forcing the wizard back into his own mind). One question per round is reasonable for easy questions, but long or complicated questions can take longer (up to the DM). A common language is not needed between wizard and target, and the wizard always replies in the tongue he uses most. While the spell is in effect, all the wizard can do is answer questions without ending the spell. The spell can be ended at any time, simply by willing it to end.

For example: a wizard casts *understanding* on a dragon attacking a town, and learns (by *ESP* and *empathy*) that it is angry and plans to destroy the town. The wizard's apprentice asks the wizard why the dragon is attacking, allowing the wizard to probe the dragon's memories, and to discover some humans stole the dragon's eggs. The wizard lets the spell end, to try to bargain with the dragon.

Vander's Librarian (Conjuration/Summoning)

Range: 20 yards

Components: V, S

Duration: 6 hours

Casting Time: 1 minute

Area of Effect: One minor spirit

Saving Throw: None

Author: Colin Roald <hobbit@ac.dal.ca>

This spell conjures a minor knowledge spirit to search for books and references for the wizard. It can search for titles, specific references, or general subject matter, finding books in the time it would take a reasonably skilled librarian (depends on case). The wizard is freed to concentrate on more interesting matters, so this spell roughly doubles a wizard's research efficiency.

Vandergast's Forcetrapp (Invocation/Evocation)

Range: 5 yards per level
 Components: V, S
 Duration: Special
 Casting Time: 4
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Vandergast

When this spell is cast, a shimmering blue bolt shoots from the wizard's finger towards the target; when the target is struck, the bolt erupts into multiple bands of force that envelop the victim. If a successful saving throw versus spell is made, the spell dissipates and has no effect; otherwise, the bands of force will render the target completely immobile by normal means, as his hands, feet, etc., will be snugly bound. The target may still levitate or employ other means of magical movement, but may not walk, cast spells requiring a somatic component, or fight. Any size target may be affected by this spell.

The bands of force may not be harmed by weapons or most spells, but may be dispelled; a *wish* or *limited wish* will also destroy the bands. The only other way to escape the bands is to roll a successful bend bars check. The victim may make one such attempt each round; in addition, exactly one attempt may be made each round from an external source; if anyone touches the bands after the first external bend bars attempt (including another bend bars attempt, striking the bands with a weapon, etc.) the person touching the bands is immediately trapped as well, with no saving throw. If two or more persons are trapped by this spell, each earns a bend bars roll each round; however, no external attempts may be made, or that person will also become trapped. In any case, if a bend bars roll is successful, the bands break, and the spells ends immediately.

Vanquill's Backbiter (Abjuration, Evocation)

Range: 0
 Components: V, S, M
 Duration: 4 hours + 1 hour per level or until used
 Casting Time: 2 rounds
 Area of Effect: The caster
 Saving Throw: None
 Author: Joseph Delisle <jdelisle@loyola.edu>

Vanquill's backbiter is a way of protecting against a thief's backstab attack. The spell is triggered when any non-missile, non-energy (i.e., magic, psionics, breath weapon, etc.) hits the wizard from behind without his knowledge. A backstabbing thief or an invisible or silenced fighter counts, so long as the wizard is surprised. The spell is considered activated when the weapon of such a person comes within 3 inches (¼ foot) of the wizard's back. Activation requires no thought or effort from the wizard: the *backbiter* cannot be consciously activated.

When activated, the spell instantly creates a brief *stoneskin* effect on the wizard's back, preventing the weapon from doing any damage (on the first attack). It then releases a burst of energy missiles (similar to a *magic missile*) at the backstabber, causing 1d2 HP of damage per level (up to a maximum of 10d2). The energy missiles never miss, and a *shield* or *protection from normal missiles* will not prevent damage.

Only one *backbiter* can be in effect at any one time. If another is cast before the first is used, it is lost. The material components are a small diamond of any size and the eyes of a common housefly.

Vanquill's Cellular Regeneration (Necromancy)

Range: 0
 Components: V, S, M
 Duration: 4 rounds
 Casting Time: 4
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Joseph Delisle <jdelisle@loyola.edu>

Cellular regeneration is a spell that increases the growth rate of the body's various tissues, causing them to mend together faster. Once the recipient is touched, the spell begins to work, restoring damage according to the table below:

Round	Healing
1	1 HP of damage
2	1d4 HP of damage
3	1d4 HP of damage
4	1 HP of damage

If the recipient performs any strenuous activity during the spell duration (like combat, casting spells over third level, or using a psionic power that requires a Constitution check), the spell is immediately aborted. All hit points are gained at the end of the appropriate round. Due to the stress of regeneration, this spell cannot be cast more than once per person for increased healing. For the spell to be effective again, the recipient must take more damage.

The material component is a piece of troll flesh that has been burned in acid.

Note: this spell is intended to give wizards some curative abilities, not to replace priests. The spell is much less powerful than the equivalent *cure serious wounds*, both in terms of damage and limitations. I would suggest that DMs limit the spell to be useful to a single person only once per day (regardless of injuries). If you wish to increase the level of the spell, that's up to you. I would not recommend banning it — unless all the NPC necromancers in your world are murderous scum with an obsession for dead things.

Vanquill's Iceball (Conjuration or Evocation)

Range: 100 yards + 10 yards per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 4
 Area of Effect: 20-foot radius sphere
 Saving Throw: ½
 Author: Joseph Delisle <jdelisle@loyola.edu>

There are actually 2 different *iceball* spells: an evocation version and a conjuration version. Both versions do 1d6 HP of damage per level, up to 10d6 of damage, with a saving throw for half damage. The area of effect is a sphere with a 20-foot radius. The spells differ as follows:

Evocation: the spell drains thermal energy from the affected area, producing intense cold. There is no pressure caused by the *iceball*, so unlike a *fireball*, the chilled area conforms to the surroundings (like *Snilloc's snowball swarm*). Therefore, it can be used in confined areas without the danger of a backfire. The evocation *iceball* will freeze all exposed liquids and, if cast underwater, will create a 40-foot diameter ball of ice (creatures inside the area may save versus paralysis to avoid entrapment). The ball of ice will immediately float to the surface. Creatures immune to cold take no damage from this version.

Conjuration: this version draws forth ice and cold from the para-elemental plane of ice, causing a destructive blast of ice. The conjured *iceball* will not conform to its surroundings, and will expand to its full area of effect, just like a *fireball*. Underwater, this version does only 1d4 points of damage per level, and does not create any large pieces of ice. Fragile objects (vials, mirrors, etc.) must save versus crushing blow to survive the ice barrage. Creatures immune to cold will still take 1d2 HP of physical damage per level (unless immune to normal missiles). Because this version accesses an elemental plane, it will not function while spelljamming in the Flow or in other situations where access to the elemental planes is cut off.

Vanquil's Lightshed (Alteration)

Range: 60 yards
 Components: V, S
 Duration: 1 turn per level or until used up
 Casting Time: 3 rounds
 Area of Effect: Special
 Saving Throw: None
 Author: Joseph Delisle <jdelisle@loyola.edu>

Lightshed is a spell that creates multiple *continual light* spheres, one per level. The wizard can create one *continual light* sphere per round, and can take any actions while the spell is in effect (except cast other spells). *Continual light* spheres can be created as often as the wizard wishes, up to the spell's limits. The spheres created by *lightshed* are permanent and essentially the same as *continual light*, but *Lightshed* cannot be used against a living creature (attempting to do so will end the spell).

Lightshed was created so that a wizard could quickly and easily "cast" multiple *continual light* spells per day, without wasting every 2nd-level spell available. This spell is also useful for wizards who wish to earn money by lighting up local castles or dungeons, since the average price of a *continual light* is 50 gp per sphere.

Vanquil's Milling Crowd (Conjuration/Summoning)

Range: 5 yards per level
 Components: V, S
 Duration: 5 rounds per level
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: Negates
 Author: Joseph Delisle <jdelisle@loyola.edu>

Milling crowd summons people to enter a crowd and interact with the people in the crowd. The conjured people can try to impart one opinion or emotion of the wizard's choosing, thus changing the crowd's mood or opinion. Thus, a group of angry protestors could be made to riot, become less violent, or protest a different (but related) topic. The spell summons one "person" per level, who can only be used to influence crowd reactions. Any attempts by the wizard to attack the summoned people, use them as barriers, or use them in any way not associated with interaction will terminate the spell immediately. The people will be of the same racial mix as the crowd they must infiltrate (a crowd of 75% humans and 25% gnomes would result in 75% of the summoned people to be human, 25% to be gnomish).

The spell can influence a crowd in one of two ways: it can either change the reaction adjustment of the crowd by one factor, or it can be used to give the crowd another direction. For example, *milling crowd* can either make a group more hostile or less hostile, or it can change the group's focus in some minor way. If the group wanted to hang someone at noon, the spell could "suggest" an alternate means of execution, or a change in the time of execution, etc.

The saving throw for the crowd uses the average Hit Dice for the saving throw versus spell. If the wizard is trying to influence reactions, the crowd has a -3 penalty on the saving throw. If the spell is trying to give the crowd other ideas, the saving throw is made without penalty. Depending on the nature of crowd and their focus of attention, it is not unreasonable to have saving throw modifiers from +5 to -5 (ranging from agreement with the wizard's purpose to considerable opposition). The spell is not guaranteed to work if it encounters some form of absolute resistance (for example, a local custom dictating the means and time of execution). If the crowd makes its saving throw, it is unaffected. If the roll is a natural 20, the crowd is aware of attempts to manipulate it. It is important to note that the spell does not directly affect the crowd in any way, so magic resistance is useless and spells like *detect charm* will reveal nothing.

Vanquil's Wall of Light (Alteration, Evocation)

Range: 60 feet
 Components: V, S, M
 Duration: 1 turn + 1 round per level
 Casting Time: 4
 Area of Effect: 20 square feet per level, 1 inch thick
 Saving Throw: Special
 Author: Joseph Delisle <jdelisle@loyola.edu>

Vanquil's wall of light creates an opaque horizontal or vertical wall, which appears to be pure white in colour, and glowing softly (providing as much illumination as a candle). Both sides of the wall have this appearance. Inside the wall is a different story: it is brighter than the sun on the inside. Any creature whose eyes (or other visual organs) pass through the wall must make two saving throws. If both are successful, the creature suffers no ill effects. If only one saving throw is made, the creature is blinded for one round per level of the spellcaster. If both saving throws are failed, the creature is blinded permanently.

The *wall of light* can be created such that the area of the wall is halved, but the thickness is doubled. For each inch of thickness after the first, everyone who passes through the wall makes their saving throws against spells at a -1 penalty. If the *wall of light* was 3 inches thick, the saving throw penalties would be -2 on each saving throw versus spell. The thickness can be increased as many times as the caster wishes, provided that the length and width are decreased appropriately.

The *wall of light* must be flat, but needs no physical support or connections, unlike a *wall of stone* or *wall of iron*. It can even be cast in midair, or in the vacuum of wildspace. Note that the area of effect is measured in square feet, not a square with sides 20 feet per level.

The wall offers no impediment to entry and exit, and missile weapons can be fired (blindly) through the wall. Creatures that are blind, or do not rely on normal visual light are unaffected by this spell. Underground dwellers, or other creatures that suffer penalties for being in full sunlight make their saving throws at a -3 penalty. Undead harmed by sunlight are unaffected by this spell, except for the effects suffered by living creatures. Individuals who know the nature of this spell (that it's extremely bright on the inside) can attempt to cover their eyes. Such individuals only need to make one saving throw with a +1 bonus; if failed, they are blinded for 1 round per caster level (preparations were insufficient). If one melee round is spent covering the eyes (with bandages, cloaks, or anything difficult or creative) the saving throw bonus increases to +5.

The material component is a live glowbug, a pinch of phosphorus, and a pinch of magnesium.

Vertigo (Enchantment/Charm)

Range: 10 yards per level
 Components: V, S
 Duration: 2 rounds per level
 Casting Time: 4
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

Those affected by this spell must save versus spell or suffer from severe vertigo. If a creature fails its saving throw, there is a 50% chance each round that they will be overcome with vertigo and be forced to sit or lie down. If on a cliff (or similar) they will fall. Creatures forced to sit down are unable to do anything that round and in effect stunned (+2 to hit such creatures). Those that remain on their feet suffer a +3 penalty to Armour Class and a -2 penalty on attack rolls; also, they lose all dexterity bonuses. The chance for vertigo is checked each round.

View Past (Divination)

Range: 0
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 1 hour
 Area of Effect: 5-yard per level radius
 Saving Throw: None
 Author: Vernon Lee <scorpion@rice.edu>

When this spell is cast on an area, it allows the wizard to create a three-dimensional image of the past in that location. The wizard specifies the time in the past through the use of the material component.

Ten gold pieces worth of gold dust is required for each hour back into the past the wizard wishes to go. Thus, if the wizard used 240 gp worth of dust, he would be able to view the period starting 24 hours ago to the end of the duration of the spell (for example, if the wizard were tenth level, the duration of the spell would be from 24 hours in the past to 22 hours and 20 minutes into the past).

After the spell has been cast, the DM rolls 2d10-11 to determine the error in the time frame in turns from the specified time. Thus, if *N* gp are used, and the DM rolls 5-10 = -5, the starting point of the time viewed is actually 10×*N* hours and 5 minutes in the past; a roll of 10 indicates exactly the right amount of gold was consumed.

The wizard should roll 1d20 to determine the clarity of the casting. A die roll of one indicates that the scene comes through as shadows in a fog. A die roll of 20 indicates a crystal clear picture. This roll can be repeated in subsequent castings, and represents the difficulty in seeing through time.

Both the following dice rolls can be modified by the wizards desire based on the following modifiers:

Wizard...	Modifier
participated in the event	+10
very well informed of the event	+6
knows an exact quote during the event	+4
knows something that was said at the time	+2

Events that are cloaked by spells that hide themselves from *clairvoyance* also mask out *view past*, and thus cannot be seen by this spell.

Waiting Light (Alteration)

Range: 30 yards
 Components: V, S
 Duration: Special
 Casting Time: 4
 Area of Effect: Special
 Saving Throw: None
 Author: François Menneteau <menneteau@acri.fr>

In conjunction with any light spell (this spell is cast, and then a light spell is cast), this spell can delay the effects of that spell up to 24 hours. It can be triggered by one of the following, decided by the caster: a time period, certain movements, certain sounds, a touch, violent actions in the area, etc.

Wax Impressions (Enchantment)

Range: 0
 Components: V, M
 Duration: Special
 Casting Time: Special
 Area of Effect: As far as the sound carries
 Saving Throw: None
 Author: Unknown

To cast the spell, the wizard places a length of waxed string and some copper coins (the material components of this spell) in a cloth bag and casts the spell. All the sound heard after the spell is cast,

during a time interval of 1 minute per copper coin is "recorded" on the string. The wizard can record on one string per level.

Burning the string will release the sounds in the same order, frequency, and decibel range in which they were recorded.

Note: hmm, what a great way to make hidden recordings of confessions! Have to watch out for that.

Wayfinder Portal (Alteration, Divination)

Range: Special
 Components: V, S
 Duration: Special
 Casting Time: 2 hours
 Area of Effect: Special
 Saving Throw: None
 Author: Ron <rsm58307@uxa.cso.uiuc.edu>

This spell conjures a smooth ring, visible only to the caster, which begins to crystallise at a rate according to the information used to focus it (the more information available, the faster the crystallisation), varying from 1 day to 1 week. The wayfinder portal tries to locate a target (place, thing, or person), identified by an image, location, scent, name, or magic pattern.

Once found, it can be looked at through the ring or the ring can be walked through to reach the target spot. However, the point of egress is normally not the spot watched, but some other place relatively nearby that is safe to the caster (thus the wizard might appear a day's walk away from the target or so). Also, it will not bring the caster into a private building or church which the caster has not been in before or been invited to enter into. Others cannot use the ring.

Whisper's Decimeter (Necromancy)

Range: 60 yards + 20 yards per level
 Components: V, S
 Duration: Special
 Casting Time: Special
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Robert Johan Enters <whisper@wpi.edu>

When this spell is cast, a bluish vapour snakes over from the caster to the target. At this point, the target attempts to save at -4. If its saving throw succeeds, the vapour disperses, else the vapour grabs a hold on the target. The target is frozen in place while the vapour begins to envelop the target. It takes the vapour six rounds to fully envelope the target. All the while the caster must be concentrating fully on the vapour. The vapour can be stopped at any time by the caster, or by someone breaking the concentration of the caster. Each round, the vapour drains 15% of the targets hit points, leaving the target freezing cold. At the second round, the target is forced to shiver, and will abandon all he holds to hug himself for warmth. At the fourth round, the target will sink to its knees shivering. At the end of the sixth round, the target will be lying on the ground with 10% of its hit points left and unable to do anything more than shake uncontrollable for the next 3d4 rounds. A nice punishment for those who cross your wizard, but you do not want to kill.

Whisper's Horrifying Scream (Illusion/Phantasm)

Range: Special
 Components: V
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: Special
 Author: Robert Johan Enters <whisper@wpi.edu>

When the caster casts this spell, he emits a blood curdling scream. All those within hearing range are shaken to their very cores. Creatures with morale ratings have their morales reduced by six, or by three if they save versus spell. Free willed creatures (PCs and the

like) must save or flee in fear. Even if they save, they still attack at -2 against the caster and his party.

Whisper's Minor Wall of Force (Evocation)

Range: 0
 Components: V, S
 Duration: 1 round per level
 Casting Time: 4
 Area of Effect: Special
 Saving Throw: None
 Author: Robert Johan Enters <whisper@wpi.edu>

This less powerful edition of *wall of force* creates a force field that is about the size of the caster. The caster can put the shield on one of his sides, front or back, left or right, and that side will be fully protected by the shield from attacks coming from that side. The shield is not stationary, but rather centred on the caster. The shield's size will conform with what the wizard is doing: if he stretches, the shield will stretch to protect the full size of the caster, if the caster crouches down, the shield will shrink in size to again only shield one individual: the caster himself. For all intents and purposes the shield is a *wall of force*. For example, it requires a *disintegration* to destroy it before the duration expires, etc.

Whisper's Storm of Darkness (Necromancy)

Range: 10 yards per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 4
 Area of Effect: 20-foot radius area
 Saving Throw: None
 Author: Robert Johan Enters <whisper@wpi.edu>

This spell opens a gate to the negative material plane in the centre of the spell's area of effect. The area will be enveloped in a hazy, twilight dark, where packets of negative energy whiz around. All those in the area of effect are hit for 5d10 points of damage due to these packets. There is no known protection against this spell save for magic resistance or an *anti-magic shell*. A *globe of invulnerability* or like magics will not protect the target, unless the spell was targeted to centre inside the globe, in which case the spell will fail completely. Similarly, should the spell be centred on an *anti-magic shell*, it would not work.

Whisper's Sudden Spell Blast (Abjuration)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 turn
 Area of Effect: One spell
 Saving Throw: Special
 Author: Robert Johan Enters <whisper@wpi.edu>

This defensive spell should be cast as a preparatory spell. The wizard gathers negative magic energy around him, ready to be released upon mental command. Whenever a spell is cast, with the caster as specific target, the wizard can opt to use the energies of this spell to counter it. The spell works such that the wizard will feel he is being targeted by a spell, and the general nature of the spell. Thus, he will know whether it is a damaging spell or a divination spell etc. When choosing to counter the spell, the spell cast at the wizard will be blasted, and a fiery explosion of light will ensue, into the general direction from which the countered spell was cast. The spell to be countered is not automatically destroyed this way: the caster of *spell blast* must roll above the level of the spell to be countered plus 1, on a 12-sided die.

At the DM's option, this spell may have a side-effect. Since the wizard is carrying around negative magic energy, this could interfere

with the casting of other spells, resulting in a 50% - 5% per spell level chance of failure of such spells.

In any case, the spell cannot be held in reserve for more than one day per caster level, and not more than one of these spells can be held at any one time. The material component of this spell is rare incense, worth at least 1000 gp.

Wind Blast (Alteration, Evocation)

Range: 30 feet
 Components: V, S, M
 Duration: Special
 Casting Time: 7
 Area of Effect: One cubic foot per level
 Saving Throw: None
 Author: August Neverman <gitzlaff@uxa.cso.uiuc.edu>

This spell creates a wall of wind. The wall moves forward at a base movement rate of twice the wizard's level. The wall will rip all loose materials along with it. This wall will pull along leaves, papers, twigs, small flying creatures, loose tapestry, and will cause an opponent to lose balance on a 3 in 6 (depending on size and weight). The wall of wind puts out fires in its path and will stop nearly any sort of breath weapon or similar area effect spell or spell-like effect.

If cast in an enclosed area it will cause an explosion (DM's discretion on damage). If cast at a door, it will likely blow the door down and cause an explosion (treat as Strength = level of the wizard). When cast in an enclosed area, remember that walls and ceilings may collapse and cause further damage. If two walls of wind happen to be cast at each other add the levels of the wizards and roll 1d6 per level for damage as an explosion reducing in damage by 10 hit points per 5 feet from impact.

The wall of wind will last for 1 round per four levels of the wizard. The material component for this spell is a fan, which is not consumed in the casting.

Winds of Pain (Necromancy, Summoning)

Range: 30 yards
 Components: V, S, M
 Duration: 1 round per 2 levels
 Casting Time: 4
 Area of Effect: One 20-foot cube
 Saving Throw: Special
 Author: Robert A. Howard <ssa94isa06@rcnvm.rcn.mass.edu>

This spell conjures a wind which duplicates the effects of *painful wounds* - causing intense pain in all wounded beings in the area of effect. If they fail their saving throw versus paralysis, they can do nothing but roll around screaming in pain. The material component of this spell is 50 gp worth of diamond dust, and a pinch of salt.

Winthrop's Undead Self Transmogrifier (Necromantic)

Range: 0
 Components: V
 Duration: 2 turns per level
 Casting Time: 4
 Area of Effect: The caster
 Saving Throw: None
 Author: Al Singleton (Isaac Winthrop) <eaay@catcc.bitnet>

This spell enables the spell caster to *change self* into any undead creature of Hit Dice equal to or lower than the caster's level. The spell caster must have intimate knowledge of the undead, either frequent combat or study of natural philosophy thereof. Unlike *polymorph self*, however, the spell caster attains all powers of the undead creature. The caster retains their original mind and personality but loses use of the classes that they are trained in while transmogrified. That is, he cannot cast their spells, cannot use fighter tables, etc.

Winthrop's Undead Summoning III

(Conjuration/Summoning, Necromancy)

Range: 30 yards
 Components: V, S, M
 Duration: 5 rounds + 1 round per level
 Casting Time: 3
 Area of Effect: Special
 Saving Throw: None
 Author: Al Singleton (Isaac Winthrop) <eaay@catcc.bitnet>

This spell is like *monster summoning*, except that the spell is forgotten when the caster learns a higher-powered version of the spell. This causes the caster to lose the ability to cast this lower-level version and it even disappears from his spellbook (this spell is normally transcribed from a scroll). Any one of the following undead may be chosen to be summoned: 2d6 skeletons, 2d4 zombies, 2d4 ghouls, 1d6+1 shadows, 1d6+1 wights or 1d4+1 ghasts.

The undead appear at the end of the casting and fight to the best of their ability until slain, the duration expires, they are released, or they are further than 30 yards from the caster (the caster may not intentionally move out of range, nor may the undead for they are not free-willed while under the spell). At such time, they return to their point of origination.

The material component is a lit candle inside a small bag.

X-Ray Vision (Divination)

Range: 0
 Components: V, S
 Duration: 1 round per level
 Casting Time: 4
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Kenneth C. Jenks <kjenks@gothamcity.jsc.nasa.gov>

The recipient of this spell gains the ability to see into or through substances which are impenetrable to normal sight. Vision range is 20 feet, with the viewer seeing as if it were normal light due to expanded vision capability. *X-ray vision* can scan 100 square feet of area per round. Secret compartments, recesses, drawers, and doors will be located by *X-ray vision*.

Substance Scanned	Thickness Penetrated per Round of X-Raying	Maximum Thickness
Animal matter	4 feet	20 feet
Vegetable matter	2½ feet	20 feet
Stone	1 foot	10 feet
Iron, steel, etc.	1 inch	10 inches
Lead, gold, platinum	-	-

This spell was researched by the mage Insley Hofton. This was Insley's kinkiness surfacing again. With this and *disrobe*, he's a real pest to the ladies.

Fifth-Level Spells

5-Mile Carrier (Alteration)

Range: 0
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1 turn
 Area of Effect: Special
 Saving Throw: None
 Author: Unknown

This spell extends the range of any other spell by up to 5 miles. It can shoot around corners, but not in a zig-zag shape, eg., you could

cast it with *lightning bolt* to start the bolt on the other side of a hill, 2 miles away, but the size of the bolt is still the same.

Ability Suppressor (Alteration)

Range: 10 yards per level
 Components: V, S
 Duration: 1d4 rounds + 1 round per level
 Casting Time: 5
 Area of Effect: One creature or object
 Saving Throw: Negates
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell can suppress an ability of any creature or object. For example, the regenerating power of a troll, breath weapon of a dragon, petrifying gaze of a medusa, or level draining ability of a spectre can be suppressed if the creature fails its saving throw. The spell can also be cast on an object to remove one of its powers, such as the sharpness ability of a *sword of sharpness* or the wall of fire power of a *wand of fire*. An object in the possession of a creature gains that creature's saving throw; other objects must save versus disintegration to avoid the spell.

The ability or power to be suppressed must be known in some detail. For example, the wizard could suppress the fiery breath weapon of a dragon, as long as the breath weapon was in some way fiery or fire based. Purely natural effects, such as normal damage from a sword, cannot be suppressed.

Absorb Level Drain (Abjuration)

Range: 0
 Components: V, S, M
 Duration: 3 turns per level or until dispelled
 Casting Time: 5
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: Unknown

When cast on a subject, this spell absorbs the next level drain attack on the subject and is then used up. Eg., if the spell were cast on a target who was then later hit by two spectres in the same round, the first hit would only do damage and not drain levels but the second hit would drain levels as normal. The material component of this spell is a bit of sponge.

Absorb Spell (Abjuration, Metamagic)

Range: 0
 Components: V, S
 Duration: 1 turn per level
 Casting Time: 5
 Area of Effect: The caster
 Saving Throw: None
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell allows the wizard to use hostile magic to recall previously cast spells. Any time that the wizard successfully saves versus a spell, he can use the magic to remember spells. The level of the spell saved against is the number of levels that can be remembered (if the wizard saves against a 6th-level spell, he can remember a 6th-level spell, or two 3rd-level spells, etc.). This ability only recalls previously cast spells; absorbed points cannot be saved for future use. Area effect spells, innate spell-like abilities, spells that do not have a saving throw, and non-hostile (DM's discretion) spells are not affected by *absorb spell*.

Alpha's Aurora Borealis (Evocation)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 3
 Area of Effect: 1-foot per level radius ring
 Saving Throw: Special
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

This spell causes a sheet of dancing, shifting light to spring up around the wizard, encompassing any area up to the maximum indicated by the wizard's level. The *aurora borealis* will last as long as the wizard concentrates on it (concentration can be maintained while moving at half speed, but the wizard cannot fight or cast other spells, though speech is allowed), and for an additional 1 round per level after he ceases concentration.

Any intelligent creature which views the shifting, dancing patterns of light must save versus spell or stand fascinated, watching the interplay of colours and lights (cf. *hypnotic pattern*). A maximum of 2 HD of creatures per level of the wizard can be so affected.

Any creature actually touching the Aurora will suffer 2d6 points of damage, +1 point per level of the wizard. Fungoid monsters, undead, and creatures native to the plane of shadow suffer 2d6 + 2 points per level of the caster of damage from the effects of this spell.

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

Alpha's Balefire (Conjuration/Summoning)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 5
 Area of Effect: 5x30x15 feet cone
 Saving Throw: Special
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

This spell draws upon a nearly colourless arcane effluvium from the plane of shadow. This mystical stuff burns very hot and is extremely viscous, but rapidly dissolves in the thick substance of the prime material plane. Those in the area of effect may attempt a saving throw versus breath weapon to avoid being covered in the stuff. If this saving throw is successful, they are merely splashed with it. Even this small amount, however, is sufficient to cause half damage for the initial round, but it burns out in that single round. Those that fail to save and are struck fully by this ghastly stuff suffer 1d6 fire damage per two levels of the wizard (rounded up), up to a maximum of 12d6. The *balefire* clings to these poor victims and continues to inflict damage. The damage is reduced by 2d6 each round, and the it burns until all damage potential is exhausted.

This shadow-stuff burns with a colourless fire that can only be extinguished by magical means (eg., *wand of flame extinguishing*, *fire quench*, *dispel magic*, or a magical cold spell such as *ice storm*, *cone of cold*, *wall of ice*, or *Otiluke's freezing sphere*, although spells involving ice may also cause impact damage to the would-be rescuer); even total immersion in water will have no effect on it. This flame is so hostile to natural (i.e., prime material) matter that it will burn through one inch of wood or soft metal, one quarter inch of hard metal, or one eighth inch of stone per die of damage that it would inflict to living targets each round it is active.

Any individual who is struck fully (i.e., fails to save) must make item saving throws versus magical fire for all exposed equipment in each round that the *balefire* clings to him, though these saving throws are at +1 cumulative for each round after the first. Occasional dark green or red flickerings can be observed in an active *balefire*. The material component is a standard opal (not a black or fire opal) worth at least 500 gp and a bit of pitch.

Alpha's Blue Blaze (Conjuration, Evocation)

Range: 0
 Components: V, S
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: 50-foot long, 20-foot wide at end cone
 Saving Throw: Special
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

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

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

Alpha's Incantation of Elemental Domination

(Abjuration, Enchantment)

Range: 0
 Components: V, S, M
 Duration: 3 turns per level
 Casting Time: 1 turn
 Area of Effect: The caster
 Saving Throw: None
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

In the casting of this spell, the wizard must choose one element to have dominance over. Elementals of this plane cannot approach within 5 feet of the wizard or attack the wizard in any way. The wizard can forego this protection if desired, and attempt to charm the elemental (cf. *charm monster*), applying a -2 penalty to the saving throw. If this is attempted, than this total ward against elementals is lost.

In any event, any elemental creature (water weird, xorn, etc.) is at -1 to-hit and -1 per die of damage when attacking the wizard. The wizard makes all saving throws versus their attacks at +2. The wizards own attacks are at +4 to-hit (or -4 to the target's saving throw) and +6 to damage. He can further affect any elemental creature with any weapon, regardless of its level of enchantment.

The wizard may converse with creatures of the chosen element, and they will respect him if alignments are similar, or fear (if the wizard appears strong) or hate and desire to slay (if the wizard appears weak) if alignments are dissimilar.

The spell's association with one element results in a saving throw penalty to the wizard while the spell is in effect, depending on which element is chosen:

Element	Saving Throw Penalty
Air	-2 versus fire
Earth	-2 versus petrification
Fire	-2 versus water or cold
Water	-2 versus electricity

The material component is a substantial amount (at least 1 cubic foot) of the element in opposition to the element the wizard desires to dominate.

Alpha's Lightningarmour (Abjuration, Evocation)

Range: 0
 Components: V, S, M
 Duration: 3 rounds per level
 Casting Time: 1 round
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

The subject of this spell cannot be wearing metal armour of any sort, nor carrying a metallic weapon larger than a shortsword. Bracers are permissible. The creature touched is completely protected from electrical damage of any sort so long as the spell is in effect. This protection is not absolute, having a maximum absorption of 10 points of electrical damage per level of the wizard. Damage is absorbed by the *lightningarmour* after saving throws and any other protections have been taken into account.

A creature under the effects of this spell carries a negative electrical charge, and skin-to-skin contact with another creature will cause 1d4 electrical damage with no saving throw, as will contact through a conductor. Anyone striking the protected creature with a conductive object must save versus paralysis at +1 or drop the object due to temporary numbness in the member holding the weapon. Those within 5 feet of a character with this spell in effect may catch a faint scent of ozone and feel their hair standing a bit on end. The material component of this spell is a bit of copper wire and glass thread wrapped in clay.

Alpha's Moons of Munnopoor (Alteration, Invocation/Evocation)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 2 rounds
 Area of Effect: Special
 Saving Throw: None
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

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

Blue moon. All water-related (including fog-, ice-, and steam-related) spells used by the wizard gain a bonus of +1 per die of damage (though not exceeding the normal maximum — eg., an *ice storm* spell would inflict 3d10+3 damage, up to a maximum of 30) if the spell causes physical damage, including the damage caused by summoned water elemental creatures; applies a penalty of -4 to saving throws and -20% to magic resistance to targets of spells which cause no hit point damage but do affect an unwilling target in some way; or increases the duration of other spells of this genre which do not fall into the above categories (eg.: *water breathing*, *wall of fog*), doubling duration if it is a 1st- up to 3rd-level spell, increasing by 50% if the spell is fourth up to sixth level.

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

Silvery moon. All mind-controlling and influencing spells used by the wizard apply a -4 penalty to saving throws and a -20% penalty to magic resistance checks by targets of such spells.

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

Alpha's Saint Elmo's Fire (Evocation)

Range: 5 yards per level
 Components: V, S, M
 Duration: 1 round per 2 levels
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: Special
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

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

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

Alpha's Shooting Stars (Conjuration/Summoning)

Range: 5 feet per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: Special
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

This spell creates glowing missiles with flaming trails, one for each six levels of the wizard (dropping all fractions). The victim of the spell receives no saving throw, and suffers 4d6 damage from the impact and 8d6 from the fiery blast that accompanies the impact. All within 5 feet of the impact point are also in the blast radius, but they may save for half damage. The originally intended target may attempt to save versus petrification to avoid being struck, this saving throw being at -4 if within 20 feet and at -2 if within 40 feet. If this saving throw fails, he suffers as above. If he succeeds, however, the shooting star(s) directed at him continue on in a straight line to the extent of their range, at which point they explode in a fiery burst as above. Anyone else in the path of the shooting star(s) must save as for the original intended target, or become the victim of the spell.

If the wizard has more than one missile, he may direct them at one or several targets as desired. Anyone within 5 feet of the path of the missile will suffer 2d6 (save for half) fire damage simply from the heat of the passage of the *shooting star*. The material component is a bit of meteoric iron and a piece of igneous rock.

Alpha's Spectral Hound (Conjuration, Phantasm)

Range: Special
 Components: V, S, M
 Duration: 6 turns per level
 Casting Time: 1 turn
 Area of Effect: Special
 Saving Throw: None
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

This spell brings into being a quasi-real beast appearing as a war dog with black fur, grey ruff and tail, milky grey eyes, and insubstantial paws which make no sound. The creature will have average (8-10) Intelligence and can converse with the wizard in the common tongue. The creature can fight, attacking as a 2+2 HD monster and inflicting 2d4 points of damage per hit. It can, however, affect creatures struck only by magical weapons. The beast itself is AC 0, and can take up to half the wizard's full hit points (rounding up) before being dispelled.

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

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

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

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

Alpha's Star-Powered Magery (Invocation)

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: Special
 Area of Effect: The caster
 Saving Throw: None
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

This spell can only be cast outdoors under a night sky where stars are visible. The spell requires 2 turns to cast for each level of spells the wizard is able to cast (eg., a 12th-level wizard can cast 6 levels of spells, and so would require 12 turns). Upon completion of the spell, the wizard's mind and body are refreshed and restored as though the wizard had rested a full day. 1d3 HP, plus the wizard's Constitution bonus, if any, are restored if the wizard is at less than full health. The power of the spell also allows the wizard to memorise spells in half the usual time, save for 1st-level spells, which may be memorised in a single round. During the lengthy casting of this spell, the wizard is suffused with a pale white glow, and is fully aware of things going on nearby. If the spell is interrupted, either by being struck by an attack or voluntarily by the wizard, then the effect is wasted and the wizard must sleep for spells as usual. The material component is a diamond worth at least 1000 gp.

Alpha's Starshield (Abjuration, Alteration)

Range: 0
 Components: V, S, M
 Duration: 4 rounds + 1 round per level
 Casting Time: 1 round
 Area of Effect: The caster
 Saving Throw: None
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

When this spell is cast, the wizard's body is sheathed in a nearly skin-tight magical screen. This screen has the appearance of a black night sky filled with stars. Whenever a light-related spell of any sort is cast at the creature using the *starshield*, the spell will be harmlessly absorbed and redirected back at the caster of the spell. This includes such spells as *light* (if cast so as to blind), *colour spray*, *sunray*, and *prismatic spray*. An area effect spell where the wizard is the sole target will automatically be reflected in this way. Area effect light spells in which others are also targeted have a chance of being intercepted and redirected by the wizard as above equal to the wizard's chance to negate the spell with a *dispel magic* spell.

The protected wizard will be unaffected by the spell in any event, and if the spell is successfully absorbed, those behind the wizard who would have been in the area of effect are spared the effects of the spell. By making a successful check as if to *dispel magic*, the wizard may attempt to pass through a *prismatic sphere* or a *prismatic wall*. Darkness spells (eg. *darkness*, *15-foot radius*, *Nystul's blackmote*, or the priest's *continual darkness*) will also be reflected, just as light spells are, and the wizard may attempt a saving throw versus death magic each round to attempt to see through any area of magical darkness within normal vision range. If outdoors under the night sky, the wizard can see as if in broad daylight, even through magical areas of darkness; and he will also absorb stellar radiation, regenerating 1 HP per round that the spell is in effect. The material component for this spell is a black sapphire and a star sapphire, both of which must be worth not less than 1000 gp.

Alpha's Wizard Light (Alteration, Evocation)

Range: 10 yards per level
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 1 round
 Area of Effect: 30-foot radius sphere
 Saving Throw: None
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

This spell creates a pearly-white globe of light equivalent to *continual light* (q.v.). Within the area of effect, all shadow and darkness (even of magical origin) is dispelled, and all hidden or invisible creatures or objects are outlined in a pale blue radiance which lasts as long as the *wizard light* itself, even if the object or creature so outlined moves out of the area of effect. Further, all *glyphs of warding*, *symbols*, and other magical writings and wards are revealed, glowing a luminous blue, and the area of effect of such wards is similarly outlined.

This spell does not reveal astral, ethereal, or out-of-phase creatures, nor does it reveal purely mechanical traps and secret doors, although traps or secret doors disguised by or utilising magic will be revealed. A wizard using *duo-dimension* (q.v.) would appear as a thin line of blue radiance in mid air. This spell does not reveal what an illusion is hiding nor the appearance of an invisible creature (except for its outline), but merely reveals its presence and location. Hence, a *cloak of displacement* is useless within the *wizard light*. The light does not set off magical guards, but it does reveal the form of glyphs and such things for possible identification and deactivation. The material component for this spell is a diamond worth at least 500 gp.

And One for Jenny and the Wimp (Abjuration)

Range: 10 yards
 Components: V, S
 Duration: 1 round per level
 Casting Time: 5
 Area of Effect: 3 creatures
 Saving Throw: None
 Author: Unknown

This spell is the same as *boot-to-the-head* (q.v.) except that the target creature, and the two creatures nearest to it (that are within the spell range) each have boots kicking them in the head. Invocation is the same, except that the foot is kicked three times and the caster must say: "boot to the head... and one for Jenny and the wimp".

Animate Ghoul (Necromancy)

Range: 10 yards
 Components: V, S
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell creates a higher form of undead, a ghoul, from the body of any humanoid smaller than an ogre. The body must be reasonably intact, and must have obtained at least fifth level in any class before death. The ghoul usually obeys the commands of its animator, though it is free willed. If the wizard appears weak or vulnerable, the ghoul will turn on him. This is not a common occurrence, as ghouls tend to be cowards. They will not carry out suicidal requests.

Animate Skeletal Warrior (Necromancy)

Range: 10 yards
 Components: V, S, M
 Duration: 1d4 rounds + 1 round per level
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: None
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell animates one or more skeletons to serve the wizard as powerful warriors. A wizard can animate one skeleton warrior per five levels of experience (round all fractions down). These skeletons have the following statistics: MV 12, AC 3, 8 HD, THAC0 13, Number of Attacks 2/1, Damage per attack 1d8 + chill (-1 to-hit, to damage and to saving throws for 1d4 turns, no saving throw, multiple hits are cumulative), they have a magic resistance of 10%, they receive only half damage from slashing or piercing weapons, holy water inflicts 3d4 damage on them, they are immune to *sleep*, *charm*, *fear*, *hold*, and *paralysis*; they receive only half damage from cold and fire; they regenerate 1 hit point per round (even if "killed": only fire and acid damage is permanent), their gaze causes paralysis (saving throw to avoid; duration 2d4 rounds; this ability can be used every three rounds, starting on the third round of combat).

The material components of this spell are human (only) skeletons that are reasonably intact and a drop of blood from the wizard. When the spell's duration ends, the skeletons crumble into dust. Only evil wizards use this spell frequently; others may suffer alignment changes.

Anti-Anti-Magic Shell (Evocation)

Range: 0
 Components: V, S
 Duration: 1 turn per level
 Casting Time: 1
 Area of Effect: 1-foot per level diameter
 Saving Throw: None
 Author: Kenneth C. Jenks <kjenks@gothamcity.jsc.nasa.gov>

This spell prevents the effects of an *anti-magic shell* within its area of effect, provided that this spell is cast prior to the *anti-magic shell*. This spell was researched by Grimbor.

Area Effect Non-Detection (Abjuration, Metamagic)

Range: 10 feet per level
 Components: V, S, M
 Duration: 1 hour per level
 Casting Time: 5
 Area of Effect: 3-foot per level radius sphere
 Saving Throw: Special
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is similar to the 3rd-level *non-detection*, but it affects an area (see above). It can be linked to a creature so that the area of effect moves with the creature. As it is a higher-powered version of *non-detection*, it can be used to protect even from *true seeing* (in a very limited form: if a user of any form of *true seeing* tries to penetrate this form of *non-detection*, the caster of this spell gets a saving throw modified by a -1 for every level of the opposing caster above his own, but he does not gain any bonuses if he is above the opposing caster's level). If this *non-detection* is linked to a creature, it gains the saving throw instead of the caster. If the creature has a magic resistance, it can be used at one quarter (round down) of its usual chance to help protect the linked creature and any others within the sphere from detection of any kind.

The material component is a complete and previously unopened nutshell, which has been completely filled with *fool's gold* created by the *fool's gold* spell (don't use *iron spar*). This nutshell has to be coated in a layer of platinum so that it gives a perfect sphere with no indication as to what it contains. This has to cost no less than 5000 gp. On this sphere, one *non-detection* spell is cast. At this stage it can be used as a material component for this spell.

Auralon's Deflective Plates (Evocation)

Range: 0
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 5
 Area of Effect: The caster
 Saving Throw: None
 Author: Mark A. Robinson <jarvis@eleazar.darthmouth.edu>

Casting of this spell creates up to five glowing, circular plates of force which hang in the air in a 3-foot radius around the wizard. These plates move to deflect magical energies aimed at the wizard of which the latter is aware. The plates are effective against magical rays, beams, bolts and missiles from both spells and magic items. The target of these offensive spells has only a cumulative 15% chance per plate to be protected against totally accurate spells (such as magic missile), but a 19% chance per plate of avoiding magic requiring a to-hit roll (such as lightning bolt).

Upon impact with the plates, the offensive magic is deflected at full strength in a random direction away from the target (roll 1d4 for height: 1 or 2: same height, 3 or 4: up; roll 1d6 for direction relative to the defender: 1: left, 2: left and front, 3: up in front or back at rival wizard, 4: right and front, 5: right, 6: either straight up or is absorbed and destroys a plate). The plates can be brought down by disintegrate or dispel magic, impact with a rod of cancellation or shatter (destroys one plate), or a limited wish or wish. The plates do not protect

against non-magical attacks or magical attacks of a type not listed above.

At the end of the spell's duration, the plates disappear two per round until all are gone. The material components for this spell are tiny disks cut from 50 gp gems, one for each plate to be invoked; the disks are used up in the casting.

Auralon's defective plates is a spell Auralon devised in his spare time while serving under the Mageoclave, and before becoming a member of that group.

Avian Call (Conjuration/Summoning)

Range: 120 yards

Components: V, S, M

Duration: 1 round per level

Casting Time: 5

Area of Effect: Special

Saving Throw: None

Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell is basically similar to *dog call*. The wizard summons 1 HD per level of avians. The creatures summoned can only be used in combat. Only one type of creature can be summoned per casting of this spell: all remainders are lost. None of these creatures can be used as a mount, not even in combat.

Wizard's Level	Summoned Avians
9-11	blood hawk (1 HD), hippogriff (4 HD)
12-14	giant owl, giant eagle
15-17	griffon
18+	wyvern (9 HD), dragonne (9 HD)

The wizard may always choose to summon avians from a lower level. The material component of this spell is a feather.

Azura's Death Shadow (Conjuration/Summoning, Necromancy)

Range: 0

Components: V, S, M

Duration: 1 day per level

Casting Time: 1 round

Area of Effect: Person touched

Saving Throw: None

Author: Jonathon Salazar (The Adept's Spellbook)

Upon casting a *death shadow*, the wizard brings forth a special creature from the elemental plane of shadow. The recipient of the death shadow feels a chilling sensation followed by warmth as it merges with his actual shadow. Thereafter, once a situation occurs where the recipient takes a death stroke of any sort (failing to save versus poison, taking damage from an attack which causes death etc.) the shadow pushes him to a place of safety and takes the death stroke itself, disappearing in a black puff of smoke. The spell may last up to one day per spell level of the wizard before the shadow departs.

Note that the *death shadow* does not provide an instant escape route from certain death (being immersed in acid, falling off a cliff, etc.). It merely takes one death blow which would have normally killed the character, and there must be an immediate place of safety within 10 feet for the shadow to place its host. The material components for this spell are coal, special incense (value 200 gp), and a drop of blood, all of which are burned at the start of casting.

Azura's Soul Whip (Evocation, Necromancy)

Range: 20 yards

Components: V, S, M

Duration: 1 round per 2 levels

Casting Time: 5

Area of Effect: Special

Saving Throw: None

Author: Jonathon Salazar (The Adept's Spellbook)

When the wizard casts the *soul whip*, he creates a shimmering ebony tendril which lashes out at one specific creature within 20 feet. A to-hit roll is necessary, but the whip strikes once per round as a monster of the wizard's Hit Dice, and on an unmodified roll of 20, the whip entangles its victim for 1d4+1 rounds (no to-hit needed during that time). Whenever the weapon touches its target, it inflicts 1d8+3 damage points, and these points are immediately gained by the spell wizard and heals any damage previously incurred. If the wizard's hit points rise above maximum normal hit points, then the extra points will remain for only 1 turn. The material component is a small leather whip.

Ball of Iron (Evocation)

Range: 5 yards per level

Components: V, S, M

Duration: Permanent

Casting Time: 5

Area of Effect: 1-foot radius per level sphere

Saving Throw: ½

Author: Joe Colleran <jnc4p@uva.pcmail.virginia.edu>

Ball of iron is a special form of the spell *wall of iron*, useful for offensive combat. Any spellcaster who has *wall of iron* can cast *ball of iron* and vice versa. The spell does 1d10 points of damage for every two levels of the spellcaster, rounded down, to anything hit by it (i.e.: 5d10 at tenth, 6d10 at thirteenth, etc.). Further, if the saving throw is failed, there is a percentage chance equal to 10 plus the Armour Class of the target that a limb (i.e.: an arm or leg, not the head) is crushed under the ball and rendered useless. Huge and gargantuan creatures (12 feet or higher) are immune to limb crushing. For purposes of breaking down portals, the ball strikes with a force equal to 25 Strength. Moving the ball (not lifting it) also requires 25 Strength. The ball does siege damage (see the *AD&D Battlesystem*) equal to a heavy catapult or a boulder thrown by a storm giant, whichever is greater.

Blade Dance (Enchantment)

Range: 30 yards

Components: V, S, M

Duration: 1 round

Casting Time: 4

Area of Effect: One weapon

Saving Throw: None

Author: Jason Riek (Karaieih) <jriek@shs.mv.com>

The caster can enchant one weapon, which will attack by itself on the round following the casting. The weapon will attack once for every level of the caster, using attack rolls of a fighter of half his level, doing normal damage, attacking whomever the wizard chooses. The weapon attacks once on initiative 0, once on initiative 1, etc. until it has used up all of its attacks. The wizard can act normally on the round the weapon is attacking. The material component of this spell is a small platinum dagger of at least 500 gp value.

Blades of Fury (Illusion/Phantasm)

Range: 30 feet
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 6
 Area of Effect: Special
 Saving Throw: Special
 Author: Ally's Spellbook <knudsenm@wpsmtp.ohsu.edu>

This spell brings into being illusionary longswords that strike creatures designated by the caster. One sword per three levels is created and may be divided among targets as the caster wishes. Note that it takes a round of concentration to redirect swords to a new target but any or all swords may be redirected in that single round.

Each sword does damage as a *magic missile*. Every current target creature is allowed a saving throw, and if the saving throw succeeds, it takes no damage from the sword. Creatures believing the illusion cannot successfully cast spells requiring semantic components. The material component of this spell is a 2 foot long, finely crafted longsword.

Blizzard (Evocation)

Range: 10 yards per level
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 5
 Area of Effect: 5-foot per level radius area (100-foot maximum)
 Saving Throw: Special
 Author: Unknown

This spell causes a blizzard to hit the area of effect, resulting in the following: movement rate is cut in half due to drifts and wind, no missile fire or flying due to wind, and all normal flames are extinguished. This will negate a heat metal spell, and affects magical fires as if they had been hit with a *dispel magic*. There are no saving throws versus these effects.

In addition, great chunks of ice and snow fall within the area of effect, causing 3d12 points of damage per round to anyone caught inside. A successful saving throw versus spell reduces this damage to half the normal amount. The material components required for this spell are five acorns and any semi-precious gem worth at least 100 gp.

Bone Splinter (Evocation)

Range: 0
 Components: V, S, M
 Duration: 1 round per 5 levels
 Casting Time: 5
 Area of Effect: Creature touched
 Saving Throw: Special
 Author: Allan J. Mikkola <allanm@vulcan.med.ge.com>

Once this spell is cast, it will affect a single target that must be hit in melee by the wizard. The target will suffer a minor bone fracture when affected by this spell. If the wizard misses, additional attacks may be made in following rounds, as long as the spell duration allows. The spell ends when a hit is scored, or when the duration expires, whichever comes first.

The wizard uses his normal THAC0 with a +1 to-hit bonus, but must make a called shot (see the *Complete Fighter's Handbook* for details) to one of the hit locations listed below; the appropriate to-hit modifier must be applied to the combat roll. Normal attacks are not considered accurate enough to do any real damage with this spell.

The possible hit locations, along with their combat modifier, restrictions, and effects are as follows:

Place	Modif.	To-Hit Effects
head	-8	minor skull fracture: 2d8 points of damage (save versus spell for half damage).

arm*	-4	minor broken arm: -2 to Strength and Dexterity when using this arm; -2 to-hit, or shield worthless 50% of the time.
leg*	-4	minor broken leg: -2 to Dexterity when using this leg (i.e., defensive adjustment); movement rate is at three quarters normal.
ribs	-4	cracked rib: loss of 1d4 Constitution points and suffer 1d6 points of damage (no saving throw).
spine**	-8	cracked vertebrae: save versus spell or become paralysed for 2d10 rounds.
pelvis	-4	minor hip fracture: -4 to Dexterity when using legs; movement rate is at half normal.

* If attacking from the side, only the nearest appendage may be targeted.

** The spine may only be targeted if attacking from the rear.

Multiple hits inflict cumulative damage. A *cure serious wounds* will heal one of these effects, but will not heal any associated hit point loss (another cure spell is required to do so). A *cure critical wounds* will heal two effects, and a *heal* will fully restore the victim (unless dead).

The material components for this spell are a bit of bone and a small metal hammer, both of which are consumed when the spell is cast.

Author's note: the requirement for called shots is simply for convenience; if the DM wishes to compile a hit location chart, then normal attacks may be used in addition to called shots.

Cantrip Permanency (All)

Range: 0
 Components: V, S
 Duration: Special
 Casting Time: 1 hour
 Area of Effect: Object touched
 Saving Throw: None
 Author: Unknown

Unlike the 8th-level *permanency*, *cantrip permanency* must be cast on an object to be effective. The object must be appropriate to the cantrip — eg. a cloth for *polish*, a paintbrush for *colour*, a salt cellar for *salt*. When complete, the duration of the cantrip (or the number of times it may be invoked) is increased dramatically. There are two ways the spell may be used.

Method 1: 1. *cantrip*, 2. *cantrip permanency*.

Method 2: 1. *enchant an item*, 2. *cantrip*, 3. *cantrip permanency*.

If method 1 is used, the duration of the cantrip is increased to 1d8+4 months. In the second case, the cantrip is completely permanent. If the cantrip is one that does not have a duration per se (eg. *clean*, *exterminate*, *polish*), then the power of the cantrip may be invoked from the item a maximum of once per hour.

Chaos Magic (Alteration, Wild Magic)

Range: 5 feet per level
 Components: V, S, M
 Duration: Permanent
 Casting Time: 5
 Area of Effect: 1-foot per level radius
 Saving Throw: None
 Author: Allan J. Mikkola <allanm@vulcan.med.ge.com>

This spell creates a sphere that has all the properties of a Forgotten Realms wild magic area (see the *Forgotten Realms Adventures* for details). The area of *chaos magic* is permanent until destroyed (it may only be destroyed as per a wild magic area). The sphere of *chaos magic* is non-mobile.

The material component for this spell is a pint of blood from any chaotic magic using creature. The blood is consumed when the spell is cast.

Charm Man III (Enchantment/Charm)

Range: 16 feet
 Components: V, S
 Duration: 1d8+4 turns
 Casting Time: 1
 Area of Effect: 1d8 men per level of 5 HD or less
 Saving Throw: Special
 Author: John Daniel <c548285@umcvmc.missouri.edu>

Except as noted, this spell is the same as the 1st-level spell *charm man I*. If a successful saving throw is made by a group's leader, the effects of this spell are reduced to those of the 3rd-level spell *charm man II* (make another saving throw for the leader). If a leader of a group fails his saving throw, the spell works on him, but all other members of the group still get to make a personal saving throw to negate the effects.

Chelymber's Improved Non-Detection (Abjuration)

Range: 0
 Components: V, S
 Duration: 2 turns + 1 round per 3 levels
 Casting Time: 4
 Area of Effect: One 20×20×20 foot cube or one creature
 Saving Throw: None
 Author: Chelymber

This spell will, basically, stop all divination magic below that of *true seeing* from working properly. It will also stop all "detect ..." -spells of lesser level than *true seeing* from operating properly. This spell will even stop detection through magical items like a *robe of eyes* or a *ring of invisibility detection*, or through innate abilities that perform similar magic to that of "detect ..." -spells lower than *true seeing*, and the like.

Cloud of Intoxication (Alteration, Evocation)

Range: 10 yards
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 5
 Area of Effect: One 16-foot cube
 Saving Throw: None
 Author: Ronald Jones (Greymoon) <jonesrd@sjsvm1.bitnet>

This spell is similar to the spell *cloudkill* of the same level. This spell will create a large rose and white flowing and churning cloud. The cloud will move away from the caster at a rate of 10 feet per round, rolling along the ground in the direction originally dictated by the caster. A wind might change the direction of the cloud. A strong wind will disperse the cloud in two or three rounds. A very strong wind will disperse the cloud immediately. Heavy vegetation will slow the cloud to one half speed and cause it to disperse after two rounds.

All creatures enveloped by the cloud must be compared with the caster according to their Hit Dice or level to determine the effect the cloud has on the creature or character. A creature with 3+1 HD will immediately become greatly intoxicated. All creatures from 4+1 to 6+1 HD will become moderately intoxicated and all creatures of 7+1 and greater Hit Dice will become slightly intoxicated. Any creature over 11+1 HD or higher must save versus poison to avoid becoming slightly intoxicated. Each round spent in the cloud increases the chance of high and medium Hit Dice creatures to become more intoxicated and greatly intoxicated creatures to become comatose. For each round spent in the cloud a creature must save versus poison or reach the next higher level of intoxication. For each round beyond four spent in the cloud, any creature or character must save at a cumulative -1 per round. There are no racial or weight modifiers for to this spell (see the *Net Alcohol Guide* for more information; it is recommended that DMs use the optional *drunk disposition rule* for cases of great intoxication).

The effects of this spell are such that it will extend the time needed to recover from a state of intoxication. For someone who became comatose add 5 hours to the recovery time. For great intoxication add 4 hours. For moderate intoxication add 3 hours and for slight intoxication add 2 hours to the recovery time. Using stimulants to speed recovery is reduced by one half effectiveness unless magical stimulants are used. The spell also extends the time needed to recover from a hangover by 1d4 hours.

The material components for this spell are some dried grape skins from an exceptional vintage or a sprinkling of the best hops.

Cobaltas's Thunderclap (Evocation)

Range: 0
 Components: S
 Duration: Instantaneous
 Casting Time: 2
 Area of Effect: 20-foot radius half circle
 Saving Throw: Special
 Author: Bladehawk <igacork@irtcork.bitnet>

To cast this spell, the wizard raises his hands above his head, spread wide. He then brings them down and in to meet with a tremendous clap. This affects all within 20 feet and in front of his as a *thunderflash* (q.v.) but deafens, and does not blind (spellcasters have a 20% chance to miscast spells with a verbal component), and dispels *silence*, not *darkness*.

Cobaltas's Thunderflash (Evocation)

Range: 0
 Components: S
 Duration: Instantaneous
 Casting Time: 2
 Area of Effect: 20-foot radius half circle
 Saving Throw: Special
 Author: Bladehawk <igacork@irtcork.bitnet>

To cast this spell, the wizard raises both hands above his head, crossed at the wrist. He then brings them down and out in a slashing motion. As his hands part, there is a brilliant flash of light, affecting all within 20 feet and in front of the wizard.

Those affected must save versus spell. All who make their saving throw are stunned and reeling for 1 round, unable to attack, move or cast spells. They are also blinded for 1d6 rounds.

Those who fail must make a second saving throw versus spell. Those who make this saving throw are stunned for 1d6 rounds and blinded for a number of rounds equal to the caster's level. Those who fail again are stunned for a number of rounds equal to the caster's level and permanently blinded.

Any magical *darkness* whose area of affect intersects the thunderflash is instantly dispelled.

Cone of Acid [1] (Evocation)

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

This spell is much like *cone of cold* or *cone of fire [1]* (q.v.), except that it causes acid damage. Damage is 1d4 + 1 per level of the wizard. The material component is one citrus fruit per level of the wizard.

Cone of Acid [2] (Evocation)

Range: 5 feet per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: ½
 Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

This rare spell is identical to *cone of cold*, except that it inflicts acid damage. The material component is a small cone carved from the tooth of a black dragon.

Cone of Electricity (Evocation)

Range: 5 feet per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: ½
 Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

This spell is identical to *cone of cold*, except that it inflicts electrical damage. The material component is a small cone made of magnetite.

Cone of Fire [1] (Evocation)

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

When this spell is cast, it causes a cone-shaped area of fire originating at the wizard's hand and extending outwards in a cone that is half an inch long per level of the wizard. It causes inflammable objects to catch on fire, and great heat in nonflammable objects. Damage is 1d4 + 1 per level of the wizard. For example, a 10th-level wizard would cast a *cone of fire* causing 10d4+10 points of damage. Its material component is a red garnet worth at least 100 gp (cf. *cone of cold*).

Cone of Fire [2] (Evocation)

Range: 5 feet per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: ½
 Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

This spell is identical to *cone of cold*, except that it creates a cone of magical fire. The material component is a small cone made of coal or brimstone.

Cone of Force (Evocation)

Range: 5 feet per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: ½
 Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

This spell is identical to *cone of cold*, except that it inflicts damage with a *magic missile*-like force. The material component is a small cone made of diamond (it need not be of premium quality, i.e., 10d4 gp apiece is typical).

Cone of Heat (Evocation)

Range: 5 feet per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: ½
 Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

This spell is a variant of *cone of fire*. Instead of creating fire, the cone consists of raw heat. The material component is a small cone made of coal or brimstone.

Cone of Steam (Evocation)

Range: 5 feet per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: ½
 Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

This spell is identical to *cone of cold*, except that it inflicts damage with superheated steam. The material component is a small cone made of salt from boiled seawater.

Conjure Drink V (Conjuration/Summoning)

Range: 10 feet
 Components: S
 Duration: Permanent
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell conjures spirits, the quantity being determined by the caster's level. This spell will conjure beer or ale, in a quantity of one tun per 5 levels. The components are only the desire to have the desired drink in the container in hand and a snap of the fingers of the other hand.

Conjure Fire Ball (Conjuration)

Range: 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 7
 Area of Effect: 20-foot radius sphere
 Saving Throw: ½
 Author: Todd O. Howard <toh@clark.net>

In effect, this spell is very similar to the 3rd-level *fireball*. However, this spell produces the flames by opening a direct channel to the plane of fire, allowing the flames from that plane to intrude upon the

plane that the caster is on and restricting them to a spherical area. The damage done by this spell is 1d6 per caster level, up to 10d6. For level of the caster above tenth, two points of damage are added. The conjured nature of this fire negates any magic resistance for creatures within the area of effect, since the flames aren't magical. The material component for this spell is a bit of volcanic rock.

Conjure Greater Radiance Quasi-Elemental

(Conjuration/Summoning)

Range: 30 yards
 Components: V, S
 Duration: 1 turn + 1 round per level
 Casting Time: 5 rounds
 Area of Effect: Special
 Saving Throw: Special
 Author: François Menneteau <mennetea@acri.fr>

This spell is similar to the 3th-level *conjure lesser radiance quasi-elemental*, except that a greater quasi-elemental is summoned (see the table below), and the caster does not need to control it.

D100 Roll	Creature
1-65	One 8 HD greater quasi-elemental
66-85	One 12 HD greater quasi-elemental
86-95	One 8 HD xag-ya (see the <i>Monster Manual II</i>)
96-00	One 16 HD greater quasi-elemental

Greater Quasi-Elemental

Intelligence: low (5-7)
 Alignment: neutral
 Armour Class: 2
 Movement: flight, 24 (A)
 Hit Dice: 8, 12 or 16
 THAC0: 13, 10 or 8
 Number of attacks: 1
 Damage per attack: 4d6
 Special attacks: see below
 Special defence: needs +2 or better weapon to hit
 Magic resistance: nil
 Size: M (3-foot sphere)
 Moral: champion (15-16)
 XP value: 2000, 6000 or 10,000

A greater radiance quasi-elemental inflicts 4d6 points of energy damage (double damage to creatures directly affected by sunlight), and all within 10 feet must save versus petrification or be -2 to hit from the blinding light. Light and energy attacks do not harm them. Fire and heat do only half normal damage. Cold and water attacks do double damage. *Continual darkness* keeps them at bay.

Continual Fly (Enchantment)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 5
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: Unknown

This spell functions as the 3rd-level *fly* except that the duration applies to time actually spent flying, not time elapsed since the casting of the spell. Eg., you can use half the duration today and the other half tomorrow.

Continual Invisibility (Illusion)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 5
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: Unknown

This spell causes the subject to become invisible, as per the 2nd-level *invisibility*, except that instead of having a duration of 24 hours, it has a duration of 1 turn per level of the wizard of actual use. Eg., if cast at tenth level, the subject could decide to use 50 minutes worth today and the other 50 minutes worth tomorrow. Note that this is not *improved invisibility*, i.e., as soon as the subject makes an attack he becomes visible again. While he can become invisible next round if there is still unused duration in the spell, his opponent can make an attack on him; thus the spell confers no combat advantage after the first round.

Continual Secret Light (Alteration)

Range: 60 yards
 Components: V, M
 Duration: 1 turn per level
 Casting Time: 1
 Area of Effect: 20-foot radius
 Saving Throw: Special
 Author: Niels Ull Jacobson <null@diku.dk>

This spell acts the same compared to *continual light*, as *secret light* does compared to *light*. Preliminary research seems to indicate the spell requires at least an ounce of blood from the wizard.

It also seems that it would be possible to make a magical lantern, whose light would only be visible to the person holding it. The exact process of its manufacture is not very clear, however, and the spell has been reported to fail regularly.

Create Dining Room (Conjuration/Summoning)

Range: 10 feet
 Components: V, S, M
 Duration: 2 hours per level
 Casting Time: 1 turn
 Area of Effect: 50 square feet per level
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell (like the other room spells) creates the interior and supplies of a room (in this case a dining room). It contains a large hardwood table (30 feet square per level), one soft chair per level, one soft header chair for each end of the table, a complete set of tableware per seat (including 6 forks, 6 knives, 6 spoons, a desert spoon, a bread knife, 6 plates, 8 glasses (or mugs), a cloth napkin), one silver covering bowl fitting for each plate, one candlestick per 3 levels (including lit candles burning for the duration of the spell), one flower arrangement per three levels, a white damask table cloth fitting the table perfectly, name cards for each seat (holding names if desired), and some other minor necessities. It does not include food. This spell creates only the interior of the room; it doesn't create the walls, floors, or ceilings.

The material components are a tiny piece of cloth, a tiny piece of silver, a tiny piece of glass (or crockery if mugs are desired), and a tiny piece of wood. As with all other room spells, the spell can be cast with a one turn casting time or with a snap of the fingers; the second version requiring the caster to use the material components during memorisation, adding a full 15 minutes to the normal memorisation time. Again, as with the other room spells, this one cannot be used for combat purposes, nor can anything from it be sold from it.

Dardan's Siccating Parchment (Evocation)

Range: 0
 Components: V, S, M
 Duration: 7 rounds
 Casting Time: Special
 Area of Effect: 30-foot radius
 Saving Throw: Special
 Author: Craig Singsank <singsank@oshkoshw.bitnet>

Dardan's siccating parchment is identical to *Dardan's dehydration* except as noted below. This spell is highly unusual in that it must always be cast from a specially prepared parchment scroll. To begin the process the parchment must be cured by immersion in a vat of alcohol and salt for three days. While the parchment is curing, the wizard must prepare a special ink of dried blood, saliva, and diamond dust (500 gp). When the wizard has completed these two tasks, he may then inscribe the spell onto the scroll in a rite requiring two full days without interruption. Finally, the scroll must be sealed with a paste made of vinegar, clay, and lye.

Anytime after the sealing of the scroll the magic held within can be released by breaking the fragile and brittle seal. When the seal is broken a wave of rapidly expanding concentric rings of chalky beige particles will emanate from the scroll. All creatures in the area of effect except the bearer of the scroll will be effected as if *Dardan's dehydration* were cast upon them.

The rite and components used in casting this spell make the parchment very frail and delicate. Special care must be taken in storing the scroll to prevent the magic from being released accidentally.

Darklight's Concentrated Fire (Alteration, Metamagic)

Range: 20 feet
 Components: S
 Duration: Special
 Casting Time: 1 (but see below)
 Area of Effect: One creature
 Saving Throw: Special
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This Metamagic spell only adds 1 to the previous spell's casting time, with the somatic component consisting of the caster pointing directly at the intended target. This spell brings the full force of an area effect spell to bear upon a single target. Any area effect spell of up to fourth level can be used with this magic. Offensive spells require a saving throw versus breath weapon by the target, and, if successful, the spell does 2 HP of extra damage per die with all ones rolled. If they fail this saving throw, they take the maximum damage for the spell (as cast at the level of the caster). If the spell is not a mere damage spell, but inflicts some other effect, then the target's saving throw versus the effect is lowered by 1 for each equivalent extra target that the spell would normally affect. In no event can this spell be used with a spell that normally affects only a single target, or with an area affect spell over fourth level.

Darklight's Mental Stabilizer (Enchantment)

Range: 0
 Components: V, S
 Duration: Permanent
 Casting Time: 1 hour
 Area of Effect: Creature touched
 Saving Throw: Special
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell can help those afflicted with either natural or magical insanity. The spell will cure one specific insanity if the recipient fails a saving throw versus paralysis (the reason they must fail is that an insane person tends not to want to be sane). If a being is suffering from multiple forms of insanity, it requires multiple castings. However, only one casting can be attempted each week for a specific individual.

Darklight's Mystical Fortitude (Enchantment)

Range: 10 yards
 Components: V, S, M
 Duration: Special
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: None
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell is designed to help magical effects resist a hostile *dispel magic* spell. The fortifying effect will last as long as the magical effect it is cast upon. The material component is a diamond, the size of which determines the potency of the spell, as per the table below:

GP Value	Resistance
100	+5%
250	+10%
500	+15%
1,000	+20%
2,500	+25%
5,000	+30%
10,000	+35%
25,000	+40%
50,000	+45%
100,000	+50%

+50% is the maximum effect that can be achieved.

Darklight's Personal Dispel Shield (Abjuration, Metamagic)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 round
 Area of Effect: One spell
 Saving Throw: None
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell can be emplaced upon any other spell with an area of effect stated as "The caster" (a "personal" spell). It acts to protect the magical effect from hostile or accidental *dispel magic* spells. It adds +50% to the chances of it resisting a *dispel magic*. Note that this does not affect any area effect spell: it only affects those spells which affect the caster only. The shield only lasts as long as the personal spell's normal duration lasts, and can only protect a single personal spell per casting. The material component is a 500 gp diamond.

Darklight's Rubbery Aura (Alteration)

Range: 0
 Components: V, S, M
 Duration: 3 rounds per level
 Casting Time: 6
 Area of Effect: Object or creature touched
 Saving Throw: None
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell causes the wizard to be surrounded by an invisible field of alteration magic, which causes anything he touches to become unnaturally resilient and rubbery. In effect, anything which comes in contact with the wizard becomes as bouncy, stretchable, and rubbery as detailed in the lesser spell *Darklight's rubbery transformation*. However, these things return to normal when they are outside of the wizard's contact. Large objects are only rubbery in a local area around the wizard's touch (a 3-foot radius).

This allows the wizard to bend bars open, bounce on the ground like it was a trampoline, and ignore all purely physical damage. A sword blow flexes into uselessness when it hits the wizard, and is "sprunged" right off his body. See *rubbery transformation* for details.

The material component is the sap of a strange tropical tree.

Darklight's Silent Invisible Spell (Alteration, Metamagic)

Range: 0
 Components: V, S
 Duration: 1 round
 Casting Time: 1 round
 Area of Effect: One spell
 Saving Throw: Negates
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This metamagic spell can affect any one spell of fifth level or lower. It functions to cloak all visible and audible effects of the spell, making it invisible and silent. This has the effect of reducing its damage by 2 per die (but not below 1 point per die), but making it more conducive to stealth. For example, a *fireball* modified by *silent invisible spell* would explode with normal heat, impact, and such, but would be invisible and silent. Note that this does not conceal either the caster or the spell's victims or any sound made by them, only the visible and audible portions of the spell. It adds 5 to the casting time of the other spell, but requires no extra material components. The casting of the other spell must be started within the duration of this spell.

Darklight's Stapling Spikes (Evocation)

Range: 10 yards
 Components: V, S, M
 Duration: Special
 Casting Time: 5
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell conjures several bolts of force to be directed at one large size creature or smaller within range. The victim receives a saving throw versus spell at -2 to escape its effects. Otherwise, they are knocked against the floor by a blast of force (or against a wall if more convenient) and nailed to it by glowing force spikes.

The initial bolt knocks a creature into the best possible surface, but causes no actual damage. The other bolts impale the creature's various limbs (or body, if no limbs are available) to the surface in question, causing 1d3 points per limb. This serves to (painfully) immobilize the target creature, and typically cannot kill it due to the nature of the damage.

The spell lasts for 24 hours or until one of the spikes is removed. A creature may attempt to remove the spikes by itself, but each attempt (a bend bars roll at -25%) causes 2d4 damage to the limb in question regardless of success.

The material component is a small, rusty iron spike.

Darklight's Summoning Hook (Conjuration)

Range: 60 yards
 Components: V, S, M
 Duration: Special
 Casting Time: 5
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell is based on the concept that summoning spells reach across planes to grab likely creatures: it simply targets a creature with an energy that makes that creature lots more likely to be summoned for a short time. The spell's energy only works for 4 rounds, and each round of the spell, the creature targeted has a 3% chance (per level of the caster) to be yanked away by a summoning spell from somewhere else. Typically, summoning spells which are seeking on the plane of the caster are originating from other, parallel dimensions.

The creature remains gone for a number of rounds determined by its level or Hit Dice: the method is to consult the *monster summoning*

spell which corresponds to its power level. The duration listed for that spell is the duration for which they should be gone. There is also a base 5% chance that the creature will never return to that location. If the creature is more powerful than the creatures that can be summoned under the 9th-level *monster summoning VII*, the summoning hook fails.

This spell can also be used as a bizarre way to go adventuring. If the wizard casts the summoning hook on himself, he has the listed chance to be yanked into a strange dimension for a period of time equal to one day per level of the wizard. The reason that the duration functions differently for the caster is that he is voluntarily being summoned. Also, the caster is not summoned strictly by the relevant *monster summoning* spell, but can show up at the beckoning of any summoning-type spell, and his power level may be wildly greater or less than that desired by the otherdimensional wizard doing the summoning. The table below should be consulted for the nature of the summoning which calls the caster if he is picked up by the hook:

D100 Roll Nature of Summoning

01-05	<i>Monster summoning I-III</i> : this will astonish the other wizard and likely prove more than a match for intended opponents.
06-15	<i>Monster summoning IV-VII</i> : possibly weaker than intended and may cause the wizard to be in a bad situation...
16-25	The wizard shows up in response to a "demon summoning" type of spell and is suspected to be a disguised demon.
26-40	The wizard steps through a newly-opened <i>gate</i> .
41-55	<i>Monster summoning</i> appropriate for the wizard's level, if at all possible.
56-65	Summoned by a psionist's <i>psychoportation</i> power.
66-75	Appears in the lab of an experimenting otherdimensional wizard.
76-85	Steps from the surge of an otherdimensional wild mage.
86-99	Falls through a dimensional rift — who knows where?
00	Intentionally summoned ("But who would summon me?").

The material component is a golden grappling hook, no more than 3 inches long, affixed to a bit of phase spider web.

Darklight's Tattoo Item (Alteration)

Range: 0
 Components: V, S
 Duration: Permanent
 Casting Time: 2 turns
 Area of Effect: Object touched
 Saving Throw: None
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell will cause an inanimate object to be transformed into a tattoo on the caster's skin. The object must be touched only at the end of the casting, enabling lit torches or campfires to be tattooed. Large objects will shrink to no more than a 1x1 foot square area. The transformed items remain until the caster "peels" it off and throws it to the ground. While in tattoo form, they appear as full-colour, intricate representations of the item contained within. A dispel magic upon the caster will require each to make a saving throw versus polymorph at the level of the caster. Each one which fails will spring back into original form instantaneously. A caster may have as many tattoos on his body as could reasonably fit. If the caster dies, all the items are immediately released.

Darklight's Weapons Warp (Alteration)

Range: 0
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: None
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell is used to protect the caster from stabbing, slashing, or piercing from hand to hand weapons. It acts by warping space locally so that any hit which would pierce the skin of the wizard is warped to the body of the attacker. Any damage which would have affected the wizard is instead inflicted upon his opponent. This is not at all effective against missile weapons (in this case, the warp has no close opponent to target) or blunt weapons (they do not penetrate the skin sufficiently if at all).

A wizard with this spell often exposes himself to deadly strikes and stands confident as his foes kill themselves. A foe who strikes for the kill at a wizard with this protection automatically takes maximum damage from the weapon, and if they rolled 5 or more than required to hit the wizard, receive a critical hit upon themselves.

The material component is a miniature lead sword which has been bent in half.

Darkray's Blade of Light (Evocation)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

Upon casting this spell, the invoker must join his two hands in front of him, as if he was holding a two-handed sword. He then channels magical energy to form a four feet pole of blue-white light, which springs out of his grasped hands. He can use it silently and he is immune to its effects.

The pole can perform as a magical sword. The caster suffers penalties if not proficient in any sword. Damage is 1d6/1d8. The blade hits with a +3 bonus to attack and +*n* to damage, where *n* equals the number of experience levels beyond fifth. A 10th-level wizard, for example, hits large creatures for 1d8+5 HP plus any Strength bonuses he might have.

The blade cannot cut through solid metal or stone. It has the following abilities, at the caster's mental command:

- Fear, once. All within 10 yards must save versus spell or flee for 1d4 rounds. The caster usually employs this as his first action with the blade.
- Lightning bolt, once. A lightning bolt effect is created but, unlike the spell, the victim must make a Dexterity check to avoid it. Large, huge and gigantic creatures have a penalty of -2, -3, -5. Immobile targets make no check. The bolt inflicts 6d6 HP. The target can be at most 30yd away and in direct visual contact with the caster. The bolt cannot harm any other.
- Swing, once. The caster can swing the blade and thus have a chance to hit every opponent in melee with him. A separate attack roll is required for each one. If fighting a single large creature, the caster can use swing to gain a second attack on it at that round.
- Drain life, once. The caster must announce this before the attack. If he makes a successful roll and in addition to the damage inflicted, the victim is drained for a further 3d4 HP, gained by the caster.
- Vorpal action, twice. The caster must announce this before making the attack roll. If he rolls a 17 or more, the blade acts as *vorpal blade*, slaying a humanoid, human sized, opponent. The two attacks need not be consecutive. On a larger creature this attack gives +2 to the attack and damage.

Undead take half damage from the blade and are not affected by drain life and fear effects. All special powers can be used simultaneously with a normal attack, except for lightning bolt.

The caster can combine the drain or vorpal attacks with the swing action. A vorpal action can only be used once during the whole spell if combined with swing. If the caster is hastened, he can double the number of his attacks but each special power lasts for a single attack.

The main disadvantage of this spell is that the wizard cannot cast spells that require somatic or material components, as the two hands are firmly grasped to each other. Another problem is that each time the caster uses a special power of the blade, he temporarily loses 1 HP, needed to feed the blade (a combined action needs 2 HP). This damage occurs at the end of the round and can be healed normally.

Because the caster cannot loose his hands and deform the blade, he gains the following benefit: if he is caught in a bear hug or similar attack from any creature, he gains a free attack with the blade at the time of the hug. Furthermore, if the attacker is in front of him, the caster can attack and succeed automatically, inflicting double damage every round. The wizard can still use any remaining special powers of the blade, except swing.

The spell ends if the wizard loses control of his hands (including charm, possession etc.), a successful *dispel magic* is cast upon him, if he casts a *limited wish* or similar magic or if he enters a dead magic area (for example, an *anti-magic shell*, a *dispelling screen*, etc.). Note that the caster cannot end the spell at will. He is free to cast it as if he were in a lower level than he actually is, though, with the appropriate THAC0, damage, etc.

The material component is a hair of the caster.

Darkray's Confirmed Pact (Divination)

Range: Special
 Components: V, S, M
 Duration: 2 weeks per level
 Casting Time: 1 turn
 Area of Effect: 2 creatures on the same plane
 Saving Throw: None
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

This spell is cast on two creatures that have just reached an agreement of any sort. The wizard may be one of them. Both subjects must be willing to be affected by the spell or else it fails in an obvious way.

The casting requires the donation of a personal item, worth about 1 gp, from each of the subjects. The items do not vanish and the subjects may get them back after the spell ends. The spell also requires a gem of any sort, the *core gem*, of at least 500 gp value. This lasts until the spell ends and then turns to ash.

The items and the *core gem* must be placed in a small obsidian case. This is sealed during the casting with 3 HP of blood from each of the subjects; these can only be healed naturally. The case can have other protections.

For the duration of the spell the wizard will be instantly aware if either member of the pact breaks it, that is, if one or both subjects have acted against the agreement they have made. The caster also learns if this action was made willingly or not (i.e.: if under a charm or the like).

The spell deals with the spirit and not the letter of the agreement. For example, the wizard will be informed if one of the subjects coats his weapon with poison in order to strike his partner, even though no actual attack takes place.

The spell does not in any way hinder the actions of the subjects. Further, the wizard only learns if the pact is broken, and nothing more. The spell does not in any way give him the ability to communicate with the subjects or inform them, for example.

The spell normally lasts for two weeks per level of the caster. During that time, the wizard will be informed every time a subject acts against the pact. If both subjects decide willingly to break their pact, the spell ends and the wizard is informed about it. It is possible to cast more of such spells for the same pact but each requires a new *core gem* and a new blood sacrifice.

Dispel magic must be successfully cast on the *core gem* to end the spell.

Darkray's Defiler Tracer (Divination)

Range: 60 yards
 Components: V, S, M
 Duration: 1 day per level
 Casting Time: 1 turn
 Area of Effect: One-mile radius
 Saving Throw: Special
 Author: Dimitris Xanthakis <dxanth@leon.nr cps.ariadne-t.gr>

To cast this spell, the wizard needs to have some defiler ash. As long as the spell remains in effect, the caster will be automatically warned whenever that particular defiler is within a radius of one mile. Furthermore, if the defiler is closer than 300 yards, the caster can receive a mental image of his location, if the defiler fails a saving throw versus spell. Even if the saving throw succeeds, the caster will know the exact direction and distance if the defiler remains within 300 yards.

This spell can be blocked by lead or other divination-protective means. The material component is some defiler ash, which vanishes at the end of the casting. One can cast this spell many times to track a specific defiler, as long as one has some ash available.

Darkray's Draining Tendrils (Evocation, Necromancy)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 5
 Area of Effect: 5-foot per level radius
 Saving Throw: Special
 Author: Dimitris Xanthakis <dxanth@leon.nr cps.ariadne-t.gr>

Upon casting this spell, the staff of the wizard is covered with a number of bright energy tendrils. These can then arc to any creatures in the area of effect, draining their life energy throughout the caster and emitting it as visible light from the staff.

Any creature within range is subject to attack from the tendrils and must save versus spell to avoid being hit. Once a tendril hits, it remains wrapped until the spell expires or the target dies. The spell creates one tendril per level above 8th.

If the target saves, he can act freely that round but is subject to attack the next round if within range. In any case, he can be wrapped by a single tendril only. The caster chooses the creatures to attack but can only make one attack per target per round.

The drain begins the round following a successful wrap. For each of the caster's levels of experience, one hit point is drained from every creature wrapped and emitted as light from the staff. The more hit points drained the more intense is the light. A victim can act with no penalties except that it is unable to leave the area of effect.

The caster can let the spell last for as long as he wishes, but he must touch the staff and concentrate during all this time, and cannot even talk. The process is very tiresome and at the end of the spell the caster loses two points of Constitution and one point of Strength. One day of complete, shaded rest restores one point of each ability. If the wizard casts the spell more than once per day, he suffers a cumulative -3 Constitution, -2 Strength each time.

The material component of the spell is the staff. This must have a number of steel nails on it, at least one nail per tendril to be released. Such a nail costs about one gold piece. On the head of each nail a miniature skull must be engraved. The staff is not consumed in the casting.

Darkray's Hiding Mantle (Abjuration, Evocation)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 5
 Area of Effect: The caster
 Saving Throw: None
 Author: Dimitris Xanthakis <dxanth@leon.nr cps.ariadne-t.gr>

Upon casting this spell, a special aura surrounds the caster. The aura can change colours and patterns, completely matching those of the environment. The match is automatic for as long as the caster wishes. When surrounded by this aura he is 95% undetectable in all but the brightest of areas. He makes no noise and has no smell.

If the caster attacks or casts an offensive spell, he becomes visible for an instant; creatures that watch carefully can see him but in the next round he becomes hidden once again. He can make almost any other action and remain hidden inside the protective aura. Powder, sand and other similar materials thrown onto the caster while his aura is active makes his shape visible for that round. In the next round he becomes hidden once again. Note that the aura is considered "on" during all this time.

The caster can switch the aura on and off any number of times within the spell's duration, each change requiring but a moment. With each change, small, harmless arcs of lightning engulf his body.

The duration of the aura remaining active is five rounds per level of the caster. This is not the duration of the spell. The wizard can turn off the aura, go to sleep and use the remaining time next morning. Seven days is the absolute maximum, however. Beyond this, any remaining time is lost.

The caster is subject to magical or psionic detection. *Detect invisibility* and *true seeing*, as well as the psionic devotion *life detection*, can locate the actual position of the caster.

The material component of this spell is a 100 gp gem.

Darkray's Mail of Power (Abjuration, Evocation)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 round
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Dimitris Xanthakis <dxanth@leon.nr cps.ariadne-t.gr>

With this spell a wizard can lower the Armour Class of a creature to 3. The effects are not cumulative with other protection (one cannot improve his Armour Class to better than 3 through the use of this spell), but Dexterity bonuses still apply.

For each level of the caster, the mail absorbs 2 points of damage that would normally hit AC 3 but with no protection against magical weapons or attacks. When it has absorbed the maximum damage, it vanishes. It does not hinder movement, it is weightless and does not interfere with spellcasting. The material component is a piece of rock. Note: this spell is a better version of *invisible mail* (3rd).

Darkray's Minor Wish (Conjuration, Invocation)

Range: Special
 Components: V
 Duration: Special
 Casting Time: Special
 Area of Effect: Special
 Saving Throw: Special
 Author: Dimitris Xanthakis <dxanth@leon.nr cps.ariadne-t.gr>

This is a weak version of the *wish* spell. It is used to alter reality in minor ways. The general rules for wishes apply to this spell as well. As it is significantly weaker than actual wishes, the exact terminology during the casting is not very important. The DM, of course, can interpret it as he sees fit.

A list of what the spell can do follows. In braces are some of the side effects that may occur:

- Restore to life any creature that died in the previous hour. The subject is restored at exactly 1 HP, with a system shock roll required. This revival lasts for one turn plus 1d4rd. At the end of this period the subject "dies" again. The revival does not count as an actual one, since there is no way to keep the creature alive after the duration expires (without more powerful magic, that is). So, no system shock or Constitution change follow. If another dead creature exists around, it is animated and attacks the caster.
- Create items for the caster but these are not permanent; they last for a variable amount of time, depending on the substance. Items could be easily identified as fakes, if they were especially precious or of good quality.
- Heal 1d8+4 points of damage on the caster or others (caster loses 1d2 HP).
- Inflict 1d4+8 points of damage to a creature (save for half) (as above).
- Raise an ability for 1d4+1 rounds (another is diminished).
- Destroy a creature of 4 HD or less, if it fails a saving throw versus death magic; the creature must be within eyeshot from the caster (caster loses 1d4 HP).
- Duplicate the effects of any spell of fifth level or less that the wizard can normally cast. For example, an invoker cannot use this spell to cast a spell belonging to the Conjuration/Summoning school. The wizard must know of the spell, however, even if he does not have it in his spellbooks (the decision is left to the DM as to whether the caster knows of a spell or not; 1st- and 2nd-level spells are considered common knowledge). The spell does not function as would normally be expected; range, duration, etc., may be different.

The casting of a minor wish does not normally age the character as the stronger wishes do. However, if it is cast more than once per day, there is a base chance of 60% plus 10% for each additional minor wish that one of the following happens:

D6 Roll	Result
1	Caster suffers 3d4 points of damage which can only be healed by resting
2	Caster cannot use magic of any sort for a whole day
3	Caster's Strength reduced to 6, one week of complete bed rest required
4	Caster ages one year
5	Caster's Strength, Dexterity, and Constitution drop to 6, recovering one point per hour resting
6	Caster loses one Constitution point permanently

The wizard still states a full *wish*, when casting this spell. In line with the *limited wish*, only the result indicates that the spell was actually a *minor wish*, instead of a normal one.

Darkray's Preserving Box (Alteration)

Range: 10 feet
 Components: V, S, M
 Duration: 1 week per level
 Casting Time: 1 turn
 Area of Effect: One up to 2x1x1 feet box
 Saving Throw: None
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

With this spell, the wizard can preserve an amount of non-living material for the duration of the spell. It must lie within a normal, non-magical box that fits entirely within the area of effect. The box has no special resistance but magical or normal wards or traps can be freely placed on it.

After the casting, the contents will enter a state of suspended animation and time will not affect them: fruits never rot, food remains fresh, etc. The box becomes sealed and outside conditions do not affect the interior.

Even the caster cannot open the box without ending the spell. The box will hold its contents intact for one week per level of the caster.

The contents can then be placed into another box and the spell cast again or the wizard can cast the spell again before the duration ends, practically preserving the contents for an undefined period of time.

The material component is a normal box, which is not consumed, and a gold coin that melts and seals the box, vanishing after the duration expires.

Darkray's Strength of Life (Necromancy)

Range: 0
 Components: V, S
 Duration: 1 turn + 1 round per level
 Casting Time: 5
 Area of Effect: The caster
 Saving Throw: None
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

With this spell, the caster can alter his Strength to any value between 6 and 25 inclusive, but greater than his current Strength. In order to do so, he must sacrifice (at the beginning of the casting) a number of hit points equal to difference between his current Strength and the Strength he wants.

While under the influence of the spell, the caster gains almost all benefits from the altered Strength. He does not gain any extra attacks, though.

Darkray's Transformation (Alteration, Evocation)

Range: 0
 Components: V, S
 Duration: 3d6 hours
 Casting Time: 1
 Area of Effect: The caster
 Saving Throw: None
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

When the caster utters this spell, his whole body and gear explode in a mass of bluish sparks. These disperse in all directions, touching items or even living creatures, without causing any harm. They jump from one thing to another in a mad dance for 1d4 rounds, seemingly fleeing in all directions. During this time it is possible to dispel the magic; success indicates the wizard reappears again near the position of a random spark. The sparks then flee. They occasionally pop up here and there but dispelling some of them does not affect the spell. The consciousness of the wizard lives inside them and he can even pick up images from where they travel.

After 3d6 hours, the sparks will all gather together in a random position within a mile from the place of the casting. This second place will be as safe as possible, that is it will not be in the middle of a lake or a hostile camp. If no such place exists, for example when in the middle of the Sea of Silt, the sparks will reunite in the original spot, safe or not. The reunion of the sparks will cause the wizard to reform, in the same condition as that he was in during the casting. The DM may give the player some images his character popped up during the spell, always from within a one-mile radius from the original casting place. After the initial 1d4 rounds, the sparks can only be reunited when the spell expires or with a *limited wish* or similar magic.

Deflect Normal Weapon Attacks (Abjuration)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 5
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Unknown

When cast, this spell creates an invisible, mobile forcefield around the recipient. This barrier has an Armour Class of 4 and a number of hit points equal to 5 times the wizard's level. All non-magical melee

Wizard Spells (5th level)

and missile attacks made on the recipient, are directed against the shell instead. Damage from such attacks will not harm the recipient until the wall is destroyed. This spell has no effect on any magical attacks, which inflict full damage on the barrier and the recipient.

If an attack hits the barrier, the protected creature must make a saving throw versus spell. If this saving throw fails, damage is rolled normally against the forcefield (if the damage inflicted equals or exceeds the remaining hit point total of the wall, it is destroyed, but any excess damage does not affect the recipient at this time). If the saving throw is successful, the attack is deflected away harmlessly.

If an attack fails to score a hit on the barrier (i.e., misses AC 4), the attack is reflected back at the attacker; the attacker must then make normal attack and damage rolls against himself. The material component for this spell is a powdered black opal which is consumed with the casting.

Detect Spell (Divination)

Range: 0

Components: V, S

Duration: 1 round per level

Casting Time: 1 turn

Area of Effect: 30-yard radius

Saving Throw: None

Author: Geoffrey Edward Fagan <gefagan@uokmax.ecn.uoknor.edu>

Spell casting leaves a magical residue in the surrounding area which this spell is designed to detect. When the spell is cast, the wizard can examine any spell that was cast in this area up to a limit of one week in the past per level of the wizard.

One spell can be examined per round, with the spells being detected in reverse chronological order. The information obtained about the spell is as follows:

- When cast
- School of magic
- Location and area of effect
- Relative level of the spell
- Casting time and duration
- Relative level of the wizard
- Means of casting

Possible means of casting include from memory, from a scroll, and from a natural power.

If the wizard needs to examine spells farther back in the past, then the spell can be repeated within one day, and the wizard can pick up where he left off.

Dheryth's Stone Integrity (Abjuration)

Reversible

Range: 10 yards per level

Components: V, S

Duration: 1 year

Casting Time: 1 turn

Area of Effect: One 20-foot cube per level

Saving Throw: None

Author: Jim Gitzlaff <gitzlaff@uxa.cso.uiuc.edu>

This spell, cast upon a volume of rock, prevents the correct operation of *transmute rock to mud* spell in the following way:

1. If the caster of *stone integrity* is of higher level than the caster of *transmute rock to mud*, the latter spell automatically fails.

2. If the caster of *transmute rock to mud* is of a level equal to or higher than the caster of *stone integrity*, the former spell has a chance of correctly operating equal to 10% plus 10% per level that the former wizard is higher than the latter. Even if *transmute rock to mud* works, its area of effect is reduced to a percentage equal to its chance of working. For instance, if *transmute rock to mud* has only a 30% chance to work (and does), its area of effect is only 30% of what it should have been.

Stone integrity grants no other bonuses to the rock and may be dispelled. The reverse of this spell is *earth integrity*, and prevents the operation of *transmute mud to rock* in a manner like above.

Dimmable Continual Light (Invocation/Evocation)

Range: 20 feet per level

Components: V, S

Duration: Permanent

Casting Time: 5

Area of Effect: 90-foot radius sphere

Saving Throw: Negates

Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell has the same effects as the 4th-level *dimnable light* spell with the exceptions noted above.

Displacement [2] (Illusion/Phantasm)

Range: 0

Components: V, S, M

Duration: 1 turn + 2 rounds per level

Casting Time: 6

Area of Effect: The caster

Saving Throw: None

Author: Patrick P. Weeks <weeks@studsys.mscc.mu.edu>

This spell causes the casters image to be "displaced" so that the next level/3 attacks miss him entirely. Because of the sheer power of this spell, if the casting is interrupted, the caster must roll his level or lower on 1d20 or be sent to the ethereal plane. The material component for this spell is hide from a displacer beast or the tail of a chameleon.

Double Fly (Alteration)

Range: 0

Components: V, S, M

Duration: 1 turn per level

Casting Time: 5

Area of Effect: Creature touched

Saving Throw: None

Author: Kenneth C. Jenks <kjenks@gothamcity.jsc.nasa.gov>

This spell is identical to the 3rd-level *fly*, except as noted above and for the fact that movement is at a rate of 24. See the *Dungeon Master's Guide*, page 77, for notes on aerial combat.

Doubled Magic Missile (Evocation)

Range: 60 yards + 10 yards per level

Components: V, S

Duration: Special

Casting Time: 5

Area of Effect: One creature

Saving Throw: None

Author: Kenneth C. Jenks <kjenks@gothamcity.jsc.nasa.gov>

This spell is identical to the 1st-level *magic missile*, except as noted above and that one missile is cast per level of the wizard, with no maximum number of missiles imposed on the wizard.

Dreamoore's Greater Eldritch Sphere (Evocation)

Range: 20 yards + 10 yards per level

Components: V, S

Duration: Special

Casting Time: 5

Area of Effect: 1-foot diameter sphere

Saving Throw: None

Author: Jonathon Salazar (The Adept's Spellbook)

This spell is a similar but superior version of the *eldritch sphere*, inflicting 2d6 base damage + 3 points per level of the wizard, up to

a 2d6+30 maximum (eg., a *greater eldritch sphere* cast at tenth level of experience does 32–42 damage points).

Dreamoore's Spellblade (Evocation)

Range: 50 yards
 Components: V, S
 Duration: Special
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: Jonathon Salazar (The Adept's Spellbook)

The *spellblade* is a 1-foot up to 5-foot variable diameter rotating circular blade of force which the wizard mentally commands, and he must concentrate to maintain it (thus any successful attack against the wizard ends the *spellblade*).

There are actually two variants for the spell, and the type must be selected at the start of casting. The first strikes with a +1 to +5 to-hit bonus (corresponding to the blade's diameter) and attacks everything within the designated area of effect. It inflicts 1d10 base damage + 1 damage point per wizard's level. The second version directly attacks *walls of force*, having a 1% cumulative chance per damage point inflicted of bringing down a barrier. It has no effect upon other creatures.

Dust Devil (Alteration)

Range: 30 feet
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 2
 Area of Effect: Special
 Saving Throw: None
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

This spell enables the wizard to conjure a *dust devil*, a weak air elemental, (AC 2, 2d8 HP, MV 18, damage 1d4, magic weapons inflict double damage). The *dust devil* appears as a small whirlwind, fifteen feet tall, five feet in diameter at its base and twice that at its top. It will move as ordered by the wizard but vanishes if ordered more than 30 feet from the wizard or if ordered to attack a native of the plane of elemental air or a creature with magic resistance. It can hold a gaseous cloud at bay, and its winds are sufficient to put out small fires. While skimming along the ground, it will pick up loose particles (if any) and create a dust cloud 30 feet in diameter in which normal vision is obscured, and a wizard caught within the cloud must make a saving throw versus death magic or have their concentration broken. The material component of this spell is a small fan.

Dwarf Golem (Conjuration/Summoning)

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 4 turns
 Area of Effect: Special
 Saving Throw: None
 Author: Unknown

This spell enables the wizard to bring to life a dwarf sized stone golem — which has to be constructed first — with the following statistics:

Stone Dwarf Golem

AC: 2
 Move: 6
 HD: 10
 Hit Points: 45
 Number of Attacks: 2
 Damage: 4–10/4–10

Special Attacks: Hurl Rocks for 2d4 points damage
 Special Defense: None
 Magic resistance: Special
 Alignment: N
 Size: S

This golem is immune to all spells that other stone golems are. It can produce rocks from its body and throw them up to a 30-foot range. It cannot take any other actions in any round in which it decides to do so, however.

The construction time for the golem is 3 months. The golem costs 8000 gp to make, and after casting, the wizard must make a 1d20 roll and add 2 to it. If the score is above his level, the spell fails and a new golem must be constructed. If it is less or equal, the spell succeeds.

Dwarkanath's Limitator (Alteration, Enchantment)

Range: 0
 Components: V, S, M
 Duration: Until dispelled
 Casting Time: 1 turn
 Area of Effect: The caster
 Saving Throw: None
 Author: David E. Brooks Jr. and Elizabeth H. Brooks
 <dbj@central.keywest.mpgn.com>

Dwarkanath's limitator is a highly atypical spell for magic-users as it causes the spell caster to function as a lower level wizard. All magical abilities are affected by this spell: number of spells usable, effectiveness of spells cast, and so forth. Non-magical skills and abilities such as weapon or non-weapon proficiencies, languages spoken and combat abilities are not affected by *Dwarkanath's limitator*.

After the spell is cast, the character immediately begins to function as a lower level spellcaster. All spells previously memorised are not lost, but become inaccessible (except as noted below). For example, if a 10th-level wizard casts this spell to effectively become a 4th-level wizard, he does not forget his 4th- and 5th-level spells, nor the extra 1st-, 2nd- and 3rd-level spells memorised. At the time of casting, the character must announce which spells he is retaining for use and which are being made inaccessible.

In order for the wizard to regain his former abilities, the material component (a diamond of at least 2,000 gp in worth) must be crushed. The diamond need not be in possession of the caster during the course of the spell, but this *is* generally recommended.

During the course of the spell, experience points are accumulated normally. But, the wizard has the option of applying them to his effective level instead of his true level (this must be determined at the time of casting the spell — it cannot be changed mid-stream). If the caster's effective level experience points match or exceed the actual level, *Dwarkanath's limitator* will automatically terminate.

Dwarkanath's limitator has one side effect: If the caster is under the effect of a *polymorph self* before casting the spell, it will last until the termination of *Dwarkanath's limitator*. This can be useful when the magic-user is disguising himself as a lower level character.

The true level of the caster cannot be determined via *determine prowess* (q.v.) or through any divination magic of less than fourth level. *Dispel magic* will not reverse the effects of *Dwarkanath's limitator*, but may cancel the effects of any *polymorph self* in effect. *Restoration* has a 3% chance per level of the priest of terminating *Dwarkanath's limitator*. Also, *wish* can restore the character's actual level, but not a *limited wish*. A *limited wish* can be used, however, to cause the caster to accumulate experience points against the current level if such was not the case originally.

Dwarkanath's Morphous Bolt (Alteration, Evocation)

Range: 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 4
 Area of Effect: One creature
 Saving Throw: ½
 Author: David E. Brooks Jr. and Elizabeth H. Brooks
 <dbj@central.keywest.mpgn.com>

Dwarkanath's morphous bolt is designed for the adventurous wizard that may face any number of unknowns. Specifically, this spell creates a bolt of some material (see below) that is projected at the target creature unerringly. The damage caused by this spell is always the same, regardless of the physical composition of the bolt: 1d8 for every 2 levels of the caster, up to a maximum of 12d8. A saving throw versus death magic reduces the damage by half.

Dwarkanath's morphous bolt can be created with any variety of materials, such as fire, ice, water, acid, stone or any other physical substance allowed by the DM. All that is required by the spell caster is that a sample of the material desired be used as a material component. Note that this must be a physical material, i.e., bolts cannot be created out of magical energy (eg., magic missile).

Creatures hit by *Dwarkanath's morphous bolt* suffer advantages and disadvantages as appropriate for their nature. For instance, a fire giant hit by a bolt of acid would take normal damage, but additional damage from a bolt of ice. Likewise, a red dragon would take reduced damage from a bolt of fire.

Dweomervessel (Alteration, Enchantment)

Range: Special
 Components: V, S, M
 Duration: 1 hour per level
 Casting Time: 1 turn
 Area of Effect: Special
 Saving Throw: None
 Author: Joshua Rosenfeld <emilus@u.washington.edu>

This spell must be cast on a container of some sort, no larger than a wine cask, which has a lid or some other means of being closed up. It takes one turn to cast the spell, preparing the container to receive another spell, of any level below seventh, which must be cast in the following round. If a second spell is not cast immediately, the magic of *dweomervessel* will dissipate. Once the second spell has been cast, the container must be closed immediately, or the second spell will be activated. If the vessel is closed properly, it will effectively trap the magic for a period of time equal to 1 hour per level of the caster. While the vessel is closed, there is a 5% chance per hour (not cumulative) that the magic contained therein will burst the lid or seal of the container and be activated; otherwise, the magic will remain trapped for the duration of the spell or until somebody opens the container. There is a 3% chance per spell level that the magic will not work properly, usually fizzling or causing some minor effect. Spells requiring contact with the spell recipient will only work properly if someone is holding the container when the spell is activated. Area-of-effect spells will be centred on the vessel. Only one *dweomervessel* spell may be cast on a single container at any one time. If two or more such vessels are within 10 feet of each other for an extended amount of time, the magics of the containers will start to clash, and the chance that it will be spontaneously released is increased to 5% per turn. The material components of this spell are a pint of wine, a bar of soap, a powdered emerald of at least 50 gp value, and the container itself.

Elemental Join (Alteration, Elemental, Enchantment/Charm)

Range: 5 yards per level
 Components: V, S
 Duration: 1 turn per level
 Casting Time: 1 round
 Area of Effect: One elemental
 Saving Throw: Special
 Author: Nathan Sugioka <nstudioka@cs.indiana.edu>

With this spell, the wizard physically joins his body with an elemental. A saving throw is possible only if the elemental is not one the wizard has conjured. Once the wizard's body has joined with the elemental, the wizard can use all the abilities of the elemental's body as his own, including Hit Dice, THAC0, damage, movement and invulnerability to non-magic weapons. However, as the wizard's body and any equipment on it are transformed into the appropriate element and joined with the elemental's body, this equipment cannot be used in any way while inside the elemental's body. The only spells that can be cast are those not requiring material components (those components are stuck inside the elemental's body), and even then the elemental must be able to speak (I don't think most can).

The wizard may end the spell at any time. The wizard's body appears anywhere within 10 feet of the elemental. If the elemental is one the wizard has conjured, he may dismiss it at the same time; if not, the elemental is likely to be furious, so the wise wizard will be cautious. Note that both caster and elemental will be confused and disoriented (no action) for 1 round after the separation. The maximum duration in any case is 1 turn per level of the caster.

There are several important things to note about this spell. First, if the elemental's body is slain with the wizard inside, the wizard dies. Second, if the spellcaster is attempting to take over an elemental conjured by another wizard, the elemental gets the saving throw of its conjuring wizard or its own (whichever is better); in either case, there is a +2 bonus (representing the prior claim of control by the conjurer). Third, the new body takes some getting used to; the caster is at -2 to-hit for the first 2 strikes he takes against an opponent.

Elemental Square (Abjuration)

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 turn
 Area of Effect: Special
 Saving Throw: None
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

By means of this spell, the elemental inscribes a square into a circle. Within the square, the wizard is protected from elementals and elemental forces, though it is impossible to cast spells of an elemental nature in order to attack outside the square or bring elemental forces inside the square. The material components for this spell are a vial of water, some dust, and burning incense, that must be placed in three of the four corners of the square. The wizard must blow in the fourth corner to complete the spell.

Embarrassing Fetish (Enchantment)

Range: 10 yards
 Components: V, S, M
 Duration: Special
 Casting Time: 8
 Area of Effect: One creature
 Saving Throw: Special
 Author: Mario R. Borelli <mario.r.borelli.3@nd.edu>

Sage's note: this spell leaves much room for creative spellcasting, but is also very restricted and narrowly defined. Please read with care.

With this spell, the caster can instill in one intelligent creature an erotic fascination with a single kind of object, behaviour (such that the sight, smell, sound, etc.). A sample of that designated kind of

object or behaviour arouses the subject uncontrollably, and such that erotic pleasure or orgasm is impossible without the presence of the fetish object or behaviour.

Some representative examples of fetish objects are red hair, spiked heels, whips, jewelled short swords, oak leaves, artificial limbs or amputees, green tunics, tuna, cheese, sheep, gnomes, gnolls, red dragons' tongues, royal guards in uniform, children, octogenarians, members of one's immediate family, psionicists, rangers, mermaids, lawful neutrals, and Red Wizards of Thay. Some representative examples of fetish behaviours are having small insects and snails crawl all over one's body, inflicting pain on another person, inflicting pain on oneself, being strangled, strangling another person, being bound, binding another person, being charmed or commanded, staging one's own mock execution, and innkeepers' daughters pouring beer down one's chest.

This spell is extremely versatile and may be made as detailed and kinky as desired. Extremely detailed or nearly impossible fetishes, however, may occur so rarely or be so beyond the capacity of the subject to locate or bring about that the spell has little effect on the subject's life than to create enormous sexual frustration. Danger, pride, and personal cost are not, however, enough to dissuade the subject from the fetish once it has been made available.

This spell cannot create a fetish for an individual person or object (*Carolyn Greycloak* or *the Great Ruby of al-Ghasar*, for example). Nor can it, without the aid of another spell, create homosexual desires in a heterosexual, or vice versa.

There is no saving throw per se against the fetish. Rather, upon discovering the fetish, the subject, if strenuously disapproving, is allowed a Wisdom check at -4. A successful check leaves the subject humiliated but thereafter free from the fetish. A new Wisdom check may be attempted once per day, but since fetishes gain strength over time, the check suffers a cumulative penalty of -1 per day. A Wisdom check of 1 is always successful.

The material component of this spell is a sample, highly representative object of the fetish, or an enactment of the fetish behaviour on the part of the spellcaster.

Eyeray (Alteration, Metamagic)

Range: Special
 Components: V, S, M
 Duration: Special
 Casting Time: 1 turn per 4 levels
 Area of Effect: The caster
 Saving Throw: None
 Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

This metamagic spell enhances the effectiveness of all ray-type spells, such as *ray of enfeeblement*, the cold ray version of *Otiluke's freezing sphere*, Sanh's Ray spells, *disintegrate*, *prismatic spray*, etc. The spell causes the energies to radiate from the wizard's eyes instead of his hands (the spell is split into two converging rays). This affords the wizard better control of the spell, as he hits what he sees. As a result, all saving throws against ray-type spells are made at -4. If the wizard has only one eye, the saving throws are at -3.

One ray-type spell can be so affected per 4 levels of the wizard. When casting a ray spell, the wizard must declare whether or not the *eyeray* will be used. The spell is active until all its uses have been exhausted. Only one casting of *eyeray* may be active at a time. The material component is one pair of gems of the same colour as the wizard's eyes per 4 levels of the wizard, and a few of the wizard's eyelashes. The gems must be worth at least 100 gp apiece. If the wizard is missing an eye, only one gem per 4 levels is required.

Falerin's Stolen Ability (Enchantment/Charm)

Range: 0
 Components: V, S, M
 Duration: 1 turn
 Casting Time: 1
 Area of Effect: The caster and one creature
 Saving Throw: Negates
 Author: The Wizard <ier101@psuvm.psu.edu>

This spell allows the caster to steal one ability or proficiency from his opponent. Exactly what ability is taken is determined by the DM. Victims are entitled to saving throw versus spell which negates the effect of the spell. The material component is a drop of blood, drawn in active combat.

Fellstar's Flame Cone (Invocation/Evocation)

Range: Special
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: ½
 Author: Fellstar

This spell creates a cone of fire that streaks from the wizard's hand towards the targets; this cone is 2 feet wide at the point of origin, 25 feet wide at the base, and 10 feet long for every level of the wizard, up to a maximum of 200 feet. Anyone caught inside the cone suffers 4d8 points of damage, plus 1 point per level of the wizard (up to a maximum of 4d8+20); a successful saving throw versus spell reduces the damage by half. Combustible objects must save versus magical fire or be consumed.

The material component for this spell is a handful of red dragon scales that must be tossed in the air when the spell is cast; the scales are consumed with the casting.

Fire Charm (Enchantment/Charm)

Range: 10 feet
 Components: V, S
 Duration: 2 rounds per level
 Casting Time: 1
 Area of Effect: 30-yard radius
 Saving Throw: Negates
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

This spell causes a beautiful, gossamer veil of multi-hued flame to dance around any normal fire larger than a torch flame. All creatures within 30 yards of the fire must save versus spell or become transfixed with the spectacle. While so charmed, creatures are subject to suggestions of twelve or fewer words, saving at -3 for suggestions of average reasonability and suffering this second charm for a full 1d6 rounds per level of wizard. The *fire charm* and suggestions are broken by physical attack. The *fire charm* is also broken by obscurement of the dancing flame.

Firestorm (Invocation/Evocation)

Range: 20 metres per level
 Components: V, S, M
 Duration: 5 seconds
 Casting Time: 5
 Area of Effect: 10-metre radius circle
 Saving Throw: ½
 Author: Unknown

This spell creates a ring of fire which sweeps inwards until within half a second a lake of fire of radius 10 metres per level of the wizard is formed, giving a visual effect similar to the napalm bombing scenes from the Vietnam War. This lasts for a few seconds and does damage

as the 3rd-level *fireball*, but without the damage limit. The material components for this spell are the same as those for *fireball*.

Fist of the Element (Elemental (All), Evocation)

Range: 40 feet + 10 feet per level
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 4
 Area of Effect: 3-foot per level radius sphere
 Saving Throw: None
 Author: The tiger <ma3tcb@sunlab1.bath.ac.uk>

This creates a large fist composed of the chosen element of the caster. The type of element may be any one of the classic four (air, earth, fire, and water) and is chosen at the moment of casting.

The fist attacks any creature the wizard wishes within the area of effect. Its THAC0 is that of a fighter of the same level as the wizard. As long as the wizard is concentrating he may have the fist attack once every round for as many rounds as he has levels. While concentrating he may not cast other spells or be in melee. It is up to the DM's discretion how affected the wizard is by distractions such as arrows and similar such attacks that miss. A suggestion might be 5% per level of retaining concentration, with modifiers if, for example, the wizard was actually struck.

The fist normally inflicts 2d10 points of damage plus a bonus (see the table below), except against creatures that are composed of the opposite element, on which they do 4d10 plus bonus (note that a fire-fist would still do normal damage on a fire-based creature).

Caster's Intelligence	Damage Bonus
1	-4
2	-2
3-5	-1
6-15	0
16-17	+1
18	+2
19-20	+3
21	+4
22	+5
23	+6
24	+7
25	+8

The fist has AC 0 plus a modifier equal to the caster's Dexterity adjustment, and it has a total of 40 HP.

The material component is a fairly large area of the appropriate element and a platinum fist (100 gold) encrusted with gems (200 gold). The fist is fooled by illusions, *invisibility* and *displacement*, for example, though once the wizard is aware of the creature he may make it attack with the appropriate penalties.

For example, a 12th-level wizard, Intelligence 16, Dexterity 15, could cast it 160 feet away, attacking in a 36-foot radius sphere for 12 rounds. The fist attacking with THAC0 9, AC -1, doing 2d10+1 damage.

Flashburn (Alteration, Evocation)

Range: 2 feet + 1 foot per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 2
 Area of Effect: One creature
 Saving Throw: Special
 Author: Roger Terrell <terrell@musky2.muskingum.edu>

This spell causes a stunning burst of fire to explode around the victim. Such is the suddenness of this burst that any creature so struck must make a saving throw versus paralysis or be stunned for 2d6 rounds. While this explosive shock is intense in the extreme, it is also confined so that others even within a couple of feet of the

victim will receive no damage. All items on the person of (or being touched by) the victim must save versus spell or be destroyed.

The individual graced by this spell receives 1d6 (counting all ones as twos) points of damage per level of the wizard. There is no saving throw against the fire effects of this spell unless the creature struck is resistant to fire. In this instance, a saving throw for half damage is applicable. The material component of this spell is a jasper stone worth at least 50 gp.

Flexible Force Field (Evocation)

Range: 10 yards
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: 10 square feet per level
 Saving Throw: Negates
 Author: Unknown

This spell creates an invisible barrier in a space desired by the caster. It cannot stand by itself — all edges of the *flexible force field* have to touch something solid, although if movement later would cause these edges to expand or contract, the field will expand or contract to allow for this to its maximum area of effect (further expansion will dispel the wall). The *flexible force field* can have a living being as part of an edge, but if so that being gets a saving throw versus death magic, success indicating that the field is dispelled. Failure means only that the being is an edge — it does not stop that being from moving around, which could soon cause the collapse of the spell. A *flexible force field* will allow only the following to pass: gas of all forms (including air), creatures able to move under their own volition, objects held or worn by these creatures, and light.

Note that sound will also pass through the field, being transmitted by air. Hence, animate plants, animals, (virtually all) monsters, undead and even insects can move through the field, but water, dirt, molten magma and even spells (except those mentioned below) cannot pass through unaided. A crossbow bolt would stop dead upon hitting the *flexible force field*, whereas a mosquito would fly right through it. The field will generally last until destroyed by a force that could remove a *wall of force*, for example *disintegrate*, *limited wish*, *wish* and the like, as well as by stretching it too far, as discussed above. Otherwise, it will last indefinitely. Note that although spells cannot pass through the field, they might create effects which can. For example, *shout* or *sunburst* will be effective through the field as it transmits sound and light, and summoned creatures will be able to pass through it.

The exact shape of a *flexible force field* is not subject to the whims of the caster — it will form so that the least area is needed to contact all the outside surfaces — like a soap bubble. Being a form of pure magic, the field cannot be coloured or painted to disguise its true form. However, the only clue of its existence is a faint blue glimmer, which is only 40% detectable unless looking for it (in which case this rises to 80%, roll once per round for each searcher). These percentages are halved if the *flexible force field* is at the boundary of substance with a blue colour — for example, underwater, separating an air pocket from the sea. The material component is at least 500 gp worth of powdered diamond (under standard *Player's Handbook* or *Dungeon Master's Guide* prices — this could be less near a diamond mine, or more in a forest community, depending upon the DM). This dust must be sprinkled over at least part of each surface that has to form as an edge for the *flexible force field*. For example, if this was a mouth of a tunnel then dumping the whole lot at the bottom of the mouth would do, whereas the average constructed doorway would need a dab on both sides as well as the top and bottom, being made up of four pieces of wood joined together.

Forcewhip (Evocation)

Range: 10 feet
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: None
 Author: Max Becherer <becherer@sunao.cs.uiuc.edu>

This spell calls into existence a whip-like tendril of force which the wizard grasps and uses to strike foes. The whip inflicts 2d6 HP of damage on a hit. The wizard's effective Strength when using the whip is dictated by his level. Consult the following table for the wizard's effective Strength.

Level	Strength	Level	Strength
9	9	20	18/60
10	10	21	18/90
11	11	22	18/95
12	12	23	18/00
13	13	24	19
14	14	25	20
15	15	26	21
16	16	27	22
17	17	28	23
18	18	29	24
19	18/30	30	25

Beyond thirtieth level, the spell has reached its maximum potential; neither duration nor effective Strength increase. The wizard is treated as a fighter of half his level when casting this spell, and the wizard may cast no other spells while using the whip (though he may prematurely terminate the spell). The material component is a whip made of braided gold and mithril fibre worth at least 200 gp.

Gem Write (Alteration, Enchantment/Charm)

Range: 10 feet per level
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 round per page
 Area of Effect: One gem
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell empowers a gem with the ability to store within its structure written information of any kind — except scroll spells. The gem may store a maximum of five pages of tightly written notes per level or three spell levels per caster level. This written information is strictly non-magically stored within the gem: it is not actually a language or letters but it is encoded in the structure of the gem. This code can only be read by someone who has an active *gem read* spell. This spell, *gem write*, cannot be dispelled later by *dispel magic* nor by an *anti-magic shell* nor any other kind of magic destroying power — unless the structure of the gem is destroyed or significantly altered.

The gem itself is also a limit to how much it can hold. For each 50 gp worth of gem, one page or one spell level may be stored. That means a gem's capacity is determined by the caster's level and by its worth. The material stored inside the gem stays within the gem indefinitely — unless the gem is destroyed.

If a gem is not filled to capacity, there is a chance that if the gem is altered (like cut apart or cut into a different shape), the material may be found within a piece of the gem. The chance is equal to 100% – 1% per percentage actually used (if a 5000 gp gem (up to 100 pages or 100 spell levels) is made by a 14th-level caster (a maximum of 70 pages or 42 spell levels), but filled only to 35 pages or 21 spell levels, then the wizard would have a 50% chance to find the information in one of the pieces of the suddenly smashed gem) – 1% per fragment of the gem (the more fragments, the worse).

The material component is a single gem worth at least 50 gp. This gem has to be untarnished by any flaws. This gem then has to be

rolled into a single *scroll of incomprehensible magic* and another *scroll of reduction*.

Gifrun's Thunderclap (Evocation)

Range: 40 yards + 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 3
 Area of Effect: 4-inch radius sphere
 Saving Throw: ½
 Author: Brendan Knox <bknnox@dialix.oz.au>

This spell opens a small gate to the quasi-elemental plane of vacuum. Within the area of effect, all the air is suddenly eliminated. This does not last long enough to cause asphyxiation, but the resulting rushing of air into the area causes 1d6 damage per level of the caster (up to a maximum of 10d6), regardless of whether or not the victim(s) require air (even undead are affected). The rushing air also causes a massive roar, like a clap of thunder, which will deafen victims for 1d10 rounds. A saving throw is allowed; if successful, reduce damage to half, and the victim is only deafened for 1 round.

The material component for this spell is a small lodestone, encased in a legume.

Globe of Fire (Invocation/Evocation)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 4
 Area of Effect: 2-foot per level radius or less
 Saving Throw: Negates
 Author: Jim <pargwe@morekyp.bitnet>

Globe of fire is a wizard's last line of defense. When cast, a *fireball* goes off, centred on the wizard. However, the caster takes no damage from this *fireball*, and can act as if the fire did no exist (i.e., can see and hear normally). Any creature within 5 foot per level of the caster takes 1d6 damage per level of the caster.

Notice that the actual area of effect is left up to the caster, though the maximum size is 2 foot per level. Also, the spell lasts for a short while, protecting the wizard from physical attacks (i.e., swords, arrows, claws, etc., miss since the wizard is effectively shielded from view), spells (fire based spells add an extra round per damage die, cold base halves the duration, and all other spells are left up to the DM), breath weapons, and gaze attacks. The material component of this spell is a pinch of diamond dust, worth at least 400 gp.

As example, Jasper the mage is in way over his head. While travelling, he was beset by 20 bandits. So, he casts *globe of fire* to keep the attackers at bay. Since he is a 10th-level wizard, a *globe of fire* springs up that is 20 feet in diameter. Anyone caught in the area of effect takes 10d6 damage, taking half if saved.

However, note that Jasper's horse is probably dead.

Greater Aura of Protection (Evocation)

Range: 0
 Components: V, S
 Duration: 1 turn per level
 Casting Time: 5
 Area of Effect: The caster
 Saving Throw: None
 Author: François Menneteau <mennetea@acri.fr>

This spell is a very potent version of *lesser aura of protection*, subtracting 4 from all attacks. It also grants a +2 bonus to the caster's saving throw for any targeting attacks.

Greater Death Star (Necromancy)

Range: 90 yards
 Components: V, S, M
 Duration: 3 rounds + 1 round per level
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: Bret Mikeal O'Neal <bo@csd4.csd.uwm.edu>

A greater death star enables the caster to create one or more death stars, fist sized balls of negative energy that slowly drain the life from all around them. This spell can create one large star or many small immobile ones.

Doomstar (one large): this is a 5-foot radius ball of swirling light. This volatile globe drains life force at a rate of 1d10 + 1 HP per 2 caster levels. For example, a 10th-level wizard does 1d10+5 points of damage per round. The doom star drains life from all within 25 feet of it. The caster can move it 30 feet per round in any direction (even up). The spell caster is immune to this version of the spell.

Star Swarm: this spell creates one death star per level of the caster. See the 2nd-level *death star* spell for a description. These cannot be placed within 10 feet of each other.

Both versions can be dispelled by the caster at will. Creatures immune to *death star* are also immune to this spell.

Components are a drop or swamp water, a pinch of diamond dust, and shavings from a lodestone.

Greenfire (Evocation)

Range: 100 yards + 10 yards per level
 Components: V, S, M
 Duration: 1 round per 3 levels
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: Special
 Author: Unknown

On casting *greenfire*, a bolt of green luminescence appears from the wizard's fingers, and impacts on the target (a successful saving throw means the bolt missed the target, but it hit somewhere...). From this impact point, a green sphere begins to grow, at a rate depending on the material consumed. Items in this area of effect must save versus disintegration every round. Items that save halt the progress of the sphere until they fail their saving throw. Note: the spell expands for a set time, not to a set radius, so an artifact that continues to save will halt the growth of the sphere for the full duration of the spell.

Rate of growth:

- 200 feet per round in air alone: (not an aerial weapon), but as soon as it hits something solid, it will take one tenth of a round to consume it.
- 10 feet per round in an air-solid mix (cliff face, floor, person).
- 5 feet per round in just rock (ordinary rock gets no saving throw).
- 1 foot per round in water (but it draws everything to it like a *sphere of annihilation*).

Notes: the sphere begins at a 1-foot radius, and does not appear until the bolt either strikes something solid or reaches maximum range. The point of origin of the sphere remains constant, even if in midair.

The material component for this spell is an emerald worth at least 50 gp.

High-Energy Fireball (Invocation/Evocation)

Range: 10 feet + 10 feet per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: 20-foot radius sphere
 Saving Throw: ½
 Author: Unknown

This spell functions as the 3rd-level *fireball* except that the damage inflicted is 15d6 HP.

High-Energy Lightning Bolt (Evocation)

Range: 40 yards + 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: ½
 Author: Unknown

This spell is like *lightning bolt*, but it does 1d8 damage per level, with a maximum of 20d8.

High-Power Energy Bolt (Invocation/Evocation)

Range: 10 feet + 10 feet per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: ½
 Author: François Menneteau <mennetea@acri.fr>

Except as noted above, this spell functions identically to the 3rd-level *energy bolt*, but does 1d8 point of damage per level, up to a maximum of 16d8.

High-Power Lightning Bolt (Invocation/Evocation)

Range: 10 feet + 10 feet per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: 20-foot radius sphere
 Saving Throw: ½
 Author: Unknown

This spell functions as the 3rd-level *lightning bolt*, except that the damage inflicted is 15d6 HP.

Improved Fire Ball (Evocation)

Range: 20 yards + 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: ½
 Author: Unknown

As its name implies, this is an improved version of the 3rd-level *fireball*. It has one of two applications as chosen at the time of casting: the first option mimics *fireball* in all respects except that damage is 1d8 per level of the wizard (up to a maximum of 10d8) and saving throws are at -1.

The second version of the spell has a 10-foot radius instead of the normal 20-foot. Due to this reduced area of effect, damage is increased to 1d10 per level of the wizard (up to a maximum of 10d10) and saving throws are at -2. It is like *fireball* in all other respects.

The material components for this spell are a pinch of sulphur and a fire opal of not less than 200 gp in value.

Internal Combustion (Alteration, Invocation/Evocation)

Range: 5 yards per level
 Components: V, S
 Duration: Special
 Casting Time: 3
 Area of Effect: One creature per 3 levels
 Saving Throw: Special
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell causes the victims' bodies to burst into very hot flames which have their origin within their bodies. The wizard can affect one creature per round, up to a maximum of one creature per three levels (round down). If the wizard takes a round to do something else, the remaining potential of the spell is lost. However, the wizard only has to concentrate during the actual casting of the spell, and has an initiative modifier of 3 when attacking on subsequent rounds. Any creature attacked is allowed a saving throw to avoid all damage, and is immune to further attacks from this particular casting of the spell. Those who fail their saving throw take 2 hit points of damage per level of the wizard. On succeeding rounds, the flames continue to burn, doing 1 hit point of damage per level of the wizard. On each of these rounds, the creature is allowed another saving throw (at the beginning of the round) to end the spell. The flames cannot be put out by any non-magical means. Any creature killed by this spell is completely reduced to ashes by the flames.

Jamye's Armour Reversal (Abjuration)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 5
 Area of Effect: Creature touched
 Saving Throw: Special
 Author: D.J. McCarthy <dmccart@modl01.intel.com>

This spell reverses the effects of armour worn (or lack thereof) on the subject touched, in the sense that melee attacks that would have normally hit the subject will miss, and melee attacks that would have normally missed the subject will hit. For example, an AC 5 wizard that has cast *armour reversal* on himself is attacked by a 10th-level fighter. The fighter would normally need a 6 or better to hit AC 5; with this spell in effect, the fighter needs a 5 or less to hit AC 5. Note that this spell is more useful as the amount of armour the subject has on decreases!

All bonuses to hit that the opponent has work in the opponent's favour, i.e., if the aforementioned fighter had a Strength of 17 (+1 to-hit) and a +2 weapon, these would be subtracted from the die roll — thus the fighter would need an 8 or less to hit AC 5. Likewise, penalties are added to the die roll, penalising the attacker as usual.

This spell does not affect missile weapons at all, nor does it affect spell saving throws or anything other than melee weapon attacks. If the subject of the spell is willing to have the spell cast upon him, there is no saving throw; otherwise the subject saves as usual. The spell can be counteracted by the usual means (*dispel magic*, et al.), by another casting of *armour reversal*, or by the 7th-level *Jamye's improved armour reversal* (q.v.).

The material components of this spell are a small magnet and a diamond of no less than 100 gp value.

Jamye's Greased Lightning (Evocation)

Range: 40 yards + 10 yards per level
 Components: V
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: ½
 Author: D.J. McCarthy <dmccart@modl01.intel.com>

This spell differs from the 3rd-level *lightning bolt* in the following ways:

- the components and casting time are greatly reduced;
- damage done is 1d4 + 2 per wizard level instead of 1d6;
- maximum damage is 15d4+30;
- the bolt is a vivid orange, with green stripes running through it. It conforms to *lightning bolt* in all other respects.

Kâldane's Insomnia (Enchantment/Charm)

Reversible

Range: 40 yards
 Components: V, S, M
 Duration: 1 day per level
 Casting Time: 4
 Area of Effect: One person
 Saving Throw: Negates
 Author: Joshua Rosenfeld <emilus@u.washington.edu>

This spell makes it impossible for the person affected to fall asleep during the duration. A saving throw is allowed at -5, although for every two levels of the victim this penalty is decreased by 1 (two Hit Dice creatures save at -4, four Hit Dice creatures save at -3, etc.). Even elves are affected by this spell. The only way to stop the effects is by the use of a *remove curse* cast by someone of equal or higher level than the wizard who cast the original spell, or some more powerful spell (such as *limited wish* or *wish*). The material component is a handful of rose thorns.

The reverse of the spell, *Kâldane's somnolence*, causes the victim to fall asleep for the set amount of time. The saving throw for this spell, however, is at +1 for every two levels of the victim. The victim need not be fed while the spell is in effect, as his metabolism is considerably lowered. *Remove curse* will dispel the effects. The material component is a handful of belladonna leaves.

Kâldane's Instant Exhaustion (Enchantment/Charm)

Range: 30 yards
 Components: V, S, M
 Duration: Special
 Casting Time: 4
 Area of Effect: Special
 Saving Throw: Special
 Author: Joshua Rosenfeld <emilus@u.washington.edu>

This spell is similar to *Kâldane's instant fatigue* in that the victims of the spell's effects must be within 30 feet of each other, with a centre determined by the caster, and it affects 1d3+1 creatures per four levels of the caster. Victims are allowed a Constitution check at -4 (+1 per four levels). Creature of size L or larger suffer fatigue if the check is failed; smaller creatures suffer the effects of exhaustion. They lose 4 points of all ability scores, including any bonuses gained by higher scores, plus -4 on all attack rolls (including damage), and saving throws. Exhausted characters will not be able to perform any physical activity besides defending themselves for more than 1d4 rounds or risk losing consciousness. If a character rests for one hour, and then makes a Constitution check (using the modified score), he will become fatigued; otherwise, the character remains exhausted for another hour. Exhaustion will last no longer than 6 hours. The material component of this spell is a drop of dwarf blood mixed with tree sap.

Kaldane's Sleep (Enchantment/Charm)

Range: 30 yards
 Components: V, S, M
 Duration: 5 rounds per level
 Casting Time: 4
 Area of Effect: Special
 Saving Throw: None
 Author: Joshua Rosenfeld <emilus@u.washington.edu>

Except as noted above, and for the fact that this spell affects up to 2d10 HD of creatures (8+3 HD and above are unaffected), this spell is exactly the same as the 1st-level *sleep* (q.v.), although elves are affected by *Kaldane's sleep*. The material components are a small amount of wine (which is drunk in the casting) and a pinch of sand.

Kalessin's Long Arm (Conjuration)

Range: 20 feet
 Components: V, S, M
 Duration: Special
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: None
 Author: Tim Prestero <ez003387@george.ucdavis.edu>

This spell allows the wizard to cast various spells requiring physical contact at range. The wizard must have a clear view of the creature to be "touched", and there can be no obstructions between target and wizard.

To use this spell, the wizard first casts *long arm*, then whatever spell he wants to do at range, in the following round. If the wizard is disturbed following the casting of *long arm*, the spell is ruined. Disturbance could be anything from heavy jostling, to actually taking damage. If the target moves out of sight before the wizard can get off the second spell, the spell is ruined. The target gets regular saving throws for the second spell.

The material component of this spell is a jade tipped wand, which disappears after casting.

Katrine's Deadly Sphere (Invocation/Evocation)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 turn
 Area of Effect: 10-foot radius
 Saving Throw: None
 Author: Thomas Weigel <nsbos0340@nsula.edu>

This is one of Katrine's nastier spells. It creates an opaque blue sphere of force capable of moving at the same rate as the caster (polymorphing into a faster form will not improve the sphere's speed, however). It has a flight class of D, but can slow down and stop in one round (speeding up is as normal). The sphere can take simple commands of no more than two or three words (such as "attack her" or "protect me"), and can act on its own towards its original purpose (which is to protect the caster unless told otherwise). The sphere has 20 HP, and will last indefinitely until the caster sends it out of its range or until it takes in excess of 20 points of damage. The sphere has an Armour Class equal to its caster's minus 2 (if the caster has AC 8, the Sphere has AC 6) and its THAC0 (or to-hit table) is the same as its caster's.

The sphere can, once each round, deliver a kinetic blast at its target which does 1d4 damage per level of its caster, or it can slam into someone for 1d6 damage. Note that it can do either or both of these actions in the same round, but cannot use one of them twice. The blast can do either stun damage or killing damage (stun damage: only a quarter of the damage done is real, the remainder simply counts towards knocking the target out).

Any attacks that are directed at the caster can be intercepted by the sphere if it is not slamming into an opponent, and as long as it is within three feet of the caster at the time.

Kestrel's Skill Eraser (Necromancy)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 5
 Area of Effect: Person touched
 Saving Throw: Negates
 Author: Thomas Watson <gitzlaff@uxa.cso.uiuc.edu>

This spell makes a character completely forget a single weapon or nonweapon proficiency. The character thus affected forgets any knowledge about and loses any abilities granted by that particular proficiency, and may elect either to relearn that proficiency or to learn a new one. This learning process, however, takes the remainder of that character's present level. Basically, he will gain a proficiency slot when he attains his next level.

Each application of this spell only affects a single proficiency slot. For example, if a character had specialized in a weapon, the first use of the spell would erase the benefits of specialization but not the proficiency, and another use of the spell could then be used to erase the proficiency. Similarly, a proficiency requiring two slots (healing, for example) would only be reduced to half its normal ability check through a single use of this spell.

Use of this spell on an unwilling recipient requires a successful to-hit roll, and the subject still receives a saving throw versus spell. A priest's *restoration* spell or a *wish* can restore the lost proficiency slot immediately, if no new proficiency had been learnt yet. The material component is a leaf from a rubber plant, which must be rubbed on the person to be affected.

Kiri's Excellent Skill (Alteration)

Range: 0
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 1 round
 Area of Effect: Person touched
 Saving Throw: None
 Author: David Kelk <fs337203@sol.yorku.ca>

This spell temporarily empowers the recipient with the ability to temporarily use any one non-weapon proficiency of the caster's choice at full, normal ability for the duration of the spell. If the recipient already has the skill, it is increased by +2 for the duration of the spell. The material component is an item related to the skill chosen.

Kiri's Protection from Seige Missiles (Abjuration)

Range: 0
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 3
 Area of Effect: Person touched
 Saving Throw: None
 Author: David Kelk <fs337203@sol.yorku.ca>

This is simply a more powerful version of *protection from normal missiles*. This spell blocks out all missiles — normal, magical, giant's rocks, seige missiles and others. It also blocks out all magical spells with a physical missile component (like *flame arrow*) but not *fireball* and the like. The material component is an entire tortoise or turtle shell.

Layla's Beautification (Alteration)

Reversible

Range: 0
 Components: V, S
 Duration: 1 day per level
 Casting Time: 5
 Area of Effect: Person touched
 Saving Throw: Special
 Author: A.C. <ac001@freenet.carleton.ca>

This spell grants the recipient a Comeliness of 19+1d6, with no saving throw. The reverse, *Layla's uglification*, subtracts 2d12 from the victim's Comeliness for the same duration. *Layla's uglification* has a saving throw, which negates if successful.

Lesser Wildfire II (Invocation/Evocation, Wild Magic)

Range: 0
 Components: V
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One spell
 Saving Throw: None
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell is identical to the 3rd-level *lesser wildfire I*, except that any spell of levels 1–3 can be duplicated. Any saving throws are made at their standard values.

Liquid Form (Alteration)

Range: 0
 Components: V
 Duration: 2 turns per level
 Casting Time: 5
 Area of Effect: The caster
 Saving Throw: None
 Author: Joseph Dubois (Scooby) <jdubo.wbst102a@xerox.com>

This is a modified form of *polymorph self* in that it allows wizards to change their form. They can still use ordinary melee weapons (swords, maces, axes, etc.). They get a +1 to hit and cannot be disarmed. Non-magical weapons do superficial damage: it is automatically healed. The healing rate is 1d12 per round, and takes most of the casters effort (he can move normally, but no spell casting or attacking is possible; he can use magical items that use a command word only if his throat and mouth are not damaged).

Magical weapons and spells do normal damage, except for cold based attacks, which slow the caster as a *slow* spell. Any physical attacks during this time do double damage. Multiple *cold* spells continue to slow the caster. *Heat* spells do normal damage. Electrical attacks do no damage. Acid attacks do double damage. If the caster is reduced to 0 HP or below (down to –10) by non-magical attacks, the caster's form falls apart. It takes the caster 2d10 rounds to reform and collect all his parts. Other abilities while in liquid form allow the caster to pass through grates, bars, or small openings at half his normal movement. All items carried by the caster are converted to the liquid form. Magical properties perpetuate into the new form: if the caster is carrying a *dagger*, +1, and a magical blade forms from a hand, then that blade would have a magical property of +1 as well, but only on a one-to-one basis (if a caster had one *dagger*, +1, and he created two hand blades, only one could be +1). Other items, such as a *wand of lightning bolts*, could also be used in this form.

Lohocla's Mother of All Burps (Alteration)

Range: 0
 Components: V, S
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: 10×50×50-foot wedge
 Saving Throw: Special
 Author: Reid Bluebaugh <c2mxblue@fre.fsu.umd.edu>

Another odd spell supposedly from Lohocla. Like *Lohocla's Deadly Bottle Rockets*, this spell requires the caster to be intoxicated. Why the caster must be intoxicated is better understood with this spell given its effect, but it is still a strange requirement. In any case, Lohocla put much power in this spell in hopes that drunken wizards can still kick some butt in bar room brawls or anywhere else.

An unusual (and disgusting) spell, this spell cannot be cast unless the caster is under the influence of alcohol (in a state of slight, moderate, or great intoxication). Of course, the wizard generally doesn't go adventuring while drunk, so this becomes a big hindrance if not useless unless the wizard is an alcoholic. On the other hand, it can be a real benefit when the wizard goes to a place knowing full well that he will become intoxicated. Mainly, because the chance of spell failure is zero in the case of this spell (note that the chance of spell failure is still there for all other spells). This becomes very valuable because the wizard can get intoxicated, with all the problems it entails, and always have a memorised spell that will work (especially when greatly intoxicated when the percentage chance of spell failure is 100%).

The burp is in the form of a strong fan-shaped puff of nauseous vapours (described later) originates from the wizard's mouth and moves in the direction he is facing. The force of this "gust of wind" (about 30 miles per hour) is sufficient to extinguish candles, torches, and similar unprotected flames. It causes protected flames — such as those of lanterns — to dance widely and has a 5% chance per level of experience of the caster 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 1d6×10 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 vapours, and forces away gaseous or unsecured levitating creatures.

The burp doesn't have a nice fresh air scent. Instead, it contains nauseous vapours. Any creature caught within the wedge must roll a successful saving throw versus poison or be reeling and unable to attack because of the nausea for 1d10 rounds. Those who make a successful saving throw are not affected.

Anybody caught in the wedge of wind may become deaf because of the burp. A person becomes totally deaf and unable to hear any sounds. The victim is allowed a saving throw versus 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.

Non-magical objects of crystal, glass, ceramic, or porcelain, such as vials, bottles, flasks, jugs, windows, mirrors, etc. caught in the burp's force are smashed into a dozens of pieces. Objects weighing more than one pound per level of the caster are not affected, but all other objects of the appropriate composition must save versus crushing blow or be shattered. Crystalline creatures usually suffer 1d6 points of damage per caster level to a maximum of 6d6, with a saving throw versus spell for half damage.

Don't forgot to say "Excuse me" after the spell is over.

Lycanthropy (Alteration, Necromancy)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 20 minutes
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: August Neverman <jitzlaff@uxa.cso.uiuc.edu>

This spell inflicts lycanthropy on a character or creature. Since it is non-magical in nature, this lycanthropy cannot be cured by a *dispel magic*, though it can be cured in the way ordinary lycanthropy can be healed. Note that the victim must be touched for the entire casting time for the spell to take effect. The material component for this spell is a lycanthrope's tooth or a fresh drop of a lycanthrope's blood.

Magic Mist (Conjuration/Summoning)

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

This spell summons a Class III intelligent mist from the elemental plane of air. The creature has spellcasting ability, and can cast its own spells as well as any spells given to it by the wizard (if the wizard had the spells memorised when he cast the Magic Mist spell).

Other than this increased ability, these mists conform to the *attacking mist* spell.

	Class I (Messengers)	Class II (Guardians)	Class III (Monarchs)
Intelligent Mist			
Environment	Plane of Air	Plane of Air	Plane of Air
# Appearing	1	1	1
Intelligence	10-12	13-15	16-19
Alignment	Neutral	Neutral	Neutral
Hit Dice	2	4	6
Armour Class	4	2	2
THAC0	17	15	13
# Attacks	1	2	1
Damage Attack	1d2	1d6	1d6
Special Attacks	Suffocation	Suffocation	Suffocation, Spellcasting
Special Defense	Dissipate	Dissipate	Dissipate
Exp. Points	300	800	2500

Intelligent mists are normally solitary creatures who exist on the elemental plane of air. They normally only occur on the prime material plane when summoned by a *talking mist*, *attacking mist* or *magic mist* spell, which summon a mist of class I, II, and III respectively.

Combat: messenger mists (class I) only attack in self-defense, and even then they can avoid a conflict by dissipating. Guardian mists (class II) attack by making whip-like appendages semi-corporeal. On an attack roll of 20, the mist has succeeded in either suffocating its enemy which causes 1d6 point damage for each roll (no attack roll necessary) until the victim is dead or the mist is destroyed.

When a mist's hit points reach 0 on the prime material plane, the creature is not killed, but is sent back to its own plane. Killing it on its own plane does kill it.

Monarch mists (class III) have the following spells which they can cast once per day: *wall of fog*; *fog cloud*; *darkness, 15-foot radius*; *gust of wind*; *wind wall* and *lightning bolt*. They cast these as 7th-level wizards.

The material component for a *magic mist* spell is a piece of paper with the orders for the mist written on it, which must be burnt in the casting. The ink used must be extracted from rare berries, worth at least 20 gp.

Malar's Alcohol Detonation (Alteration, Evocation)

Range: 60 yards
 Components: V, S
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: Special
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This rather mean-spirited spell causes alcoholic beverages within the area of effect to detonate violently. Fluids which are already within a being's system are immune to this effect, but a drink being held to one's mouth at the time of detonation will still explode. The wizard designates a spherical area of effect somewhere within range as his target point (with a maximum radius of 3 yards, and a minimum radius of 1/2 foot). All such beverages within this area will then immediately blow up. Damage caused (in hit points) and blast radius (in yards) by drink and quantity are detailed below:

Drink Type	Quantity Present			
	1 cup	1 bottle	1 keg	Barrel or larger
Beer	1d3, 1/2	1d4, 1	1d4, 2	2d4, 4
Ale	1d4, 1	1d4, 2	1d6, 3	3d4, 4
Wine	1d4, 1	2d4, 2	2d4, 3	2d6, 4
Mead	1d6, 2	2d6, 3	4d4, 4	3d8, 5
Liquor	1d10, 2	3d6, 4	2d12, 5	5d8, 6

Amounts of damage are added, and blast radius is determined by using the greater radius. For example, if the spell were directed at a table with three glasses of wine and a bottle of whisky, the blast radius would be 4 yards and the damage caused would be 3d4+3d6. A liquor cabinet or wine cellar has the potential for much destruction with this spell.

Beings within the blast radius may make a saving throw versus spell to take only half damage, unless they were drinking from an exploding liquid at the time, in which case they must save or take double damage (double from that explosion only).

The explosion may cause incidental fires, and tends to leave behind rays of black carbonization on materials within the radius.

Master of Arms (Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 4
 Area of Effect: Person touched
 Saving Throw: None
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

The recipient of this spell temporarily gains an extra proficiency in any single weapon up to a double specialization. Note that the spell may also enable the recipient to use an otherwise non-proficient weapon. The spell lasts for its duration or until another weapon is used by the recipient. Up to three of these spells may be stacked on a single weapon, transforming a non-proficiency into a double specialization. The material component is the weapon in which the proficiency is to be gained, which must be touched by the recipient of the spell and is not consumed in the casting.

Wizard Spells (5th level)

Matthew's Hellfire (Elemental (Fire), Invocation/Evocation)

Range: 5 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: One creature
 Saving Throw: Special
 Author: Nathan Sugioka <nugsugioka@cs.indiana.edu>

This spell causes white-hot flames to appear around an opponent's body, causing 1d6+1 points of damage per level of the caster. A saving throw for half damage is allowed, at a -2 penalty. The material component is a small ruby of at least 100 gp value.

Matthias' Rainbow Doom (Invocation/Evocation)

Range: 10 yards + 10 yards per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: One 10×10 feet square
 Saving Throw: ½
 Author: Matthias

This spell creates 8 types of attacks and hurls them into the target area. The attack forms are: cold, fire, electricity, acid, poison, *magic missile*, energy drain, and physical blow. Any creature hit will be hit by 1 to 6 types of attack, and each attack does 1 HP per wizard level, maximum of 30 HP per type. Note that the creature can be immune to some attacks and not others. A successful saving throw reduces each type of damage taken by half.

Meillikhom's Room of Seclusion (Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 week per level
 Casting Time: 1 turn
 Area of Effect: 10×10 feet square
 Saving Throw: None
 Author: Lynn Sargent <lsargent@peruvian.cs.utah.edu>

With this spell, the wizard can create an extra-dimensional room (5-foot cube per level) with one side adjacent to an unbroken 10×10 feet square (i.e., one that has no doors, windows, or other such openings). The surface area (which must be touched) now acts as a *phase door* into the secluded room. The room can be of any shape and size up to the limit of the spell but at least one side must be at least a 10×10 feet area. Thus, the room could be rectangular, pyramidal, hemispherical, etc. The room lasts for 1 week per level of the wizard, or until dispelled.

The wizard may bring any item, materials, etc. as he desires into the room, so long as the object can fit through the *phase door* and is touched by the wizard (and only by the wizard).

At the end of the spell's duration, anyone or anything still within the room is now trapped in that extradimensional space. escape is only possible through other extraplanar travel. This also occurs when a *dispel magic* or similar magic is cast against the *phase door* area.

The *phase door* itself is detectable by any means available that can detect magical auras, but the room itself can only be contacted through extraplanar means. Spells such as *clairvoyance* and *clairaudience* will not detect the extraplanar room but will instead detect whatever was on the other side of the *phase door* surface.

The material component of this spell is a miniature hollow golden cube of at least two inches.

Mental Ledger (Alteration)

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: Special
 Area of Effect: The caster
 Saving Throw: None
 Author: Geoffrey Edward Fagan <gefagan@uokmax.ecn.uoknor.edu>

This spell enables the wizard to record spells in an unused portion of his brain, just as if it was recorded in a spellbook. The wizard can record three spell levels for each level of experience. This will enable the wizard to memorise spells as if the wizard were reading the spells from a spellbook.

If the wizard wishes to change the spells memorised therein, then the wizard must recast *mental ledger* to change the contents. The casting time of the spell is one hour per spell level to be memorised.

The material components of this spell is a slate of pure quality lead crystal of no less than 5000 gp value which disappears after the spell is cast.

Meral's Minor Bang (Evocation)

Range: 10 yards + 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: Special
 Author: Ken Arromdee <arromdee@blaze.cs.jhu.edu>

This spell brings into being a microscopic quantity of anti-matter wherever the wizard decides within range. The anti-matter will detonate instantly with whatever matter happens to be there, doing considerable damage to creatures, depending on the range from the blast. If it materializes in a vacuum, embedded in a force field, or other place without matter, the spell dissipates. The major effect is to cause a fireball-like blast affecting things within 20 yards of ground zero, causing 1d6 points per level of the wizard, up to a maximum of 12d6, with a saving throw for half damage. Targets immune to fire or normal physical attacks take only half of the result, and targets immune to both take none.

The spell will also affect creatures made of living tissue as follows, depending on the distance from the centre of the blast:

- Centre up to 20 yards: the creature will die of radiation sickness in 2d6 days unless a *cure disease* spell is cast on it or unless it is immune to disease, and it will be permanently blinded (until cured), its optic nerves having been destroyed.
- 20 to 40 yards: unless immune to disease, the creature will be afflicted with radiation sickness that will cause it to die in 1d3+1 weeks. Furthermore, it will be blinded for a period of one week.
- 40 to 60 yards: one hour later, the creature will become violently ill with radiation sickness, with an effective -2 each to Constitution, Dexterity, and Strength, until a month passes or it rests for half a day per level of the wizard. Blindness also occurs, lasting 1d6 days. The penalties for radiation sickness also apply to terminally ill creatures at less than 40 yards.
- 60 to 80 yards: the creature will become mildly ill (no game effect), and will be blinded for one day.

The target must make a separate saving throw for radiation and for blindness damage, and if it succeeds it keeps making saving throws until it fails. Each success reduces the effect to that of one level farther out. The radiation passes through solid objects, but each 6 inches of stone or yard of water reduces the effect to the next outwards level. A sufficiently wide barrier, such as a wall, will eliminate the blindness entirely.

Creatures not made of flesh, like xorns, but that still see using eyes, are affected by the blindness only, not by the radiation. Creatures such as elementals or golems are unaffected by either. Undead and creatures from the lower planes are not blinded by the light, but take extra damage from it of 3d6, 2d6, 1d6, or nothing depending on their distance from the targeting point of the spell.

The wizard can optionally materialize the anti-matter inside a creature or thing. A creature gets a saving throw versus petrification, and an object a saving throw versus crushing blow. If it fails, it takes double damage, but all others automatically make the saving throw for half damage and one saving throw against the radiation. This version works only against corporeal creatures. Against fortifications, the spell does one structural point per level if materialized inside, half damage otherwise.

The material component of the spell is a mushroom.

Merlin's Mystical Bubble (Invocation/Evocation)

Range: 15 yards
 Components: V, S, M
 Duration: 1 day + 1 hour per level
 Casting Time: 4
 Area of Effect: 10-yard diameter sphere
 Saving Throw: None
 Author: The Wizard <ier101@psuvm.psu.edu>

This spell was developed by Merlin, probably with the assistance of Leomund. The spell creates a bubble with a diameter of 10 yards. The caster and all those friendly to him can enter this bubble and use it as a method of transport in hostile climate (movement rate 20 yards per round). The bubble is impenetrable by the elements, hostile creatures, and weapons of less than a +4 magical bonus. Inside the bubble the interior climate remains exactly the same as when the caster created it. There always is enough air for the spell's duration. This spell can travel safely into all terrains, including extraplanar ones. The material component is a bit of soapy water, which the caster must blow a bubble with.

Metal Transformation (Alteration)

Range: 10 feet
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 round per pound
 Area of Effect: One pound per level
 Saving Throw: Special
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell causes metals to transform into another metal. The change is permanent and completely irreversible except by another spell of this kind. The following table shows which metals can be affected and into which metals they could be changed at which level of the caster:

Wizard's Level	Metals affected
9-11	soft metals (but not gold) into iron and vice versa
12-13	iron to steel and vice versa
14-15	steel to mithril
16-17	mithril to adamantine
18+	adamantine to hizagkuur or black iron, as in an Ironstar mace

The last entry is placed so high due to the fact that hizagkuur metal has highly anti-magical properties (see *Dwarves Deep*), and it has to be changed in a red or white hot state so it will be affected by it. Black iron is an invention of the Ironstar clan and is a very rare (and now not so rare any more) metal normally found only in the possession of the Ironstar clan.

If the item to be transformed is a magical item it gains a saving throw versus spell as its creator. If this succeeds, the caster suffers a backlash of 1d10 hit points of damage per level which is required to transform the metal, but the item is not transformed. If it fails, the caster still suffers damage, but the item is transformed. The caster does not gain a saving throw to reduce the damage.

The casting time is one round per pound of metal per level required to change it, so a caster trying to change mithril to adamantine would have to cast 16 rounds per pound to be changed.

The transformations above cannot be compressed into one change. Thus, to change iron into hizagkuur, one would have to transform the metal four times (and try to heat adamantine until it is red hot — you would probably need dragon breath).

The material component is a tiny bit (about a nail size) of the metal to be affected and another bit of the type it is to be changed into.

Mikkis' Cloak of Electricity (Abjuration, Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 5
 Area of Effect: The caster
 Saving Throw: None
 Author: Samuli Mattila <zam@vinkku.hut.fi>

This spell surrounds the caster with strokes of lightning. Everyone who attacks the wizard with a metal or natural weapon, or is attacked by the wizard, instantly receives 1d4 points of damage +1 point per level of the caster.

The spell also makes the wizard almost invulnerable to all electricity based attack forms. However, there is a 10% chance plus or minus 2% per level of difference between attacker and the wizard, that such an attack will penetrate the *cloak*, in which case the spell will discharge upon the caster. When this happens, the caster receives normal damage plus the damage from the original electrical attack, i.e. 1d4 +1 per level plus the damage from that lightning bolt. During the spell's duration, all electricity based spells cast by wizard will systematically fail. The material components are a bit of fur and an amber, crystal or glass rod.

Mikkis' Porter (Conjuration/Summoning)

Range: 5 yards per level
 Components: V, S, M
 Duration: 12 hours
 Casting Time: 1 turn
 Area of Effect: Special
 Saving Throw: None
 Author: Samuli Mattila <zam@vinkku.hut.fi>

This spell summons a servant from elemental plane of air. This servant can be ordered to carry items for caster, force open doors, bend bars or lift heavy items. To determine the changes of success and weight allowance, the servant is considered to have Strength 18/01, which is improved by one category per level beyond 9th.

The servant is invisible and can only be hit by weapons of +1 or better enchantment. It has AC 0 and 3d8 HP + 1 point per level of the caster. All saving throws are equal to those of the caster. The servant isn't a true creature, but merely a form of elemental power of air, summoned and controlled by the caster. Therefore, it cannot be used to attack anything. The *porter* has movement rate of 24.

The material component of this spell is a burning incense and short bent bar of iron.

Mikkis' Probability Control (Alteration)

Range: Unlimited
 Components: V, S
 Duration: 5 rounds
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: None
 Author: Samuli Mattila <zam@vinkku.hut.fi>

This spell determines where and exactly how a specific spell hits a single target. With this information the caster gets several benefits when he casts the same spell on the same target again.

If the spell requires a to-hit roll, each successful casting makes the next casting easier to hit by cumulative 1% per level of the caster. If spell does damage, after each successful hit, the next hit will cause

cumulative 1% per level of the caster of extra damage. The target's saving throw for half damage will also be penalized by cumulative 1% per level of the caster. If the target has magic resistance, each successful casting will lower it by a cumulative 1% per level of the caster.

Minor Wish (Conjuration/Summoning)

Range: Special
 Components: V
 Duration: Special
 Casting Time: Variable
 Area of Effect: Special
 Saving Throw: Special
 Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

Though *minor wish* is a weaker version of *limited wish*, it is still a potent spell in its own right. Any spell effect up to fourth level can be duplicated with *minor wish*. Examples of other effects possible with this spell are limited teleportation (line of sight or well-known location only), summoning a personal item, etc. This spell cannot raise dead like *limited wish*, but it can be used to increase the chances of a resurrection attempt succeeding. Like all *wish*-type magics, careful DM adjudication is required.

Miranda's Magestorm (Evocation)

Range: 80 feet
 Components: V, S, M
 Duration: Special
 Casting Time: 1 round
 Area of Effect: One target per bolt
 Saving Throw: ½
 Author: The Ghost <c572909@mizzou1.bitnet>

Beginning the round after *Miranda's magestorm* is cast, the caster begins firing two *lightning bolts* per round at any targets within range. The total number of bolts he may fire is equal to one half of his level, rounded up, and the damage each bolt inflicts is 1d4 per caster level (save versus spell for half damage for that bolt only).

The caster must discharge both bolts each round (either at targets or simply into the air or ground). If he is unable to do so (stunned, unconscious, dead, held, etc.) then he suffers the damage the bolts would normally inflict himself. Note that simply being damaged during a round does not prevent the release of the bolts. Full movement is possible while throwing the bolts, but other actions, such as attacking or spellcasting, are not. Each bolt requires the wizard to make an attack roll, counting only Dexterity and magical bonuses to Armour Class. The caster is not penalized for making two attacks per round.

Each bolt dissipates when it strikes its target. If it misses, then it rebounds to the full extent of its range (80 feet).

The material components for this spell are a bit of fur, two finely crafted silver spheres, no less than 1 inch in diameter, and a silver pin for each bolt the caster intends to unleash. The fur and the pins are consumed in the casting, but the spheres are not.

Missile Multiplication II (Alteration, Evocation)

Range: 0
 Components: V, S
 Duration: One fifth round
 Casting Time: 6
 Area of Effect: Missile touched
 Saving Throw: None
 Author: Jay <krzyston@garfield.cs.wisc.edu>

A missile must be fired within the next twelve seconds. This spell makes 3d6 missiles out of one. Unlike the 4th-level version, the 5th-level version of this spell will multiply "abnormal" missiles, like poison darts, ballista bolts, catapult rocks and other such things. All

other effects are similar to the spell of fourth level. The possibility of using lethal poison is at the DM's option.

Mordenkainen's Immediate Discharge (Alteration, Metamagic, Wild Magic)

Range: 10 yards
 Components: V, S
 Duration: Special
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: Special
 Author: The Wizard <ier101@psuvm.psu.edu>

This spell causes the wizard to immediately discharge all spells that he currently has memorized forward in a 10 yard radius. All within the area of effect are subject to the effects of all spells of fifth level or lower that the caster has memorized. Spells of a level higher than 5 are discharged without effect. Recipients are entitled to only one saving throw which protects them from the effects of all lesser-level spells for which there is a saving throw. After casting this spell, the caster is knocked unconscious for 1d4 rounds (70% chance) or be driven insane for 1d4 days (30% chance). Spells requiring material components go off only if the caster is actually carrying the components, which are expended. If the caster is not carrying the components for a spell, the spell goes off in a blast of wild magical energy, inflicting one point of damage per level of the spell to all within spell range, including the wizard.

Muier's Flame Sculpture (Evocation)

Range: 30 yards
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 8
 Area of Effect: Special
 Saving Throw: Special
 Author: Calvin (Azrael)

This spell creates a huge ball of fire that can be shaped into any form the caster wishes. For example, the *flame sculpture* could be changed into a table, ladder, bucket, stilts, or cane, all sculpted from raw flame. However, all sculpted objects, having been formed from solid flames, will cause damage and ignite combustibles as normal fires would. Any creature in contact with a *flame sculpture* takes damage equal to the caster's level per round of contact, save for half damage. Any combustible item must save versus magical fire or be incinerated. Only the caster himself and any items in contact with his body are immune to the flames' effects.

The *flame sculpture* can be as large one cubic foot per level of the caster. Once an object is formed, it cannot be re-sculpted during the remaining duration of the spell. The object created must be fairly rigid, have no moving parts, have no sharp point or edge, and have no fine details. Therefore, a rope, sword, chariot, or accurate statue could not be created. No sculpture can be harmed by anything other than water; to destroy a flame sculpture, it must be immersed in a number of gallons of water equal to the caster's level.

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

Nancy's Improved Silence (Alteration)

Range: 120 yards
 Components: V, S
 Duration: 4 rounds per level
 Casting Time: 3
 Area of Effect: 25-foot radius sphere
 Saving Throw: Special
 Author: Brian Graham <graham@oyster.smc.edu>

Except as noted above, this spell is the same the 2nd-level priest spell *silence*, 15-foot radius.

Negate Magic Resistance (Abjuration)

Reversible

Range: 0
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 5
 Area of Effect: 10-metre radius sphere
 Saving Throw: None
 Author: Unknown

This spell causes all hostile creatures within the spell's range to suffer a penalty to magic resistance checks of 5% per level of the wizard. The reverse of this spell, *bestow magic resistance*, confers magic resistance of 5% per level of the wizard on all friendly creatures within the spell's range. Note that "friendly" refers to the perception of the wizard; thus, a party member who was secretly planning to stab the wizard in the back would still receive protection from the spell. The material component of this spell is a bit of gum.

Nightmare (Enchantment/Charm)

Range: 1 mile
 Components: V, S, M
 Duration: 8 hours
 Casting Time: 1 turn per level
 Area of Effect: One creature per 2 levels
 Saving Throw: Negates
 Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

This dreadful spell causes its victims to suffer from wracking nightmares the night after it is cast, robbing them of any benefit of sleep. A saving throw versus death magic negates the spell's effect.

If the saving throw is failed, the victim must make another saving throw each following night with a +2 cumulative bonus to avoid recurrences. Once a successful saving throw has been made, the nightmares cease. Since the recurring nightmares are non-magical, the victim gets the equivalent of 1 hour of sleep per 2 hours.

If another nightmare spell is cast on a victim before he has successfully saved against recurrences, he must save at -4, with this penalty being applied against his subsequent saving throws. This penalty is non-cumulative, i.e., additional castings will not increase the penalty to worse than -4. The material component of this spell is a black mithril statuette of a nightmare worth at least 100 gp per level of the wizard.

Noska Trades' Bizarre Insemination (Conjuration, Necromancy)

Range: Special
 Components: V, S, M
 Duration: 1 month
 Casting Time: 6 hours
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Noska Trades

This spell enables the wizard to impregnate the recipient, be it man, woman, or beast, with either the prodigy of the wizard, or a type I or type II monster of choice.

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

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

The wizard needs to know only the name of the recipient and must possess some material of the type of creature being created and some material that was possessed by the spell recipient (which includes hair, etc.) within 24 hours of casting.

Ouija Board (Divination, Necromancy)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1d10 rounds
 Area of Effect: Corpse touched
 Saving Throw: Special
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

By means of this spell the wizard and a co-caster may vocally ask questions of the spirit of a dead creature and receive answers through the *Ouija board* according to the knowledge of that creature. Unwilling spirits may attempt to fight the power of the *Ouija board* and may save versus spell as they would have saved just before they died, and willing spirits will not be able to find the *Ouija board* 10% of the time (-1% for every ten years dead).

The *Ouija board* is an oval slab of polished wood upon which are carved the numbers and letters of a writing system. In the first round this spell is cast, the carvings on the board will change to represent the letters and numbers of the writing system of the creature being called. Note that at least one of the wizards will need to be able to read that language in order to understand the spirits answers. Also on the board are the words "yes" and "no" for answering simple questions quickly. These are always in the same location, so a wizard asking a spirit yes-or-no questions need not be able to converse in that spirit's language. While both wizards hold opposite ends of a mithril triangle to the face of the board in which a hollow circle is inscribed, the spirit pushes the hollowed circle over the desired symbols.

If two or more necromancers use the *Ouija board* together, the wizard's level is treated as the sum of both. Otherwise, the co-caster is ignored, though this individual must still be a wizard.

Occasionally, the spirit may be yanked from the board by another, or may grow disinterested in the conversation. The chance that a spirit will "stay with it" for each minute of conversation is (10×level)% for the first minute minus a cumulative 10% for each additional minute. Long dead creatures will be more difficult to contact and keep "on-line" once contacted.

Having a part of the skeleton of the creature being contacted or being at the place of death or main place of living or place of burial also helps somewhat (+50% for contact and staying).

As a final note, it should be remembered that the *Ouija board* is a powerful magical item linking the prime-material plane to the various spirit domains including the plane of the dead. Powerful spirits have been known to use such a board as an exit from their final places of rest.

Paithan's Hot Streak (Alteration, Enchantment/Charm, Wild Magic)

Reversible

Range: 0
 Components: V, S
 Duration: Special
 Casting Time: 5
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: Gary Dearman <gdearman@umiami.ir.miami.edu> and Orlando de la Cruz

This extremely potent spell gives the target a run of good luck. This run of luck is accomplished by applying the margin by which each die roll is succeeded as a modifier to the next. If the first die roll after the spell is cast is failed, the spell dissipates without effect. However, if this roll is successful, then the margin of success is taken as a modifier for the next roll. The spell will expire at the end of the duration (that is, after 1d6 rounds + 1 round per level), or upon the first failure of a die roll.

Note that this spell only applies to die rolls which have the concept of success versus failure. For example, the spell will apply to to-hit rolls, but will not apply to damage rolls. Other common die rolls to

Wizard Spells (5th level)

which this spell applies include thieving skill rolls, saving throws, and proficiency checks.

Modifiers on d20 rolls are converted to and from percentile rolls at a rate of 1 per 20 = 5%. For example, if a d20 roll is made by a margin of six, and the next roll is on percentile dice, the modifier would be 30%. Conversely, if a percentile roll is made by 36%, and the next roll is an 1d20, the modifier would be 7 (percentile modifiers are rounded to the closest 5%).

Regardless of the modifiers being applied to the roll, a natural roll of 1 on 1d20 or 01–05 on percentile dice will fail and break the streak. Of course, if low is *good* on a given roll, these failure numbers will be a natural 20 or 96–00.

When a hot streak ends, there is a chance that there will be a probability backlash. There is a 5% chance per roll affected by *hot streak* that the subject will automatically fail on the next die roll after *hot streak* is over.

The reverse of this spell, *Paithan's cold streak*, causes the victim to have a penalty applied to each roll that is equal to the margin of failure on the previous roll. A successful roll will break the *cold streak*. The victim is allowed a saving throw versus spell which, if made, negates the spell. However, if the saving throw is failed, the margin of failure is immediately used as the penalty on the next die roll. Like its reverse, a *cold streak* is broken if a critical roll is made (a 20 on 1d20 or 96–00 on percentile dice). Similarly, when the streak is broken, the probability backlash may cause the next roll to automatically succeed.

A *cold streak* cannot be ended prematurely by *dispel magic*. A *remove curse* has a base 55% chance to remove the spell, modified by plus or minus 5% per difference in the levels of the casters (cf. *dispel magic*).

Pentagram (Abjuration)

Range: 0
 Components: V, S
 Duration: Permanent
 Casting Time: 1 turn
 Area of Effect: Special
 Saving Throw: None
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

By means of this spell, the wizard inscribes a pentagram inside which he cannot be harmed by non-elemental forms of magical energy, though neither can he attack with such spells. An Intelligence check must be made to determine whether the inscriptions were made correctly. The material component for this spell is the dust of three emeralds to be sprinkled inside the pentagram.

Phantasmal Force II (Illusion/Phantasm)

Range: 50 feet
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 3
 Area of Effect: 5-foot per level radius
 Saving Throw: Special
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

Upon the casting of this spell, an illusion is generated which may attack all believing creatures within a five foot per level radius of the illusion's epicentre which itself must be within 50 feet of the wizard. Creatures within the radius must make an Intelligence check (at a modifier ranging from -5 to +5, depending on the plausibility of the illusion) or believe in the illusion's reality. Creatures which make their Intelligence checks may save versus spell or suffer the illusions effects despite their disbelief. The illusion may cause up to 1d6 damage per creature for every round such creatures are in the radius. The wizard must maintain concentration for the duration or the magic will dissipate. The material component for this spell is a bit of fleece.

Pilpin's Enhanced Alarm (Abjuration, Evocation)

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

This spell is a more powerful version of the *alarm* spell. The wizard causes a one-story building, with a base dimension of 400 feet by 400 feet, to react to the presence of any creature larger than one-half cubic foot in volume or about three pounds in weight. The wizard can Alarm a multi-story building by reducing the base area proportionally. As soon as any creature enters the warded area, touches it, or otherwise contacts it, without speaking a password established by the wizard, the *enhanced alarm* lets out a loud ringing that can be clearly heard throughout the area of effect and 100 yards beyond. The sound lasts for one round then ceases. Furthermore, if the wizard is within the area of effect he will automatically know where the alarm was triggered. Ethereal or astrally projected creatures do not trigger the alarm, but flying, levitating, invisible, incorporeal or gaseous creatures do.

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

Pilpin's Insanity (Enchantment/Charm)

Range: 5 yards per level
 Components: V, S, M
 Duration: Permanent
 Casting Time: 5
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Pilpin

This spell can be rather harmless, or fatal. A person (as defined in *charm person*) that does not save versus spell is struck with a random type of insanity. Roll a 1d20 on the following table to determine type (consult the *Dungeon Master's Guide*, page 83, for explanations):

D20 Roll	Insanity	D20 Roll	Insanity
1	dipsomania	11	dementia insanity praecox
2	kleptomania	12	lunacy
3	schizoid	13	paranoia
4	pathological	14	manic-lair depressive
5	monomania	15	hallucinatory
6	catonia	16	sado-masochism
7	melancholia	17	homicidal
8	megalomania	18	hebephrenia insanity
9	delusional	19	suicidal mania
10	mania	20	schizophrenia

A person affected by this spell will not notice anything different about himself, and - depending on the type of insanity - those around him may not notice any difference. The insanity is permanent until negated by a *heal*, *restoration*, *limited wish*, *wish*, or a successful *dispel magic*.

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

Pilpin's Power (Enchantment)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: Special
 Area of Effect: Person touched
 Saving Throw: None
 Author: Pilpin

Pilpin, a greedy and jealous individual, saw that priests could imbue spells upon their followers. He decided that this ability could be used to increase his personal power and reach, as it has. This spell allows the wizard to transfer a number of spells, and the ability to cast them, to a another person. Only non-wizards (including rangers under eighth level and paladins under ninth) with a minimum Intelligence of 9 and at least one Hit Die can receive this enchantment. The number and level of the spells transferred depend on the recipient's level as follows:

Level of Recipient	Spells transferred
1-2	One 1st-level spell
3-4	Two 1st-level spells
5-6	Two 1st- and one 2nd-level spells
7+	Two 1st- and two 2nd-level spells

Only spells with casting times up to 1 round can be transferred (i.e., *find familiar*, *identify*, *Leomund's trap*, *strength*, etc. cannot be transferred). The transferred spells variable characteristics (range, duration, area of effect, etc.) function according to the level of the wizard originally transferring the spell.

A wizard who transfers spells to another creature loses the number of spells he has transferred until the recipient casts the transferred spells or is slain. For example, a 9th-level wizard with four 1st- and three 2nd-level spells transfers *magic missile*, *charm person*, and *invisibility* to a 6th-level thief. The wizard now has only two 1st- and two 2nd-level spells, until the thief casts some of the transferred spells. If the thief casts *magic missile* and *invisibility*, the wizard now has three 1st- and all his 2nd-level spells (three).

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

Plane Shift (Alteration)

Range: 0
 Components: V, S
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: Negates
 Author: Joe Colleran <jnc4p@uva.pcmail.virginia.edu>

This spell is similar to the 5th-level priest spell *plane shift*. The caster can shift up to seven other people with himself to another plane, or can attempt to use it in combat against an unwilling target. If used in combat, a successful to-hit roll is required and the target also gets a saving throw against spells to avoid the effect. The spell only shifts to an adjacent plane. For example, if cast from the prime material one can only go to the astral or the ethereal. If cast from the astral one can go to any of the outer planes, but only to the uppermost layer. Further, unless the caster has actually been to the plane or has scried it, the arrival point will be random. If the caster has been to or scried the desired location on the plane, the arrival point will be 0-99 miles from the desired location (this applies when plane shifting home as well).

Pobithakor's Protection (Abjuration)

Range: 0
 Components: V
 Duration: Instantaneous
 Casting Time: 1/2
 Area of Effect: The caster
 Saving Throw: None
 Author: Paul D. Walker <pdwalker@hk.super.net>

This is an improved version of *Pobithakor's pacifier*. When the wizard is affected by *Pobithakor's placer*, this spell can be cast so that the wizard is not pulled to the wizard's location. This spell simply stops the effect from occurring at all.

This spell can also be cast to return a scrying portal to one-way only after it has been affected by *Pobithakor's tracer* without having to resort to *dispel magic*.

Poison (Alteration)

Range: 35 yards
 Components: V, S
 Duration: 2 rounds per level
 Casting Time: 5
 Area of Effect: One 10x10-foot square
 Saving Throw: Special
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell changes a small portion of food or drink into deadly poison. Anyone eating or drinking even a small portion of the poisoned substance must save versus poison or die in 3d4 rounds. The spell affects all food and drink in a 10x10-foot square. If the drink affected is part of a larger body of liquid (only part of a wine keg is in the area), then the poison in this item will either have a reduced effect, or no effect (DM's discretion). This spell cannot be used to create pure poison. Already poisoned substances are not affected, even if the poison contained is much weaker than the poison that would be created by this spell.

Programmable Dispel Magic (Abjuration)

Range: 10 yards
 Components: V, S, M
 Duration: Special
 Casting Time: 2 turns per level
 Area of Effect: 10-foot radius
 Saving Throw: None
 Author: Max Becherer <becherer@sun0.cs.uiuc.edu>

This spell is a more refined version of *dispel magic*. The spell allows the wizard to specify the exact conditions under which it will manifest its effects, much like a contingency, but without that spell's side effects.

Instructions may contain one word per level of the wizard. Some examples follow:

- "When evil passes, dispel *stoneshape*".
- "When a century has passed, dispel *sepia snake sigil*".
- "When box is opened, dispel all magic".

The spell must be cast on an object or place and can affect all magic within 10 feet. Magic cast by other wizards will resist being dispelled as per *dispel magic*, unless those wizards collaborate with the wizard in the spell's preparation.

The material components are a silver candle snuff, a scroll made of vellum prepared from disenchanter skin and ink prepared from disenchanter blood, and the crushed lens from a beholder's central eye. The cost is 100 gp per word, and the scroll is consumed in the casting. The candle snuff is not destroyed.

Protection from Cold (Abjuration)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 5
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: Unknown

When cast on a subject, this spell will absorb cold damage up to 20 hit points per level of the wizard. It persists until it has absorbed this amount of cold damage, after which the spell terminates. The material component of this spell is a warm vest.

Protection from Electricity (Abjuration)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 5
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: Unknown

When cast on a subject, this spell will absorb electrical damage up to 20 HP per level of the wizard. It persists until it has absorbed this amount of electricity damage, after which the spell terminates. The material component for this spell is a potsherd of porcelain.

Protection from Fire (Abjuration)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 5
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: Unknown

When cast on a subject, this spell will absorb fire damage up to 20 hit points per level of the wizard. It persists until it has absorbed this amount of fire damage, after which the spell terminates. The material component of this spell is a thick glove.

Protection from Poison [1] (Abjuration)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 5
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: Unknown

When cast on a subject, this spell will activate the next time an attempt is made to use any form of poison against the subject. The spell will cancel out the poison, after which it will be used up. The material component of this spell is the tail of an adder.

Protection from Poison [2] (Abjuration)

Range: 10 yards
 Components: V, S
 Duration: 1 round per level
 Casting Time: 5
 Area of Effect: One creature
 Saving Throw: None
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell totally protects its recipient from all forms of poison except the most powerful. The recipient is immune to all poisons except those with a saving throw modifier of -2 or more. Against these poisons, the recipient gains a $+8$ to the saving throw. Against poisons that do not normally allow a saving throw, the recipient is allowed a normal, unmodified saving throw. Natural poisons of very powerful creatures (Lolth, powerful fiends, etc.) are normally not affected by this spell (at the DM's discretion).

Protection from Psionics (Abjuration)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 5
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Ally's Spellbook <knudsenm@wpsmtp.ohsu.edu>

This spell protects its recipient against all psionic powers. The material component of this spell is a metal helmet.

Psionic Barrier (Alteration)

Range: 20 feet
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 turn
 Area of Effect: Up to 20-foot radius sphere
 Saving Throw: None
 Author: Brian J. Toleno <brian@opus.chem.psu.edu>

This spell allows the creation of a psionic barrier. No psionics can pass through the barrier. Psionics still function inside. The barrier stops psionic scrying, *teleportation*, *dream travel*, *dimension door*, etc. If someone has tangents established, they are broken if they cross the plane of the barrier. If someone who is contacted crosses the barrier the contact is broken. Also, someone who is maintaining a power on himself must make a new power score check for each power as he crosses the barrier and pay the initial cost for each power. If someone is maintaining a power on someone else the power is "cut off" and contact is broken (if established). In order to erect this barrier an inlaid circle of unbroken metal must be used as the outer edge.

Quentin's Accumulation (Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 turn
 Casting Time: 4
 Area of Effect: Special
 Saving Throw: None
 Author: Joshua Rosenfeld <emilus@u.washington.edu>

While this spell is in effect, the wizard casting it is able to cast any two spells of first through third level (or the same spell twice) which are not normally cumulative, and they will accumulate. Only the effects of the two spells are cumulative — duration and range are determined for both spells, and the longer and larger of the two are used. This spell remains in effect until two such spells are cast or until one turn passes, whichever happens first. The material

component is a small flask filled with oil and water, which is shaken vigorously when the spell is cast.

Random Spell III (Invocation/Evocation, Wild Magic)

Range: 0
 Components: V
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: One spell
 Saving Throw: None
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell is identical to the 1st-level *random spell I*, save that it duplicates the effects of a 6th- or 7th-level spell.

Rathe's Contingency Trigger (Alteration)

Range: 3 yards
 Components: V, S, M
 Duration: Special
 Casting Time: 1 turn
 Area of Effect: One cube foot per level maximum
 Saving Throw: Special
 Author: Aaron Sher <ars3_cif@uhura.cc.rochester.edu>

The *contingency trigger* functions identically to the 3rd-level *Rathe's trigger*, with one exception: a condition may be applied to the triggering of the spell (for instance, "trigger only if a man wearing green enters the area", or "trigger if anything made of gold enters the area"). Note however that the spell's "perception" is restricted to the area of effect. The spell cannot perceive intangibles such as class, level, or alignment. The material component is as *Rathe's trigger*, but must be worth twice as much.

Rednog's Skill Backup (Alteration)

Range: 10 feet
 Components: V, S, M
 Duration: 3 days per level
 Casting Time: 1 round
 Area of Effect: One person
 Saving Throw: Negates
 Author: Kai Rottenbacher <uwagner@orville.zdv.uni-mainz.de>

This spell backs up a single selected skill of a creature. Skills which may be backed up are THAC0, levels, spell levels, proficiencies, ability scores, etc. This one backup skill does not allow the creature to use it twice as good or twice as often, but it just exists as a silent backup inside the creature. Thus, if the original skill is lost (due to whatever cause), the backup will fill the blank. This backup is at the level of ability as it was at the day the spell was cast. The skill is a little less powerful than the original (as it is just a backup). Thus, any backup ability scores are reduced by one, any spell levels will have one less spell per level, the levels will be reduced by one. Hit Dice will be reduced by one hit point each (note: not one hit point per level but one hit point per Hit Die), etc. Thus, while it is possible to back up all mental and physical abilities, they are seriously reduced. The character then also functions only at these abilities (if a 20th-level wizard with 18 Intelligence is doubled and his double has to kick in, he is not able to cast 9th-level spells as he requires an 18 Intelligence for that — and now he only has a 17, so tough luck). The doubled skill does not include memorised spells. Thus, while a wizard may back up spell levels, the spells in these spell levels will be gone; the wizard has to refill them; also, while hit points are backed up, and the character loses all of his original permanently, he may return to the backed up hit points (which are lower than the originals), which does not mean, that he is immediately cured but that he *can* be cured up to those levels, etc. This spell is no insurance against dying, but it is an insurance against losing all mental or physical abilities (if the body can be salvaged. This spell is useful, for example, if a wizard is feeble-minded or permanently forgets his complete memory (by falling

into the Styx, for example) the backup kicks in until the wizard can be cured. Once backup skills are used (even for a short time only) and the original skills return, this spell ends. If the spell runs out while the originals are not replaced, the character will fall over completely comatose. No life will be detectable.

The material component is a mirror in which the targeted creature is depicted doing something related to the desired skill. This picture has to be captured somehow within the mirror on a permanent basis.

Rednog's Skill Stealer (Alteration)

Range: 10 feet per level
 Components: V, S, M
 Duration: Special
 Casting Time: 1 round
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Kai Rottenbacher <uwagner@orville.zdv.uni-mainz.de>

This spell takes away a single skill from one creature and instils it in another. These skills may be anything like proficiencies, a single spell up to ¼ the caster's level (round down), a base THAC0 score, ability scores, a single psionic power (not including PSPs yet), up to 2 PSPs per caster level, etc. The affected source creature (the target from which the skill is appropriated) loses that specific skill at that level, but retains the average skill of a normal person — unless its normal skill level is lower than average (in that case halve the skill level of the source creature — if the stolen skill is a spell, the spell is gone completely; it cannot be remembered, until the spell is cast by the thief). This skill is then immediately placed either into the caster or into another creature (the target creature) within range. Against both effects (stealing and placing the skill) exists a saving throw versus paralysis for the respective creature; if even one of them succeeds, the source creature retains its skill. As it is possible to automatically fail a saving throw, the second saving throw will not be necessary, if the caster is the target — and he desires the skill. The acquired skill then replaces an existing skill of a lower (or non-existent) level, but it does not augment a skill of superior level. This skill can then be used by the target creature at exactly the same level as in the original creature unless these skills are ability dependent (a wizard with a Dexterity score of 10 steals a very dextrous (16 Dexterity) weaponsmith's weaponsmithing proficiency which is at +6 due to the smith's incredible skill; then the wizard could use the weaponsmithing proficiency at his base Dexterity of 10, plus 6 due to the acquired skill, but he could not use it at the smith's Dexterity of 16, plus 6 as he did not steal the smith's Dexterity).

The duration of the spell is dependent on the situation in which the skill was stolen or taken:

- if it was stolen during combat, the duration is a maximum of 1 round per caster level;
- if it was stolen during a placid moment but still without the consent of the source creature it lasts for 1 turn per caster level;
- if it was taken from a complying source creature, but instilled in an unwilling target creature, it lasts for 3 turns per level;
- if it was taken from a complying source creature and instilled into a willing target creature it can last for an almost unlimited time (but see below).

The negative side effect is that skills, which are taken from their original owners tend to degenerate rather quickly even if they are used often. Thus, a skill which is separated from its original owner for more than 10 units of duration time (10 rounds, 10 turns, 30 turns, or 10 days in the case of a freely given and freely accepted skill) has to save once at the original owner's ability score (if a proficiency) or versus paralysis (if not a proficiency). If any of these checks or saving throws fail, the skill degenerates by one point. Once it reaches a minimum of half the original user's skill level, it is completely destroyed. If a reduced skill is returned to its original owner it slowly returns to its previous level (one point per month). A destroyed skill is lost to both the source and the target creature. Each skill point lost deals 10 hit points of damage to the target creature as the skill tries to break out of the target's body. If the skill is destroyed the creature takes 10 hit points of damage for every remaining point of skill left.

If the spell runs out or is dispelled, the remaining skill returns to the source creature with no additional damage to the target creature.

While it is definitely possible that a skill degenerates, it is also possible that the skill increases. If the skill is a proficiency which is used seriously enough during its stay with target creature, there is a chance that it increases. This chance is a base 100%, minus 5% per point of the owner's original proficiency ability, minus 5% per day of duration, plus 1% per successful use of the proficiency, plus 5% per point of the respective ability of the target creature over the ability of the source creature.

If the skill is a spell stolen from another creature, the spell has a chance of failure when it is cast. This chance is a base 10%, *plus*:

- 20% per spell level,
 - 70% if used by a non-spellcaster,
 - 50% if used by spell caster of a different class,
 - 30% if used by a spell caster of the same class but of insufficient level,
 - 10% if used by a spell caster of the same class but who doesn't know the spell;
- minus*:
- 10% if used by a spell caster of the same class who knows the spell,
 - 30% if used by a spell caster of the same class who has also memorised the same spell,
 - 1% per level or Hit Die of the creature.

Such failure can be something spectacular (like a wild surge) or it can just do nothing. A successfully cast spell is cast as if the original caster had cast it — not as if the target creature had cast it. Thus, the level of effect of the spell is dependent on the original caster.

It is possible to steal several skills from one or several sources with successive spells to be placed into the same target creature. A target creature can hold a maximum of one additional skill per level maximum. If this maximum is breached, the creature has to succeed at one saving throw versus spell per round per additional skill with a -1 per additional skill (a 3rd-level target already has three skills and suddenly gets two additional skills, it has to succeed at five saving throws versus spell per round with a -5 per saving throw). If any of these saving throws fail, the target is *feble-minded* and *confused* until a *heal* and *restoration* are cast on it.

The material components are two magnets (lodestones) which are stoneshaped into the appropriate forms of the source and the target creature (they don't have to pieces of art but they have to be recognisably the same). These lodestones are connected by a mithril rod worth no less than 500 gp. All components vanish during casting.

Retrieve [2] (Conjuration/Summoning, Divination)

Range: Special
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 turn
 Area of Effect: One object
 Saving Throw: Special
 Author: Joe Carl Jr. <jcarl@jabba.ess.harris.com>

This spell enables an item with the wizard's *wizard mark* inscribed on it to be instantly summoned. The item may weigh no more than one pound per level. The item must have a *wizard mark* of the wizard's glyph inscribed upon it.

When this spell is cast, the wizard can see in his mind all wizard marked items that have his glyph. The glyph and the extra six characters can be read. The wizard concentrates on one set of glyphs, and the item with that set of glyphs inscribed on it is summoned. Only one object can be summoned per casting of the spell. During the course of the spellcasting, the bearer of the item will feel a small tugging sensation on the item. If no one is in physical contact with the item at the completion of the casting no saving throw for retrieval is required: the spell is an automatic success. If someone is in physical contact with the item, and he rolls a successful saving throw versus spell, the item will not be retrieved.

The item must be within 1 mile per level of the wizard to be retrieved. If the item is outside of this range, the glyphs will still be

seen and a general direction of where the item is will be indicated. If the item is not on the same plane as the wizard then no information will be given.

Only the glyph and the characters from the *wizard mark* are seen, not the item itself. If more than one item is inscribed with the same glyph and six characters, the DM should randomly pick one of the items and give the appropriate result.

The material component is a 500 gp diamond which should be gazed through for the duration of the spell. The diamond disappears at the end of the casting. The item will replace the diamond.

Reverse Gender Orientation (Alteration)

Range: 10 yards
 Components: V, S, M
 Duration: Special
 Casting Time: 5
 Area of Effect: One creature
 Saving Throw: Special
 Author: Mario R. Borelli <mario.r.borelli.3@nd.edu>

Under the influence of this spell, the subject experiences transsexuality, the unshakable conviction that he (or she) is, despite all biological evidence, of the opposite gender than the true one. The subject cannot disbelieve or be persuaded otherwise, and will immediately adapt hair, clothing, manners, speech, behaviours, etc., accordingly. Notice that males will behave in a feminine rather than an effeminate manner, and similarly for females; the subject has no desire to parody. If the subject's species has more than two genders, the resulting gender orientation is DM's choice. If the species has only one gender, the subject is unaffected. The material component of this spell is a piece of wood with a yin-and-yang symbol carved upon it.

Like *embarrassing fetish* and *reverse sexual orientation*, this spell has no saving throw per se. Upon first consciously realizing that one's self-identification as male or female has changed, if the subject strenuously objects, the subject is allowed a Charisma check at -4. A successful Charisma check leaves the subject confused but no longer transsexual. A new Charisma check may be made each day, but at a cumulative penalty of -1 per day. A roll of 1 always succeeds.

Notice that gender orientation and sexual orientation are different concepts, and that this spell alone will not change orientation. However, the subject will claim a different orientation based on the differently perceived gender. Thus a straight female will consider herself a male who is attracted to men, and therefore a gay man; likewise a lesbian will consider herself a man attracted to women, hence a straight man.

Rhuva's Wizard Stomper (Divination, Evocation)

Range: 0
 Components: V, S, M
 Duration: 4 hours + 10 minutes per level
 Casting Time: 5 minutes
 Area of Effect: 10 yards per level
 Saving Throw: Special
 Author: Colin Roald <hobbit@ac.dal.ca>

Designed to prevent the casting of spells in the area of effect, the *wizard stomper* produces a nearly uncontrollable surge of energy into a wizard who attempts to draw power for a spell. The victim must save versus spell at -6. Failure means the spell is aborted and the wizard takes 1d6 damage per level of the spell attempted. If the saving throw is made, the spell can be cast at +1 on all damage dice, but at double normal casting time.

If a wizard has been stomped before, and knows what to expect, the saving throw is only at -3.

The material component is a handful of ruby dust worth at least 25 gp.

Sarius' Ethereal Transfer (Alteration, Enchantment)

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: Negates
 Author: William T. South <tsouth@netcom.com>

By means of this spell, a wizard is able to cause one creature of his current size class to enter the ethereal plane. Once there, the creature is empowered to exit through any border ethereal curtains onto one of the elemental planes or the prime material plane unless it was an unwilling victim of this spell and failed to make its saving throw, although a successful *dispel magic* cast on the creature (in a border ethereal curtain) will cause it to exit through the border ethereal. Otherwise, the creature is stuck in the ethereal plane until it can find another way to transfer from the border ethereal into an elemental or prime material plane.

For every 2 levels of experience over ninth level a wizard has, he may touch an additional person of his size class and transfer him into the ethereal plane. The classes are tiny, small, medium, large, huge, and gargantuan. If the wizard is of medium size he has each touch slot equal to 3 tiny, 2 small, 1 medium, ½ large, ¼ huge, and ¼ gargantuan size classes. Therefore, he would need 6 slots (i.e., be a 19th-level wizard) to send a gargantuan creature into the ethereal plane.

Note that a creature's Wisdom bonus or penalty against mind affecting spells modifies its saving throw when it is an unwilling recipient against this spell unless it is currently voluntarily allowing another spell to be cast upon it, in which case it is allowed no saving throw. The material component of this spell is normally a small piece of cockatrice flesh, but almost any animal with sensory powers that extend into the ethereal plane will work.

Sarius' Golden Stars of Protection (Evocation)

Range: 0
 Components: V, S, M
 Duration: 1 turn + 1 round per level
 Casting Time: 5
 Area of Effect: One floating 2-foot high star plate per level
 Saving Throw: None
 Author: William T. South <tsouth@netcom.com>

This spell creates golden, shimmering, star-shaped plates of force which move around the wizard in a constant motion, deflecting any missile, hand, or weapon attacks directed at the wizard. The Armour Class of the wizard is improved by a factor of 1 for every three stars still active and any successful physical melee attack (including boulders, ballista, or attack forms similar to a dragon's belly flop manoeuvre) will be deflected automatically. Creatures of size L (or larger) who are deflected must still land somewhere, possibly injuring friend or foe. Non-missile attacks by creatures with an effective Strength of 25 require a saving throw versus breath weapon to deflect.

Each star is able to sustain 10 HP of damage before disrupting, so if a deflected attack does not cause enough damage to disrupt a star (chosen randomly) the star will remain active. For every 5 stars active, the effects of breath weapons directed at the wizard will be reduced by 1 HP per damage die, with total protection from breath attacks becoming a possibility, though, unless the breath weapon causes less damage than the current hit points of a star it will assuredly disrupt the entire field of stars in the process.

While the stars orbit the wizard he is at a -1 to-hit penalty for every star active whenever a to-hit roll is needed, including spells. The wizard may create fewer stars than the maximum possible. Also, the wizard may choose to release up to three stars per round at up to three different opponents no farther away from the wizard than 5 yards per level and who are in his line of sight. Released stars act and attack as *magic missiles* and should be considered triple strength versions of a normal *magic missile* for defensive considerations. A star

(chosen randomly from the remaining stars) will do damage equal to its current hit points. The material component of this spell is a single gold piece for every five-pointed star created. All pieces are thrown into the air where they disappear and are replaced by the floating stars.

Scorpion Call (Conjuration/Summoning)

Range: 40 yards
 Components: V, S
 Duration: 1 round per level
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: None
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell is basically identical to *avian call* (1 HD summoned per level of the caster; creatures can only be used in combat; only one type of scorpion summoned per casting of this spell; any remainders are lost; wizard can always select scorpions from a lower level). Consult the following table for the type of scorpion summoned:

Wizard's Level	Summoned Scorpions
9-11	large (3 HD)
12-15	huge (6 HD)
16*	giant (7 HD)

This spell has no material components.

Scrybane (Divination, Enchantment/Charm)

Range: 0
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One person in a 300-foot radius sphere
 Saving Throw: Special
 Author: Unknown

For this spell to work, the wizard must cast it when he believes that he is being watched through the use of spells or magical scrying devices (*ESP*, *crystal ball*, or *wizard eye*, for example). Immediately after the wizard being scried casts this one-word spell, the scryer may suffer one or more of the following effects (roll separate percentile dice for each):

- 80% chance of being affected as if by the spell *forget*;
- 55% chance of taking 2d4 HP of damage from the backlash;
- 10% chance of falling into a coma lasting 1d20 days; and
- 5% chance of being *feebleminded*, as the spell.

All spell-like effects are at the level of the caster of the *scrybane*. The scryer must make separate saving throws to avoid each of the effects befalling him. The material components for this spell are a dark translucent stone worth at least 500 gold pieces, and a small flame.

Scrybane is one of many powerful anti-divinatory spells. Any wise wizard should somehow acquire one before beginning magical research of his own.

Selective Fireball (Invocation/Evocation)

Range: 10 yards + 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: 20-foot radius
 Saving Throw: ½
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell is identical to the 3rd-level *fireball* except that the wizard can selectively *not* affect any designated creatures in the area of effect. Any creature selected by the wizard (which may include the wizard himself) does not take any damage from the fireball.

Sex Change [1] (Alteration, Evocation)

Range: 5 yards per level
 Components: V, S, M
 Duration: Permanent
 Casting Time: 5
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Ken Arromdee <arromdee@blaze.cs.jhu.edu>

This spell causes the victim's sex to change. Thus, a male becomes female and vice-versa.

The wizard can choose to change either only the target's sex, or to change the target's sex and entire body, as if the target was born the new sex. The target's clothes may, also at the wizard's option, change to fit it. The change takes 1 round; to dispel the spell, *Dispel Magic* must be cast during this period.

At the wizard's option, the target may be made to actually think and act as though it was the new sex. The chances of this are the same as for assumption of a new form's personality when *polymorphed* (q.v.): if a d20 roll, made each day, is less than or equal to 20 minus the target's Intelligence, the target no longer wishes to return to its own sex and finds it natural to act as its new sex.

The material component for this spell is a golden ring.

Shade Link (Enchantment/Charm, Necromancy)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 7
 Area of Effect: Special
 Saving Throw: ½
 Author: The Warlord of Heaven <fsmtw1@alaska.bitnet>

This spell affects one opponent and one friendly creature per 3 caster levels. It gives the victim's shadow a quasi-real existence (the victim must be touched), and allows the attackers enchanted by the spell to attack the shadow for damage that will carry over to the victim. If the victim makes his saving throw, the damage is halved before it is carried over to him. The only defense is *dispel magic* or a *continual light* to rid the room of shadows. The material components for this spell are demon blood and some black silk scrap.

Shadowguard (Illusion/Phantasm)

Range: 0
 Components: S
 Duration: 2 rounds per level
 Casting Time: 5
 Area of Effect: 10-foot radius
 Saving Throw: None
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell animates and gives substance to shadows, causing them to protect the spellcaster. In a 10-foot radius area, shadows distort vision, giving the wizard a -2 bonus to Armour Class. Any creature which enters the radius must save versus fear or flee for one round per level of the priest. Creatures of 10 or more levels or Hit Dice save at +3. The shadows help to block non-magical missile attacks. All such attacks inflict -2 on each die of damage (with a minimum of 0). Finally, the wizard can use the spell to transport himself to the plane of shadow. This transportation takes 3 rounds, during which the wizard must concentrate on the spell. If the concentration is broken, the entire spell fails. Also, this transportation is one-way: *shadowguard* cannot be used to move from the plane of shadow to any other plane. There must be a significant amount of shadows for this spell to operate, although darkness is a suitable replacement. The shadow created by a large tree is not sufficient, but that of a large building will do.

Sillvatar's Dragon Claw (Conjuration/Summoning)

Range: 10 feet per level
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 5
 Area of Effect: One creature
 Saving Throw: None
 Author: Allan J. Mikkola (Sillvatar) <allanm@vulcan.med.ge.com>

This spell conjures a semi-real, shadowy *dragon claw* anywhere within spell range. This claw will attack any target as directed by the wizard; full concentration is necessary to attack with the claw; if the wizard loses concentration, the claw will hover in place until the wizard again gains control. The claw's attack uses the wizard's normal THAC0 and inflicts damage equal to that of the dragon the material component came from. For example, if the material component came from a black dragon, the attack inflicts 1d6 points of damage per attack.

For every 5 levels of the wizard, one attack with the claw may be made, up to a maximum of 4 attacks, although only a single attack may be made in a single round. The claw dissipates when the maximum number of attacks is made, or when the spell duration expires, whichever comes first. The claw may also be dispelled, but may not be harmed by other attacks.

The material component for this spell is the claw from any type of dragon; this component is consumed when the spell is cast.

Sillvatar's Flamestaff (Enchantment/Charm, Invocation/Evocation)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: ½
 Author: Allan J. Mikkola (Sillvatar) <allanm@vulcan.med.ge.com>

This spell will enchant one normal staff with a temporary magical dweomer. In order to cast this spell, a ruby worth at least 300 gp is bound to the end of the staff; this gem will glow with a soft light as long as the spell is in effect. This spell may have one of two effects as decided at the time of the casting: the staff may be used to discharge a *fireball* as per the spell; this will have all the effects (including dice of damage) as if the wizard had cast a *fireball*; discharging the *fireball* has a casting time of 1. If used in this manner, the spell expires after the *fireball* is used, or after 1 round per level of the wizard has passed (if not used in that time, the spell dissipates, and has no effect).

Alternately, the wizard may employ a number of lesser effects: if the staff scores a hit in combat, the staff will discharge a burst of flames that will engulf the target; these flames inflict 1d4 points of damage, plus 1 point per level of the wizard (up to a maximum of 1d4+20). A successful saving throw versus spell reduces the damage by one half; if the saving throw fails, all possessions must save versus magical fire, or be consumed. The staff may be used in this manner once per five levels of the wizard (to a maximum of 4 times). If the staff misses its targets, no charge is used (nor may the wizard elect to do so); a charge is used only if a hit is scored. If all charges are not used in 1 round per level of the wizard, the spell dissipates, and all remaining charges are lost.

The only material components for this spell are the staff and the ruby; the ruby is consumed when the spell ends, but the staff is not affected.

Sillvatar's Shockingstaff (Enchantment/Charm, Invocation/Evocation)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: ½
 Author: Allan J. Mikkola (Sillvatar) <allanm@vulcan.med.ge.com>

This spell is identical to *Sillvatar's flamestaff*, except that it may be used to discharge a *lightning bolt* (as per the spell) or electrical discharges when a hit is scored in combat. Damage, duration, etc. are identical to that of the *flamestaff*. Saving throws for possessions are made versus lightning for both applications of this spell.

Instead of a ruby, this spell has a sapphire for a material component; it is consumed when the spell ends.

Simon's Superior Spheres (Evocation)

Range: 40 yards + 10 yards per level
 Components: V, S, M
 Duration: Special
 Casting Time: 5
 Area of Effect: One or more creatures in a 5-foot radius sphere
 Saving Throw: ½ (but see below)
 Author: Bard <s_kmacfiona@pstcc.cc.tn.us>

Casting this spell creates up to five one-foot diameter spheres of electrical energy to appear near the caster's person. The spheres may be grasped by the caster, and only by the caster, and thrown to attack with. Any other than the caster who touches the spheres as they surround the caster is affected as if the sphere had been thrown at him.

The spheres may thus be used as a defense of sorts, but are best used as an attacking spell. The spheres are thrown as normal missile weapons by the caster with normal Dexterity bonuses applicable, but no penalties for range of target from the caster so long as the target is within the range of the spell. Only two spheres may be thrown per round.

The spheres inflict 4d6 HP of electrical damage, plus 1d6 HP for every two levels of the caster above ninth (i.e., 7d6 at 11th, 8d6 at 13th, etc.). Creatures with conducting materials on their bodies, either partially or totally (for instance, wearing metallic armour) are +3 (for partial) or +5 (for total) to be hit by the caster with the sphere. A saving throw must be rolled each round of the sphere's duration; a successful saving throw means the target takes half damage that round.

The spheres last for 1 round plus 1 round every four levels of the caster. The spell itself lasts until all the spheres have been thrown or two rounds per level of the caster. The caster acquires one extra sphere for every three levels (8 spheres at ninth, 9 at twelfth, etc.). The caster can choose to generate any amount up to his full capacity.

If a sphere strikes a reflective surface, it will reflect at a randomly determined angle. Any flat surface struck by a sphere must save versus electricity or be destroyed. If the surface saves, the sphere is reflected (note: throwing a sphere into a corner will act as if thrown directly behind the caster). A sphere may set fire to combustibles, sunder wooden doors, splinter stone, and melt most precious metals. Unused spheres follow the caster around, acting as passive defense, as he moves; and they do not interfere with any auxiliary spellcasting.

The material components of this spell are a glass, crystal, or amber bead for each sphere created, and a bit of fur.

Skeletal Armour (Conjuration, Necromancy)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 5
 Area of Effect: The caster
 Saving Throw: None
 Author: The Warlord of Heaven <fsmw1@alaska.bitnet>

This spell conjures into being one of two forms of Armour. One form is hard bone plating attached to the wizard, this plating can absorb 10 points of damage for every Constitution point that the caster has. The second form is a bone field (swarm of bones) that effectively lowers the caster's Armour Class by 4 points. It is possible to cast spells through either version. The material component for this spell is a warrior's shoulderblade.

Skullstare (Divination, Necromancy)

Range: 0
 Components: V, S, M
 Duration: 1 year
 Casting Time: 1 day
 Area of Effect: Skull touched
 Saving Throw: None
 Author: The Warlord of Heaven <fsmw1@alaska.bitnet>

The caster enchants skulls to spy on certain locations. He can handle one skull per 2 points of Intelligence. The material component for this spell is a skull with a ruby in the brain hollow. The skull must be on the same plane as the caster in order for him to be able to see through it.

Snake Call (Conjuration/Summoning)

Range: 40 yards
 Components: V, S, M
 Duration: 2 round per level
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: None
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell summons a number of snakes to fight for the wizard in the manner of the other *call* spells. The snakes are selected from the following list:

Wizard's Level	Summoned Snakes
9-12	giant constrictor or poisonous (3 HD)
13-15	giant poisonous (5 HD)
16-17	spitting (5 HD)
18+	giant sea

The wizard can summon 1½ HD per level. Only one type of snake can be summoned. All remainders are lost. The material component of this spell is a handful of scales from any giant snake.

Sonic Blast [2] (Evocation)

Range: 5 feet per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: ½
 Author: Steve Bartell <stevebar@wordperfect.com>

When this spell is cast, the wizard blows on a conch shell and sends forth a sonic blast that does 1d4+1 points of damage per level. The sonic blast issues forth in a 10-foot diameter cylinder with a distance of 5 feet per level of the caster. Any item, door, etc. caught

in the blast needs to make a saving throw versus crushing blow to remain intact.

The material component of this spell is a conch shell that is consumed when the blast is released. The blast of this spell uses the water as a carrier, making it only possible to cast underwater.

Sonoric's Illusionary Observer (Divination, Illusion/Phantasm)

Range: 100 yards per level

Components: V, S, M

Duration: Special

Casting Time: One turn

Area of Effect: Special

Saving Throw: None

Author: Tim Prestero <ez003387@george.ucdavis.edu>

This spell creates the illusion of a creature, up to medium in size, through which the wizard gains the advantage of a clairaudience and clairvoyance spell. The wizard must determine the appearance of the *illusionary observer*, during the casting of the spell. If it is a creature the wizard is not familiar with, observers of the illusion are at +4 to notice it as such. If the wizard has an accurate drawing or carving of the illusionary subject, observers are at -4 to spot the illusion. Those successfully noticing the illusion see it become merely become translucent, it does not disappear. The illusion is incapable of making any sounds, and is completely insubstantial, even if someone touching it is unaware that it is an illusion.

The illusion has a movement rate of 30, and it is capable of passing through solid objects, all save lead, the touch of which cancels the spell. The wizard must carefully concentrate on the illusion (i.e., he is incapable of other actions) to use the *clairaudience* and *clairvoyance* powers, as well as keeping the appearance realistic. If the wizard breaks concentration for some reason, the illusion freezes in whatever position it was in, until the wizard resumes concentration or the spell expires.

The material components for this spell are a bit of fleece, and a humanoid eye and ear.

Sonoric's Superior Minions (Conjuration/Summoning, Divination)

Range: Special

Components: V, S, M

Duration: 1 hour + 1 turn per level

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

Author: Tim Prestero <ez003387@george.ucdavis.edu>

This spell summons a major etherling from the ethereal plane, to do the wizard's bidding. Major etherlings are fairly intelligent, although they still suffer from summoner-awe. The wizard summons one etherling per five levels, for example two at sixth, three at eleventh, etc. The summoned etherlings are eager to serve the wizard, and they are capable of more complicated tasks than their lesser brethren.

A major etherling (AC 0, MV 60, HD 4, #AT 2, damage 1d3/1d3, Int 12) is a man-sized, transparent, humanoid-appearing creature, formed of the stuff of the plane ethereal. It has some control over its appearance on the prime material plane, although, regardless of form, they have blurry outlines, and are partially transparent. It also moves by flight, although it is sophisticated enough to give the illusion of walking. Being mostly on the ethereal plane, it is able to pass through solid objects, save lead, the touch of which, if it fails a saving throw versus paralysis, returns it to the ethereal plane, cancelling the spell. Major etherlings are fairly intelligent, and have a 20% chance of knowing any specific minor lore, although it will answer such a question only once. A major etherling will be stricken with extreme respect for the summoner, and will attempt to follow the spirit of its commands to the best of its ability. It has the ability to turn small items, of less than ten pounds in weight, ethereal, allowing it to

transport the item. It may only carry one such item at a time, however. It also has a photographic memory.

Major etherlings are capable of performing complicated tasks, and can grasp abstract concepts. Once given a task, it will remain on the prime material plane until the task is complete, or its time runs out. One advantage the major etherling possess over its lesser brethren, however, is its ability to move into the ethereal plane, and return to the prime material plane, essentially teleporting. It is also capable of completing tasks on the ethereal plane, as well as the prime material. Again, an Intelligence check is required for particularly baffling problems encountered in its task, and if the task is rendered somehow impossible to complete, and the etherling makes it Int check, it will return to the wizard, and inform him of the problem, before returning to the ethereal plane, for good.

Being dual-plane beings, they are only hit by magic weapons, and spells. The material components of this spell are jade figurines, one for each etherling to be summoned.

Space Blending (Alteration)

Range: 0

Components: V, S

Duration: Special

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

Author: Joshua Rosenfeld <emilus@u.washington.edu>

This spell can be cast on a room or open space with an area no larger than 160 square feet, and which is near another room or space of equal or lesser area. The second space must be no further than 30 feet away from the first, and may not contain any extradimensional devices or gates (if it does, the spell will fail, and there is a 25% chance that the device or gate will explode, causing 4d10 points of damage to all within a 20 foot radius; a saving throw versus spell will reduce this damage in half). After the initial round of casting, the two areas will begin to blend — that is, the spaces they occupy will begin to overlap. Occupants of both areas will witness the same thing: 1 round after the spell is cast, everything from the other area will appear as a vague and transparent image, possibly even overlapping solid objects and creatures. During the next two rounds, the images will begin to solidify, moving aside any objects or people that they are overlapping. If, for any reason, it is not possible to move an object with a reasonable amount of force (walls, floors, and ceilings fall into this category), the overlapping image will remain transparent until the spell is over. This phenomenon will affect the second area as well, although objects from the first room will appear to occupy its space. After 3 rounds, all objects and creatures will be solid (within the limits of the spell) and can interact as if they were in the same space. During this entire time, the caster must remain still and concentrate deeply, or the spell will immediately be negated. The two spaces will stay blended for as long as the caster concentrates on the spell, up to a maximum duration of 1 turn per caster level. If the caster voluntarily stops the spell, he will have 1d20 seconds in which to grab an object or creature from the other space, thereby bringing it back with him into his space. Otherwise, everything that was in the first space remains there, and everything that was in the second space returns there. The material components are two squares of cloth, sewn one on top of the other, which are consumed in the casting.

Speed Casting (Alteration, Enchantment, Metamagic) Reversible

Range: 0
 Components: V, S, M
 Duration: 2 rounds + 1 round per level
 Casting Time: 5
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell doubles the number of spells a spell caster can cast during a single combat round: normally, a wizard can cast a maximum of one spell per round; now he can cast two. It does not allow one person to read two spells from a scroll in one round, nor does it allow two uses of the same triggerable item in one round nor does it allow the use of two items per round which could not normally be used within one round, etc. It only works on actually cast spells (spell-like natural or magical abilities are not sped up), and any physical attacks are not sped up — thus it is no good if you cast two touch spells in one round if they have to be used in the same round and you have only one attack per round. The effect of this spell sets in with a one round delay: cast *speed casting* in round number 1 and start double speed casting in round number 2 (sorry, no additional spell in round number 1).

Only spells which have initiative modifiers can be sped-cast. Both spells to be cast in the same round have to be of the kind with initiative modifiers. Like the *haste* spell, this spell offers a -2 bonus for the initiative roll of the character — but only for cast spells. Thus, casting times of zero are possible. This spell is cumulative with *alacrity*. First, *alacrity's* effect is used and then the -2 bonus of this spell is applied. This spell is not cumulative with itself or any other speed increasing methods. The method of initiative is easy: roll 1d10, take the result, add the normal casting time, subtract the bonus (-2), allow for a 1-point initiative penalty, then add the second casting time. For example, cast *fireball* twice in one round: a roll of 4; add 3 (for *fireball*), subtract 2 (bonus): boom number one at initiative modifier 5; add 1-point penalty (wait for the battery recharge), add 3 (for the second *fireball*): boom number two at moment 9.

The reversed spell, *slow casting* (which needs a to-hit roll in combat), forces the touched being to save versus spell. If this saving throw fails, that creature needs double the time to cast a spell and a maximum of one spell per two rounds could be cast — if it normally were to be cast in one round or less. If the saving throw succeeds, nothing happens and the spell is wasted.

The material component is a *speed potion* quaffed by the recipient. The potion does not have its usual effects except to age the drinker one year.

Spell Turning (Alteration)

Range: 0
 Components: V, S, M
 Duration: 5 rounds per level
 Casting Time: 5
 Area of Effect: The caster
 Saving Throw: None
 Author: Kenneth C. Jenks <kjenks@gothamcity.jsc.nasa.gov>

This spell, which was researched by Grimbor, distorts the three normal dimensions with respect to magic spells directed at the wizard. Any spell cast at the wizard will usually rebound, in part or perhaps in full. When a spell is directed at the wizard, percentile dice are rolled and rounded to the nearest decimal, i.e., 1-5 is dropped, 6-9 adds 10, so 05 equals 0% but 96 equals 100%. The score of the percentile dice indicates what portion has been turned. Damage is awarded proportionally. Saving throws for both opponents are adjusted upward by +1 for each 10% below 100%; i.e., 80% equals +2, 70% equals +3, ..., 10% equals +9. See the table below.

Spells which normally allow no saving throw may be negated or inflict half normal damage if a special saving throw is made. For each 10% of the spell turned, allow a saving throw of 5% (1 in 20); see the

table below. This special saving throw is not modified by race, magic items, or other conditions.

D100 Roll	Percentage Turned	Saving Throw Bonus	Special Saving Throw
01-05	0%	-	-
06-15	10%	+9	20
16-25	20%	+8	19
26-35	30%	+7	18
36-45	40%	+6	17
46-55	50%	+5	16
56-65	60%	+4	15
66-75	70%	+3	14
76-85	80%	+2	13
86-95	90%	+1	12
96-00	100%	-	-

Spell turning does not apply to spells which affect an area and are not cast directly at the wizard, nor spells which are delivered by touch, nor magic delivered by devices or at-will abilities, such as rods, staves, wands, rings or other items, or monsters' abilities such as a devil's *hold person* or a storm giant's *lightning bolt*.

If the attacking wizard also has *spell turning*, either through ring or spell, the following table applies:

D100 Roll	Effect
01-70	Spell drains away without effect
71-80	Spell affects both equally at full effect
81-97	Both spells (or spell and ring) are drained permanently
98-00	Both individuals are sent through a rift to the positive material plane

The material component of the spell is a small silver mirror.

Spellcrystal V (Conjuration, Invocation)

Range: 0
 Components: V, S
 Duration: 5 months + 2 months per level
 Casting Time: 5 rounds
 Area of Effect: One crystal, worth at least 500 gp
 Saving Throw: Special
 Author: Kris <simonis@stpc.wi.leidenuniv.nl>

Except as noted above, this spell is the same as the 1st-level wizard spell *spellcrystal I* (q.v.).

Spirit Scream (Necromancy)

Range: 0
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: ½
 Author: Bret Mikeal O'Neal <bo@csd4.csd.uwm.edu>

This spell creates a low-pitched wail, much like a banshee. The wail originates at the casters mouth and extends outward in a cone, three feet long and one foot in diameter per caster level. The wail inflicts 1d4+1 points of damage per two caster levels. Those killed by the wail cannot be raised. Those who fail their saving throw will also run in fear for 1d4+1 rounds. Eg., a 10th-level wizard casts *spirit scream* that does 5d4+5 points of damage, next to invoking magical fear (no death ever occurs), with a cone-shape area, 30 feet long and 10 feet in diameter.

The spell does not affect creatures without hearing organs, such as plants and puddings, but inflicts double damage versus crystalline. It automatically shatters all glass and thin crystal in its area of effect. Magical gems and glass must save versus disintegrate or shatter.

The material components are a pinch of diamond dust and a small ivory open-ended cone.

Spiritual Triangle (Abjuration, Necromancy)

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 turn
 Area of Effect: Special
 Saving Throw: None
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

By means of this spell, the wizard may inscribe a *spiritual triangle* (a triangle inscribed in a circle). While within this triangle, the wizard cannot be magically influenced or controlled by any sort of charm, *suggestion*, or *hypnosis*, nor can the wizard be psychically or spiritually assaulted. The beneficiary of the spell will likewise be unable to cast such spells from within the triangle. An Intelligence check must be made to determine if the inscriptions were made correctly. The material component for this spell is some incense, worth at least 400 gp.

Stanza's Certain Enchanted Kiss of Disease

(Necromancy)

Reversible

Range: 0
 Components: S
 Duration: Permanent
 Casting Time: 1
 Area of Effect: Person touched
 Saving Throw: None
 Author: A.C. <ac001@freenet.carleton.ca>

This kiss inflicts one magical sexual disease of the caster's choice. The reverse, *Stanza's enchanted kiss of curing*, removes one magical sexual disease.

Sting (Alteration, Evocation)

Range: 50 yards per level
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 2
 Area of Effect: One magical dagger
 Saving Throw: None
 Author: Neil Rabideau <gitzlaff@uxa.cso.uiuc.edu>

This spell requires a *dagger*, +1 as a component. The spell causes the dagger in question to disappear and attack the victim for the duration of the spell. The dagger attacks as a fighter of a level equal to that of the wizard, including attacks per turn and so on. The dagger does not get its magical bonus to attack, unless a dagger better than +1 is used (+2 = +1 to attack, +3 = +2 to attack, etc.). *Sting* however does negate the use of a shield, if the victim has one.

A *dimension door*, *astral spell*, *blink* or other location blinking spell or spell-like effect will successfully avoid the *sting*. The wizard need not concentrate on the spell for the dagger to attack. The dagger is consumed by the spell.

Summon Warriors (Conjuration/Summoning)

Range: 40 yards
 Components: V, S, M
 Duration: 3 rounds + 1 round per level
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: None
 Author: Unknown

Within one round of casting this spell, the wizard conjures 1d3 warriors to aid him. The summoned warriors will be of a level equal to half the level of the wizard (rounded down) up to a maximum of twentieth level. They will perform as per monsters summoned by *monster summoning* spells. Note that, in certain circumstances, adventurers may be summoned (who will recall the details of their trip). The warriors will appear anywhere within the spell range as desired by the wizard.

The type of warrior summoned is as follows:

Wizard's Level	Fighter	Ranger	Paladin
up to 15	70%	20%	10%
16-20	60%	20%	20%
21+	50%	25%	25%

Equipment and abilities are determined randomly. The material component for this spell is a dagger of the finest quality, which is consumed when the spell is cast.

Superior Sleep (Enchantment/Charm)

Range: 100 yards + 10 yards per level
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 5
 Area of Effect: 60-yard diameter sphere
 Saving Throw: None
 Author: Paul D. Walker <pdwalker@hk.super.net>

This is a much improved version of the 1st-level wizard spell *sleep*. The creatures affected fall into a deep slumber from which they cannot awaken from for at least one turn (unless a *dispel magic* is used).

For each creature the wizard chooses to affect, a certain amount of the spell's power is used to put the creature to sleep. An effect die roll of 4d12 is made. This is the number of points that can be used to put creatures to sleep. It takes a different number of points per creature to put a creature to sleep, depending upon its Hit Dice or level. The wizard can keep on putting creatures to sleep until all the points are used up, or there are not enough points left to affect another creature, or that all the creatures are already asleep in the area of effect. The point costs are as follows:

Hit Dice of Creature to be Affected	Cost	Maximum Affected	Average Affected
up to ½	½	96	60
½+1 to 1	1	48	30
1+1 to 3	2	24	15
3+1 to 5	3	16	10
5+1 to 7	4	12	7
7+1 to 9	6	8	5
9+1 to 10	12	4	2
10+1 to 11	24	2	1
11+1 to 12	30	1	1

Note: As an additional twist, the particular enchantments of this spell do not allow elves their normal resistance to sleep, but in turn they get a saving throw versus spell to avoid the effects of the spell.

The material components of this spell is sand from a dead sandman which is tossed in the air while the wizard sings a short lullaby.

Switch (Alteration)

Range: 120 yards
 Components: V, S
 Duration: Permanent
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: Negates
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell causes the wizard and the victim to instantly switch places via a *teleport without error*. The victim must be of size Large or smaller, and is allowed a saving throw versus spell. The wizard has to be able to see the victim.

Taint Alignment (Enchantment/Charm)

Range: Special
 Components: V, S, M
 Duration: 1 day per level or special
 Casting Time: 1 turn
 Area of Effect: One humanoid creature
 Saving Throw: Special
 Author: Unknown

Taint alignment has similar effects to a character as performing a deed opposite to his alignment, except that this one shows. Casting it requires knowing the true name of the target, which knowledge can be obtained by other magic. Casting the spell causes the target to make a saving throw versus spell with a penalty of 2 on the die roll. If he makes the saving throw, the spell rebounds on the wizard, who will also have to save, but with a bonus of 2 on die. The spell will rebound between the two regardless of distance until one fails a saving throw, or both have made three saving throws, in which case the spell fails. An affected true neutral character would get a random alignment of the one of the corner four alignments.

Effects vary depending on the alignment of the victim. If the affected humanoid is a paladin, the effects thus far taken for granted are reversed: laying on hands would cause damage, *detect evil* turns into *detect good*, *remove fear* into *cause fear*. However, the paladin will have no idea what is happening until he tries to ride his mount or draw his *holy avenger*, +5. For an anti-paladin, the effects are similar, but reversed with respect to evil and good, again having the opposite of the usual effects. A priest would instantly lose the ability to acquire spells, but not his spellcasting or scroll-reading ability.

For any character, there are a number of standard effects:

- *Know alignment* shows the reversed alignment.
- *Detect good or evil* work as for the new alignment.
- Bad dreams.
- Problems with other people. For a lawful good victim, the good emit fear, the evil get liked, law is approached with caution, chaos is felt as a sign of responsibility.
- Temples of one's own religion feel bad.
- There is a temptation to truly switch alignment fully, which would have certain effects described in the *Dungeon Master's Guide*, such as losing a level of experience. A change in alignment can be felt by people in contact with the affected, more or less in the I-feel-something's-wrong way.

The curse cannot be magically removed with anything less than a *limited wish*, until the time is full. Of course, the target wouldn't know that the effect isn't permanent.

If any sign of faltering from the original alignment is given, then the effect does become permanent. Slight faltering causes prolonged duration, as the energy of the spell isn't as seriously tried to counter as it might have been. The material component of this spell is a bit of India-rubber.

Time Sight (Divination)

Range: Special
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: Ernie Schuler <schuler@vitro.com>

Enables the caster to see past events that occurred in the area where they are when the spell is cast. The caster selects the time that is to be viewed, which may be from 2 up to (level-1) years ago. Only one time may be selected per casting. The caster may rotate his sight 360°, but cannot move from his starting position. The caster's sight is limited by the same conditions that would limit them if they were physically present (walls, darkness, rain, etc.). The caster cannot bring a light with him but a spell that gave him infravision would allow him to see in the dark. Wards that would block scrying also block *time sight*. This spell requires an hour glass that runs for 10 minutes. The caster must be stationary throughout the duration of the spell.

Tonguetwister (Abjuration, Alteration)

Range: 10 feet per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: One target
 Saving Throw: Negates
 Author: Allan J. Mikkola <allanm@vulcan.med.ge.com>

When this spell is cast on an enemy wizard, it will cause the target's tongue to twitch violently, thus disrupting any spell being cast at the moment, unless the victim makes a successful saving throw versus spell. The level of the spell being cast by the target determines the modifier applied to the saving throw as follows: saving throw modifier = spell level - 5 (i.e., a 2nd-level spell inflicts a -3 to the saving throw, a 7th-level spell earns a +2 to the saving throw, etc.).

The victim must be in the process of casting a spell with a verbal component. If no spell is currently being cast by the target, the *tonguetwister* has no effect. If the opponent's spell goes into effect at the same time as the *tonguetwister*, the victim earns an additional +2 bonus to the saving throw. This spell cannot affect a spell that has already been cast, nor one that is to be cast in the future.

The material component of this spell is a tongue of any creature; this is consumed when the spell is cast.

Traelanger's Extermination (Alteration, Conjuraction/Summoning)

Range: 0
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: 40-yard diameter sphere
 Saving Throw: None
 Author: Scott Neilly

When this spell is cast, it causes all creatures in the area of effect who have less than 5 HP maximum and less than 8 Intelligence to die. The spell can affect a total number of hit points equal to seven times the wizard's level. When determining what creatures die from the effects of the spell, start with the creatures with the lowest hit points, and then go from there.

The material components for the spell is a handful of live bugs which must be squashed as the spell is cast while the wizard yells out "Seven in one blow!".

Transmute Cloth to Iron (Alteration)

Reversible

Range: 100 yards
 Components: V, S, M
 Duration: Permanent
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: Negates
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

The invention of the crafty shadow-wizard, this spell is a very effective immobilization technique. It can affect the full garments of up to 5 small, 3 medium, or 1 large sized being per three levels of the caster. Enchanted clothing has a 20% chance per enchantment or plus to resist the spell. Cloth that has been transformed into iron is not simply woven iron — the strands are partially fused so as to be solid. A successful Bend Bars roll may, at the DM's option, depending on the amount of clothing being dealt with, allow one to free oneself (ruining the garments irrevocably). The transformation is permanent unless the reverse of the spell, *transmute iron to cloth*, is cast. The reverse is also quite effective in neutralizing attacks, but it does so by causing metal armour and weapons to become ineffective cloth replicas. Cloth swords will become limp and floppy, cloth plate will hang in folds. This is far from immobilizing, but tends to ruin Armour Class. It affects the metal gear of 5 small, 3 medium, or 1 large sized being per three levels of the caster. Enchanted metal objects, or objects made primarily of mithril, silver, or other precious metals are not affected at all. When reversing this effect, take care that the objects in question are held in their original shape — a floppy sword that is simply reconverted while flopping will be very oddly shaped and not very useful. Multiple reconversions may fix such problems. The spell does not affect iron-based or cloth-based monsters (if, indeed, the latter exist), including golems. The material component of both this spell and its reverse is a needle.

Transmute Matter to Alcohol (Alteration)

Reversible

Range: 10 yards
 Components: V, S
 Duration: Permanent
 Casting Time: 2
 Area of Effect: One object
 Saving Throw: None
 Author: Jonathan Salter (Jon) <jrs@occs.cs.oberlin.edu>

This spell turns any non-organic object into alcohol. The object must be at least 10 yards away and in sight. It will turn into the most common form of alcohol that is in the player's campaign world. Thus if beer is the most prevalent form of alcohol, the object turns to beer.

Objects can be turned back with the reverse of this spell, *transmute alcohol to matter*, but all liquid must be contained together.

After chanting and using motions involving thinking and pointing at the object to be turned, the caster throws the material components (a drop of 100% alcohol in a crystal casing and a very simple, small, wooden carving of the object) at the object, which always magically hits the object. Any object that is turned can be drunk, and once inside turned back.

The reverse, when used on normal alcohol, can summon very strange objects. The DM can decide on what object, or roll on the Magical Item Table in the *Net Alcohol Guide* to see what it is (if this is used then it only *looks* like the magical item rolled).

Travel Cancellation (Alteration)

Range: 30 yards
 Components: V, S, M
 Duration: 1 turn per level or until used up
 Casting Time: 5
 Area of Effect: One creature
 Saving Throw: None
 Author: Joseph Delisle <jdelisle@loyola.edu>

This spell prevents travel by extraplanar means, distorting the effects of spells like *blink* and *teleport*. Any time a spell involving such transport is cast and the victim is involved (either as wizard or passenger), there is a 5% chance per level of the caster of *travel cancellation* that the transport spell will misfire. The spell lasts for a maximum of 1 turn per level, or for one third the caster's level (rounded down) cancellations, whichever comes first.

Misfires:

- *Rope trick*: the victim is unable to enter the extradimensional space.
- *Blink*: the victim always reappears in the same spot, but facing away from enemies.
- *Dimension door*: the distance travelled is constant, but direction is random.
- *Dimension folding*: the fold closes in front of the victim, preventing transit.
- *Bowgentle's fleeting journey*: the wizard is teleported instead of the passenger.
- *Teleport*: either fails, or arrive 1d10 miles from destination (DM choice).
- *Teleport dead*: the wizard is teleported instead of the body.
- *Plane shift*: the group lands in a random area in the prime material plane.

Succour (both versions), *teleport without error*, *astral spell*, and any spells over sixth level are unaffected. It is the DM's option if extradimensional magic items (*bag of holding*, *well of many worlds*, etc.) are affected by *travel cancellation*. The material components are two magnets that are strongly attracted to one another, one of which has the wizard's sigil painted on it.

Tryton's Armour (Abjuration)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 round
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Tryton

This 5th-level version of the 1st-level *armour* spell provides an Armour Class of -2. In all other respects it is the same.

Tryton's Death Grip (Necromancy)

Range: 0
 Components: V, S
 Duration: Special
 Casting Time: 5
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Tryton

Any creatures under 6 HD touched by the wizard are automatically brought to 0 HP. Creatures of 6 HD and above are afflicted with a double-strength *shocking grasp*.

Tsugua's Uncontrollable Hiccups (Abjuration, Evocation)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 1 round
 Area of Effect: 1-foot per level radius globe
 Saving Throw: Negates
 Author: August Neverman <gitzlaff@uxa.cso.uiuc.edu>

This spell causes the affected creatures to hiccup uncontrollably for the duration of the spell, during which time they will be able to do little other than hiccup. Persons entering the area of effect after the spell is cast will still be affected, and leaving the area will not stop the hiccups until the spell expires. The wizard and all others in the area are affected (all fighting is at minus the half the level of the wizard). The material component for this spell is a wart from a warthog.

Tuan's Electric Fireball (Evocation)

Range: 100 yards + 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: 30-foot radius
 Saving Throw: ½
 Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

This powerful spell inflicts 1d8 HP per level of the wizard to all within a 30-foot radius. Half the damage is fire based, and half is electrical. This allows the spell to be more useful against creatures that may be immune or resistant to one or more types of energy.

The material component of this spell is a brimstone sphere with a magnetite core.

Turn Greater Quasi-Elemental (Abjuration)

Range: 30 yards
 Components: V, S
 Duration: 1 round per level
 Casting Time: 5
 Area of Effect: One creature
 Saving Throw: Negates
 Author: François Menneteau <mennetea@acri.fr>

This spell causes a greater radiance, lightning or mineral quasi-elemental to flee as fast as it can, for a number of rounds equal to the level of the caster. The material component for this spell is a miniature mithril shield, worth at least 50 gp.

Turn Undead [2] (Abjuration)

Range: 120 yards
 Components: V, S
 Duration: Special
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: None
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell allows a non-evil wizard to turn undead in the same fashion as a priest. The spell only turns undead, it does not allow the wizard to command undead as some evil priest can do. If the wizard is of good alignment, then turning is done at the wizard's level minus six. If the wizard is neither good nor evil, then the turning is done at his level minus ten. This spell is of no use to evil wizards. In all other aspects, the spell operates as a normal turning attempt, with the wizard required to roll 1d20 to see if the attempt is successful.

Twilight's Invisible Field (Alteration)

Range: 10 yards per level
 Components: S, M
 Duration: 5 rounds per level
 Casting Time: 5
 Area of Effect: 40-foot sphere
 Saving Throw: None
 Author: Robert A. Howard <ssa94isa06@rcnvm.rcn.mass.edu>

This spell is similar to *Twilight's darkness bubble*. Instead of darkness, however, a field of invisibility, similar to the spell *invisibility, 10 feet radius*, is created. Unlike the former spell, on the inside of the field, creatures can see each other, and can see outside of the sphere as well. In addition, any attack coming from a creature inside of the field will automatically negate the entire field, even if the attack fails. Once the spell is cast, those entering the *invisible field* will not turn invisible or be able to see those who are. If someone wanders beyond the 40-foot radius around the focal point of the spell, he will become visible. The material component of the spell is a thin piece of clear quartz crystal.

Tyvek's Fabric Fighter (Conjuration/Summoning)

Range: 10 yards
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: The Warlord of Heaven <fsmtw1@alaska.bitnet>

This spell conjures into being a rumpled flowing mass of silken cloth with a two handed sword wielded by some unseen entity inside the cloth. The *fabric fighter* has one Hit Die per 3 caster levels, it attacks 2 times for standard two-hander damage. It cannot be disarmed and moves at a rate of 12, 8 flying (class B). Its Armour Class is 2, and due to its flowing and malleable nature, piercing and clubbing weapons do no damage.

The material components for this spell are a silk cloth and a tiny metal sword, which are consumed in the casting.

Tyvek's Spatial Rooting (Abjuration)

Range: 0
 Components: V, S, M
 Duration: 1 turn per 3 levels
 Casting Time: 5
 Area of Effect: The caster
 Saving Throw: None
 Author: The Warlord of Heaven <fsmtw1@alaska.bitnet>

This spell was researched mainly for the purpose of standing one's ground. *Spatial rooting* is much like the psionic discipline "immobility". Refer to the *Complete Psionic's Handbook* for further limitations.

The material component for this spell are some oak roots, bound by steel wire.

Tyvek's Turtleback (Abjuration, Invocation)

Range: 0
 Components: S, M
 Duration: 1 day
 Casting Time: 5 rounds
 Area of Effect: The caster
 Saving Throw: None
 Author: The Warlord of Heaven <fsmtw1@alaska.bitnet>

This spell was Tyvek's attempt at creating a defense against wayward theft of his life from the backstab of the common thief. *Turtleback* gives the caster a back of near stone hardness: when it is

in place, a thief must make two attack rolls. If either fails then he did not hit the caster (and thus inflicts no damage), and he loses surprise. Note that it only affects the caster. Tyvek has moved on to higher level spells and never devised an improved *turtleback* to use on others (lucky for you thieves).

The material component for this spell is a tiny scrap or a turtle shell.

Undetectable School Casting (Abjuration, Metamagic)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 5 rounds
 Area of Effect: Creature touched
 Saving Throw: Special
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell creates a warping effect only for those spells or proficiencies which can identify which school of spells is cast. Once this spell is cast, the touched creature gains 3 spell levels per caster level. With these it can cast spells in such a way that any means that can determine the kind of school or even the name of the spell are thwarted in the same manner as a *non-detection* spell: the creature who casts the protected spell (not the caster of the detection spell) gains a saving throw versus spell; if it succeeds, nothing will be detected; if it fails, the true spell school (or even name) will be detected. This spell cannot be used to block *Rednog's magic tracer* nor *Rednog's identifier*. This spell can be used multiple times until a maximum of 12 times caster level in spell levels is reached. This spells lasts until all spell levels are used up. The effects of this spell remain even if the caster is not present any more or if the spell which was cast with this spell has a permanent duration (or is made permanent): the caster casts a permanent illusion with this spell and leaves the area, then some years later somebody tries to determine what spell was cast to give the area this beautiful meadow look, the spell would have to save at the saving throw of the original caster to prevent the detector from finding out what spell was cast.

The material component is a mithril mirror with many differently angled polished sides made from diamonds. This mirror has to be worth no less than 5000 gp.

Some alignment problems have been noted with those who use this spell often — not due to character actions, but due to the spell: it may cause the character to forget his alignment as he tends to forget what kind of spells he casts during this spell's effects. Once per week, he needs to make a Wisdom check. If he fails, roll a die for the character's alignment for the next day (when he may try a next Wisdom check to regain his alignment):

D10 Roll	Resulting alignment
1	Chaotic evil
2	Lawful Good
3	True Neutral
4	Lawful Evil
5	Neutral Good
6	Chaotic Neutral
7	Neutral Evil
8	Lawful Neutral
9	Chaotic Good
10	Truly insane (but only fun, OK?)

This effect happens only to those characters that have a Wisdom of less than or equal to 16 (thus, most wizards are affected).

Vanquil's Drifting Blizzard (Evocation)

Range: 10 yards
 Components: V, S
 Duration: 1 round per level
 Casting Time: 5
 Area of Effect: 40 feet wide, 20 feet high, 20 feet deep cloud
 Saving Throw: Special
 Author: Joseph Delisle <jdelisle@loyola.edu>

This spell is a cold-based version of *cloudkill*, creating a light grey cloud that leaves frost in its wake. It functions just like a *cloudkill*, except that damage comes from cold, making fire based creatures more vulnerable to the spell (treat them as having 2 fewer Hit Dice, and they automatically take double damage). Creatures who fail their saving throw by 4 or more are encased in a thin layer of ice (about a quarter of an inch). Those who make their saving throws still take appropriate damage (1d10).

Hit Dice (normal)	Fire-Based Creatures	Saving Throw
4 or less	6 or less	None: killed instantly
4+1 to 5+1	6+1 to 7+1	Saving throw versus spell at -4
5+1 to 6	7+1 to 8	Saving throw versus spell
6+1 or more	8+1 or more	None: 1d10 damage (2d10 for fire based)

Cold based creatures are immune to this spell, and some (like white dragons) might even find it refreshing.

Vanquil's Freeze Ray (Evocation)

Range: 5 feet per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: One creature
 Saving Throw: Special
 Author: Joseph Delisle <jdelisle@loyola.edu>

This is an modified version of *cone of cold* that affects only one creature. It creates a beam of intense cold 5 feet long per wizard level, but only a tenth of an inch wide. If the target fails its saving throw versus spell, it takes 1d8 points of damage per wizard level (up to 12d8). If the target makes its saving throw, it narrowly dodges the beam, but is close enough for its body heat to dissipate the beam. Of course, that also means the beam cools down the target, causing 1 point of damage per wizard level (up to a maximum of 12).

Creatures that are cold-based (like white dragons or ice para-elementals) take no damage from this spell, but fire-based creatures (like red dragons and salamanders) take +1 point of damage per Hit Die. Undead take no damage from this spell.

Vanquil's Increased Metabolism (Alteration)

Range: 10 feet
 Components: V, S, M
 Duration: 1 hour per level
 Casting Time: 5 rounds
 Area of Effect: One person
 Saving Throw: None
 Author: Joseph Delisle <jdelisle@loyola.edu>

This spell increases the recipient's metabolism and reflexes, improving performance in combat. The recipient receives a temporary +1 bonus to Strength, Dexterity, and Constitution, and give a +2 bonus to initiative. Also, saving throws versus death magic or breath weapon receive a +1 bonus. Finally, the recipient gets a +1 bonus against being surprised.

The spell has some drawbacks and limitations. A wizard cannot have more than one of these spells active per every six levels (2 at twelfth level, 3 at eighteenth level, etc.). The recipient can have only one of these spells cast upon him at any time: having another cast

causes a heart attack (save versus death magic with no bonuses, or die instantly). Only the first casting's benefits applies if the person lives, but the penalties are cumulative.

The recipient feels energized while the spell is active, but extremely tired and weak after it ends. For every hour after the spell expires that the recipient does not get a full night's sleep, he has a cumulative -1 penalty to Strength and Constitution, plus a constant penalty of -1 for being surprised and a -2 penalty to initiative.

Also, the recipient cannot fall asleep while *increased metabolism* is in effect. Any applicable penalties for sleep deprivation apply when the spell ends: wizards and priests under this spell cannot rest to re-learn spells, nor can psionicists regain PSPs. Sleep inducing magics, psionics, and poisons still work normally, and the recipient can still be rendered unconscious from damage received. The recipient must also eat and drink twice as much as he normally would.

The material component is blood from a quickling, or any non-undead regenerating creature. This spell was created to give higher level wizards and necromancers a way to empower minions without the use of *animate dead*.

Vanquil's Thermal Lance (Evocation)

Range: 5 feet per level

Components: V, S

Duration: Instantaneous

Casting Time: 5

Area of Effect: One creature

Saving Throw: Special

Author: Joseph Delisle <jdelisle@loyola.edu>

Thermal lance is a virtual duplicate of *Vanquil's freeze ray*, except that damage comes from a beam of magical fire. Fire-based creatures are immune, and cold-based creatures take +1 point of damage per Hit Die.

Vanquil's Wall of Detection (Divination)

Range: 10 feet per level

Components: V, S, M

Duration: 1 turn per level

Casting Time: 1 round

Area of Effect: One square with 20-foot sides, thick as a human hair

Saving Throw: None

Author: Joseph Delisle <jdelisle@loyola.edu>

Vanquil's wall of detection creates an invisible, intangible wall that can mimic the function of several divination spells, and relay that information to the caster. The wall is immobile, flat and vertical, but it needs no physical support and works through solid objects (like floors). However, the caster must have been able to physically see the area when he cast the wall, and be within 10 feet per level of the area. After the spell has been cast, the wizard can move up to 50 feet per level away from the wall and still receive information from it. Moving outside that range causes no information to be received from the wall (the information is simply "lost").

The spellcaster gets one "slot" for the wall's powers for every three levels of experience, rounded down (a 12th-level wizard would have 4 slots available). The wizard can then choose which effects are desired (until all slots are filled): the effects cannot be changed. The cost for each effect is listed below.

One slot each:

- *Limited clairvoyance*: the caster receives blurry images of what passed through the wall. These images represent only a general form, and not specific shapes. The caster could tell a rock from a stick from a humanoid, but not a dwarf from an elf. If the object or creature is invisible, or there is insufficient light, this effect will reveal no information. Infravision other the wall's version is not compatible with this effect.
- *Detect disease*: the caster becomes aware that something that touched the wall is diseased.

- *Detect evil*: the caster becomes aware that something that touched the wall is of evil alignment.
- *Detect good*: the caster becomes aware that something that touched the wall is good-aligned.
- *Detect invisibility*: the caster becomes aware that something that touched the wall is invisible. If a visual power was chosen as well, the wizard will be able to see the invisible object.
- *Detect magic*: the caster becomes aware that something magical touched the wall. Being a spellcaster does not mean a person is magic; only a magic item or spell will trigger this effect.
- *Detect undead*: the caster becomes aware that some type of undead came into contact with the wall.
- *"Infravision"*: the caster is aware of the relative temperature of everything that touches the wall: very hot (over 90°F), warm (70°-90°F), cool (40°-70°F), or cold (under 40°F). Most inanimate objects (and undead) will be close to the same temperature as the air. This power can be combined with visual powers for true infravision.
- *Know alignment*: the caster becomes aware of the law or chaos side of alignment for any creature that touches the wall.
- *Know school*: the caster becomes aware of the school specialization of any wizard who touches the wall. If the person is not a specialist wizard, this option has no effect.
- *Penetration awareness*: the caster becomes aware of the number of creatures or objects that touched the wall, and general size (as per *Monstrous Compendium* sizes: tiny through huge). This effect does not give any visual information, but will detect invisible creatures and works regardless of the illumination level.

Two slots each:

- *Clairaudience*: the caster can hear everything within 30 feet of the wall.
- *Clairvoyance*: the caster can see everything within 30 feet of the wall, illuminated. Natural infravision will not work with the *wall of detection*; the wall's infravision power must be used. Invisible creatures cannot be seen (unless the detect invisibility power was chosen).
- *ESP*: the caster gets an idea of the surface thoughts going through a creature's mind for the entire round.
- *Know full alignment*: the caster learns the full alignment of a creature that passes through the wall. This includes both the lawful, the chaotic, the good, and the evil side.

When something passes through the *wall of detection*, the wizard is aware of it only if one of the detection effects was triggered, or a visual power (like (limited) clairvoyance or penetration awareness) was used. Without a visual power, the caster will not know how many creatures or objects triggered the detection effect, or the specific object or creature that was the trigger. Although the wall can pass through physical objects, visual powers cannot.

For example, a 9th-level wizard casts a *wall of detection*, and chooses *detect good*, *detect magic*, and *detect undead*. The wizard would be totally unaware if a group of poor assassins passed through the wall (not good, no magics, and not undead). If ten paladins and one assassin passed through the wall, the wizard would be aware that something good-aligned (and possibly having magic) passed through the wall, but the wizard would not know how many creatures or objects passed through, nor would he know which ones were good or possessing magic. If the wizard had chosen *detect good* and *clairvoyance*, he would know which persons were of good alignment, what they looked like, and what everyone within 30 feet of the wall was doing.

Since the wall is hair-thin, the information last for only a fraction of a second unless the creature or object pauses inside the wall. In other words, the DM should only tell the player the information once. Also, it is nearly impossible to gauge an object's speed unless it comes to a near stop while in the area of effect. The incoming information does not "overload" the caster or disrupt spellcasting.

Other spells can detect the *wall of detection*. *Detect magic* will show that there is something in the wall's position (it won't reveal anything else, except possibly the school), and *detect invisible* will allow the caster of that spell to actually see the wall. *Detect scrying* will reveal the existence of the wall and its location, but not the wall's caster. If a *wall of detection* is inside an area protected by *Mordenkainen's private*

Wizard Spells (5th level)

sanctum, the wizard cannot receive information from the wall unless he enters the area of effect.

The material components are two different sensory organs from two different magical creatures. Also, if the central eye of a beholder is used as a material component, the *wall of detection* cannot be detected by *detect magic*, *detect invisibility*, or *detect scrying*.

Warboulder (Alteration)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 turn
 Area of Effect: Special
 Saving Throw: None
 Author: Unknown

This creates a similar enchantment as the *warstone* on a single boulder (up to large catapult size). The wizard can then make this boulder hurl itself up to a distance of 10 feet per level, doing damage as if hurled by a catapult. Upon striking, the boulder shatters and inflicts 2d8 damage in a 30-foot radius. The material component is an unworked boulder. The shards disappear after the casting.

Whisper's Acidic Destruction (Evocation)

Range: 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: 10 yards per level long, 5 yards per level base cone
 Saving Throw: ½
 Author: Robert Johan Enters <whisper@wpi.edu>

With this spell, the caster gets the ability to breathe a cone of acid as a black dragon. The damage is twice the number of hit points of the caster, halved if the targets successfully save versus breath weapon. The material component is a drop of acid that must be ingested by the caster, doing 2d4 points of damage to him. Note that for damage purposes, the maximum hit points of the caster are taken, so the damage due to the acid does not reduce the effectiveness of the spell, nor any other damage to the caster.

Whisper's Cold Imprisonment (Alteration)

Range: 60 feet + 20 feet per level
 Components: V, S
 Duration: Special
 Casting Time: 5
 Area of Effect: One creature
 Saving Throw: Special
 Author: Robert Johan Enters <whisper@wpi.edu>

When this spell is cast, the caster points at a target, and tries to hit it. Use the THAC0 of a fighter of same level, negating armour, rings of protection, cloaks of protection, bracers and such. Only Dexterity, and *cloaks of displacement* or other such evading magics work against this spell. If the target is struck, it will be encased in a three inch thick layer of ice. The encased creature gets one bend bars/lift gates roll to see if it escapes or not (i.e. breaks the ice); after that, muscle lethargy sets in. The ice, in order to break or be removed, has twice as many hit points as the caster of the spell. Only fire or physical weapons do full damage, acid does half, electric or cold attacks none. If the creature is not removed in two turns, it will enter suspended animation. The ice magically maintains itself, thus creatures could be imprisoned forever.

Whisper's Dark Fury (Necromancy)

Range: 60 feet + 10 feet per level
 Components: V
 Duration: Instantaneous
 Casting Time: 2
 Area of Effect: Special
 Saving Throw: None
 Author: Robert Johan Enters <whisper@wpi.edu>

This spell brings into being one globe of negative material for every three levels of the caster. These globes can be targeted at one or multiple targets (as many as there are globes). Each globe strikes the target unerringly, like a *magic missile*, but is unhindered by any defensive spells. It roars straight through *force fields*, *shields*, etc. Only magic resistance (if successful) or an *anti-magic shell* or similar magic stops such a bolt. Each bolt does damage for 3d6+3 points.

Whisper's Fiery Repulsion (Evocation)

Range: 0
 Components: V
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: 10-yard per 2 levels radius
 Saving Throw: ½
 Author: Robert Johan Enters <whisper@wpi.edu>

This spell is essentially a *fireball* centred on the caster himself. However, the caster himself is not affected by the fire or concussion effects of the spell. It was designed to fend off mobs surrounding the caster. The fireball will do the usual 1d6 per level hit points of damage, as well as throw all creatures in the area of effect 1 foot per level divided by the distance from the caster away from the caster. The flames and explosion either radiate outwards from the caster in a planar fashion, or conically upwards depending on the casters will (cone extending 1 yard per level, 60° spread).

Whisper's Plasma Bolts (Evocation)

Range: 12 yards + 1 yard per level
 Components: V, S
 Duration: Special
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: None
 Author: Robert Johan Enters <whisper@wpi.edu>

When the wizard casts this spell, a fiery glob of plasma forms in the caster's hand. The caster can throw this bolt at any target as though he were a fighter of same level. The *plasma bolt*, when it hits, will stick to the target inflicting 4d6 points of damage the first round, and 1d6 less each consecutive round, until it burns out. The caster, if maintaining the spell (i.e., he does not engage any other spell or any other action with his throwing hand, but can still walk or run around, even open doors and the like, with his other hand) can grow a new bolt every round up to 1 bolt per two levels. Note that the bolt is aflame and extremely warm. It can set flammable materials aflame and those who are immune to lava and such extreme heats are also immune to the plasma bolts. The only way to stop the burning is by immersion in a lot of cold water, or exposure to *cones of cold* or similar magics (although the target will still receive damage from *those* spells). The caster is immune to the effects of his own bolts. However, if the caster is not careful he could set his own clothes aflame. Similarly, if the caster is knocked down while having a bolt in his hand, he could fall on his own bolt and set himself aflame.

Whisper's Rune of Acid Protection (Protection)

Range: 0
 Components: V, S
 Duration: 1 day per level
 Casting Time: 1 turn
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Robert Johan Enters <whisper@wpi.edu>

This spell is the same as *Whisper's rune of fire protection* except that this one functions against acid-based effects. The colour of this rune is a glowing black.

Whisper's Rune of Cold Protection (Protection)

Range: 0
 Components: V, S
 Duration: 1 day per level
 Casting Time: 1 turn
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Robert Johan Enters <whisper@wpi.edu>

This spell is the same as *Whisper's rune of fire protection* except that this one functions against cold-based effects. The colour of this rune is a glowing white.

Whisper's Rune of Fire Protection (Abjuration)

Range: 0
 Components: V, S
 Duration: 1 day per level
 Casting Time: 1 turn
 Area of Effect: One creature
 Saving Throw: None
 Author: Robert Johan Enters <whisper@wpi.edu>

This spell creates a fiery red glowing rune on the body of the target creature. This rune allows the recipient to better withstand fire of any kind. It makes the wearer immune to any kind of natural fire. Furthermore, the bearer will take only half damage from any other type of fire, none if a saving throw is made (if any is allowed). The bearer is also immune to the effects of the plane of elemental fire. For more info on runes see *Whisper's rune of protection versus weapons*.

Note that runes exist for *protection from lightning*, *acid*, and *ice or cold* as well. These are essentially exactly the same as above, just adjusted for the other element. The lightning rune glows blue, acid is black, ice or cold glowing white.

Whisper's Rune of Lightning Protection (Protection)

Range: 0
 Components: V, S
 Duration: 1 day per level
 Casting Time: 1 turn
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Robert Johan Enters <whisper@wpi.edu>

This spell is the same as *Whisper's rune of fire protection* except that this one functions against lightning-based effects. The colour of this rune is a glowing blue.

Whisper's Rune of Magic Resistance (Abjuration)

Range: 0
 Components: V, S
 Duration: 1 day per level
 Casting Time: 2 turns
 Area of Effect: One creature
 Saving Throw: None
 Author: Robert Johan Enters <whisper@wpi.edu>

When this spell is cast, a garish green glowing rune appears on the target creature. This rune gives the wearer a magic resistance of 5%. However, a creature's body is only able to withstand the magic of up to one such rune per two Hit Dice or level. Should one cast any more of these runes onto a creature, every additional rune drains 1 point of Constitution, 1 point of Strength and 2d4 hit points per hour (those not rating Strength and Constitution lose 3d4 hit points and have a penalty of -1 to-hit per hour). For more information on runes see *Whisper's rune of protection versus weapons*.

Whisper's Rune of Protection versus Weapons (Abjuration)

Range: 0
 Components: V, S
 Duration: 1 day per level
 Casting Time: 1 turn
 Area of Effect: One creature
 Saving Throw: None
 Author: Robert Johan Enters <whisper@wpi.edu>

Upon casting this spell, a purple glowing rune will appear on the body of the creature. The rune will have to be traced on the body by the caster, so the place is up to the caster. This rune can only be removed if the caster so wishes, someone *erases* it (cf. the spell with the same name), or a successful *dispel magic* or such is cast. While the rune glows on the body of the caster, the caster is immune to normal weapons as per *potion of invulnerability*.

Wiley's Door (Alteration)

Range: 0
 Components: V
 Duration: 1 round
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: None
 Author: Wiley

Causes a door to appear immediately before the wizard and a matching door up to 30 yards away. The first door appears framed by glowing blue lines 5 feet wide by 8 feet tall. The second door is invisible. Living matter up to 400 pounds or non-living up to 800 pounds may be transported from the first door to the second door (trade off one pound living for two pounds non-living). These doors provide one-way transport only.

Wiley's Teleport (Alteration)

Range: 150 miles
 Components: V, S, M
 Duration: Concentration
 Casting Time: 1 turn
 Area of Effect: The wizard + additional weight (see below)
 Saving Throw: None
 Author: Wiley

This spell allows the wizard to *teleport* himself and -70 pounds + 10 pounds per level of additional stuff that he is carrying to a specified destination at most 150 miles distant. The chances of error are the same as for normal teleport, except that if the wizard would

normally end up is a solid object, the spell will abort. The material component is a map of the destination, which is not consumed.

Winthrop's Undead Summoning IV

(Conjuration/Summoning, Necromancy)

Range: 30 yards

Components: V, S, M

Duration: 5 rounds + 1 round per level

Casting Time: 4

Area of Effect: Special

Saving Throw: None

Author: Al Singleton (Isaac Winthrop) <eaay@catcc.bitnet>

This spell is like *monster summoning*, except that the spell is forgotten when the caster learns a higher-powered version of the spell. This causes the caster to lose the ability to cast this lower-level version and it even disappears from his spellbook (this spell is normally transcribed from a scroll). Any one of the following undead may be chosen to be summoned: 2d6 skeletons, 2d4 zombies, 2d4 ghouls, 1d6+1 shadows, 1d6+1 wights, 1d4+1 ghosts, 1d4 wraiths or 1d3 mummies.

The undead appear at the end of the casting and fight to the best of their ability until slain, the duration expires, they are released, or they are further than 30 yards from the caster (the caster may not intentionally move out of range, nor may the undead for they are not free-willed while under the spell). At such time, they return to their point of origination.

The material component is a lit candle inside a small bag.

Woldin's Backstabber (Illusion/Phantasm)

Range: 20 feet per level

Components: V, S, M

Duration: Instantaneous

Casting Time: 5

Area of Effect: One creature

Saving Throw: None

Author: Woldin

This spell requires the presence of any piercing melee weapon in order to work; the wizard holds the weapon, and when the incantations are complete, the weapon vanishes and reappears in the hands of an invisible spectral creature. *True seeing*, *detect invisibility*, or similar magics will reveal the vague outline of a figure; others will only see the weapon hovering in the air.

The figure (and weapon) will appear behind the creature chosen as the target for this spell (the target must be within spell range); it will then deliver an instantaneous backstab at the victim. The wizard's normal THAC0 is used to resolved hits (all applicable bonuses apply normally, including the bonus for attacking from behind); the attack is always made with surprise (unless it is normally impossible to surprise the target) and therefore, Dexterity and shield bonuses to Armour Class do not apply to the attack.

In the case of a successful hit, the base damage is as per the weapon used in the attack; however the attack also receives a backstab damage bonus as if made by a thief of a level equal to the wizard's level; normal damage bonuses also apply to the attack.

The only material component for this spell is the weapon used in the attack; this weapon, as well as the spectral creature, disappears after the attack is made, whether it was successful or not.

Wonderlight (Enchantment/Charm, Illusion)

Range: 240 yards

Components: V, S, M

Duration: 1 round per level

Casting Time: 5

Area of Effect: One creature

Saving Throw: None

Author: Unknown

This spell is designed to help heal the mind of fears, especially illusionary or phantasmal fears, and other magical ones.

When cast, the creature affected by fear sees a wondrous pattern of images and lights that begin to suffuse his being, until eventually he believes himself to be some armoured hero. The effect lasts until the wizards dispels it, or until the duration expires.

The effects of this spell allow the creature an automatic saving throw against fear effects. It also allows him to disbelieve a *phantasmal force* and grants a +4 saving throw per round against *phantasmal killer*. If the affected creature moves out of the spell's range, the effects wear off and he returns to his original state of mind. Also, the affected creature is gains a +2 to-hit and to damage in the first three rounds, due to his new-found valour.

The material component is any light source, which is not extinguished, but a *continual light* or *light* is not sufficient.

Sixth-Level Spells

'Irnar's Poloroidic Pregnancy (Necromancy)

Range: 0

Components: V, S

Duration: Permanent

Casting Time: 6

Area of Effect: Creature touched

Saving Throw: Negates

Author: 'Irnar

This spell will speed up the pregnancy of a woman from 9 stages to 9 hours. One must make a system shock when it's time to give birth. Success indicates that the birth is successful, failure indicates that child dies and the woman suffers a permanent -1 reduction to Constitution.

'Irnar is still researching, but the priestesses of the Mother Goddess are doing their damndest to hunt him down and destroy his research, it is a violation if their creed.

Acid Rain (Evocation)

Range: 10 yards + 5 yards per level

Components: V, S, M

Duration: 1 round per 3 levels

Casting Time: 6

Area of Effect: 10 square feet + 5 square feet per 2 levels

Saving Throw: ½

Author: Unknown

This spell will cause a sheet of corrosive acid to fall from the sky (actually, it will appear 10 feet over the target spot). All creatures or objects underneath will be subject to its effects. The acid will corrode wood, metal, cloth, and flesh. The initial inundation will cause 1d6 damage per level (with a maximum of 10d6). A successful saving throw will cause half damage, and adds +1 to subsequent saving throws. All items exposed to the acid must also save. If a magical item saves successfully, no further saving throws are necessary.

Armour loses one point of Armour Class per round. If it loses all of its points, it disintegrates and falls to the ground. Weapons lose one point per round. The number of points is determined by size (large: 3, medium: 2, small: 1). When all points are gone, the weapon is too weak to use in combat.

Wizard Spells (6th level)

All damage done to items (other than loss of magical properties), can be repaired with a *mend* or the like, unless the item was destroyed. Subsequent damage to flesh is 1d6 per round. All subsequent damage can be avoided if victims immerse themselves in water, to wash off the acid.

The material components of this spell are rain water and sulphur.

Alpha's Firefountain (Alteration)

Range: 10 yards per level
 Components: V, S, M
 Duration: Special
 Casting Time: 6
 Area of Effect: Special
 Saving Throw: Special
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

This spell is similar to the 4th-level *Alpha's firefall* spell, but is more powerful in two ways. First, the spray of liquid fire burns for a total of three rounds, inflicting 3d6 damage the first round, 2d6 the second, and 1d6 the third. There is no saving throw versus the damage inflicted by the spray. Secondly, the wizard is able to throw up one prominence of flame (for 4d10 fire damage the first round, and 2d10 the second, with a saving throw versus breath weapon for half damage) for every six levels of the wizard (rounding off all fractions). The material components are a lump of pitch, sulphur, saltpetre, magnesium, and an available fire source.

Alpha's Rainbow Warrior (Evocation, Summoning)

Range: 5 yards per level
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

This spell invokes energy and the spirit of a creature from the quasi-elemental plane of radiance. The *rainbow warrior* has as many hit points as the wizard would at full health, and attacks as a fighter of half the wizard's level. The warrior has an Armour Class of 0, and can only be struck by magical weapons. It attacks with a spear of radiance, which causes damage the same way as the 2nd-level *rainbow beam* if the target is struck. As with that spell, the wizard has a 5% per level chance of selecting the colour of the spear, otherwise it is random. The *rainbow warrior* may fly at a movement rate of 24, but it has no real substance and cannot touch nor carry any material object.

Creatures dwelling on or drawing power from the negative material plane or plane of shadow suffer 1d6 damage every round that they are within 20 feet of the *rainbow warrior*, as it sheds a bright globe of light strongly infused with energy from the positive material plane. The *rainbow warrior* is unaffected by poison, paralysis, petrification, fire, electricity, gas, or acid. *Unholy water* causes it 2d4 damage, and cold attacks do full normal damage.

Negative energy attacks gain a bonus of +1 per die of damage, and any spells involving darkness cause the *rainbow warrior* 2d6 points of damage per level of the spell, but the *darkness* will be dispelled. Any darkness spell coming into contact with the 20-foot globe of light surrounding the *rainbow warrior* must be checked as if *dispel magic* was cast at the level of the summoner of the warrior. Only one such dispelling attempt is possible for each darkness spell that could be affected, although the warrior can automatically dispel any darkness spell by touching the area of effect, but it will suffer damage as if the spell had been cast specifically at him. Dark-dwelling creatures (eg. drow, duergar) are affected by the *rainbow warrior's* globe of light as they would be by *continual light*. The material component of this spell is a clear diamond worth no less than 5000 gp.

Alpha's Starlight Citadel (Conjuration/Summoning)

Range: 30 yards
 Components: V, S, M
 Duration: Special
 Casting Time: 1 turn
 Area of Effect: Special
 Saving Throw: None
 Author: Jason Nelson <tjaden@blake.acs.washington.edu>

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

Alter Occurrence (Conjuration/Summoning, Invocation/Evocation)

Range: Infinite
 Components: V
 Duration: Permanent
 Casting Time: Special
 Area of Effect: Special
 Saving Throw: Special
 Author: Saridan Hysakai

This spell is a weaker version of the 7th-level wizard spell *limited wish*. *Alter occurrence* enables the wizard to alter the way an event in the very recent past actually occurred. For the casting of the spell, the wizard recounts an event which occurred up to two rounds previous which he viewed firsthand. The wizard, while recounting the incident, modifies it in the way which he would have liked for it to occur. At the end of the casting, the past will be rewoven along the lines of the wizard's version, by a base guideline of 3% per level of the wizard.

For instance, Johann, a 12th-level wizard, uses the spell to make a freak gust of wind blow an arrow totally off course which shot his companion Rykor in the heart a few seconds ago — a critical hit. Johann has a 36% chance to make the arrow miss, else it still hits doing regular damage. If Johann had asked for the arrow to have missed Rykor's heart, it might have still hit Rykor but would have done only $100 - 36 = 64\%$ of the designated damage.

This spell will automatically modify the perceptions of the past for all of those, other than the wizard, who were present during both the modified and unmodified events unless they make a saving throw versus spell. *Alter occurrence* cannot be used to raise character abilities (even temporarily) or mimic other magical effects. Frequent use of this spell may cause the wizard to go insane; make an Intelligence check with a cumulative -1 penalty each time the spell is used by the same wizard over a one week period, or suffer a random type of insanity.

Alter occurrence is a spell published by the wizard Saridan Hysakai after over a decade of study, an unknown amount of which was spent at the plane of time. Saridan subsequently went insane.

Annihilate Matter (Invocation/Evocation)

Range: 10 metres per level
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 6
 Area of Effect: 1-yard radius sphere
 Saving Throw: Negates
 Author: Unknown

This spell causes a spherical region, 1 metre in radius, to appear anywhere within range of the wizard. In this region all matter vanishes. When it appears, a hurricane-force wind blows into the sphere as the air inside it is annihilated. All human-sized or smaller creatures in the vicinity who have no means of support must make a saving throw versus death magic or lose their balance and be sucked into the sphere and destroyed (in which case a *wish* or possibly a *limited wish* is required to recover them). "Means of support" can include, for example, holding onto something solid being held by another character, being under the influence of a *fly* spell or having the natural ability to fly or levitate (eg. a beholder).

Note that the wizard is not necessarily immune to being sucked into the sphere. Light objects which are not being held by anything or anyone (eg. papers lying on a desk) are also liable to be sucked into the sphere and destroyed. Anything thrown into the sphere, short of an artifact or relic, is automatically destroyed. While the sphere can move under control of the wizard, it is not a useful weapon because it moves only at walking pace, hence even the clumsiest creature can easily dodge it. If an attempt is made to actually cast the spell at a target, a saving throw indicates whether the target dodges or is hit and destroyed. A successful *dispel magic* will destroy the sphere, otherwise it neither affects nor is affected by spells. The material component for this spell is a 1000 gp ruby.

Anthropomorphization (Alteration, Enchantment, Evocation)

Range: 0
 Components: V, S, M
 Duration: Permanent (until dispelled)
 Casting Time: 3 hours
 Area of Effect: Object touched
 Saving Throw: None
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell animates one small object of no more than 3 cubic feet in size. The object then takes on a pseudo-life, with a degree of intelligence and the ability to speak and move. If the original object was not flexible, extra flexibility or small limb-like structures form upon it to allow it movement. Its capabilities aren't strong or powerful enough to allow combat or anything more potent than an *unseen servant* can accomplish physically. The object has a personality appropriate to its original nature, but never a truly malevolent one (unless the object is a torture device or such). In any case, the object's pseudo-intelligence is never more than 8, but it is capable of carrying on reasonable and witty (dependent upon personality) conversation despite its inability to truly learn new fields of knowledge. The object remains animate unless a successful *dispel magic* is applied, but the same personality can be re-evoked (along with what pass for memories in the object) with a recasting of *anthropomorphization*. When determining the nature of an object's personality, think of fantasy and science fiction sources such as *The Brave Little Toaster* (the story) or *Beauty and the Beast* (the movie). An intelligent being that has somehow been *polymorphed* into an object or whose soul is trapped in an object can be spoken to and made "active" using this spell, although they are bound to want to become truly free once more. Secluded or eccentric wizards often have houses full of charming little animated companions, because they really are fun to have around.

The material component is the skull and paw of a naturally deceased and well loved pet (not necessarily the caster's own).

Area of Effect Increaser (Alteration, Metamagic) Reversible

Range: 0
 Components: V, S, M
 Duration: 3 rounds per level
 Casting Time: 1 turn
 Area of Effect: The caster
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell empowers the caster with one spell level per two caster levels. With these spell levels the caster may increase or decrease the area of effect of any other spells he casts during the duration of this spell. The area increase may achieve a maximum increase of up to twice the area at caster levels 12–16, 3 times the area at caster levels 17–21, one time more per 5 caster levels above that.

The size increase does not increase the damage of the spell; to the contrary — a spell decreases in damage to a fraction determined by the factor given above: half damage at factor 2, one third damage at factor 3, etc.

Thus, a *fireball* would increase to a 40-foot radius sphere, but (if cast by a 10th-level or higher caster) would only cause 5 dice of damage to any within its area of effect. Thus, if a 28th-level wizard cast a *cone of cold* at a quadruple size, he would only cause 7d4+7 points of damage to all within (which might still be enough in a pinch).

The material component of this spell is a hammered-out sheet of gold no smaller than one square foot per factor increase the caster intends to use during the duration. This is not worth so much due to the amount of gold but due to the finesse with which it has to be worked; thus, it costs 10,000 gp.

The reverse of this spell, *area of effect decreaser*, reduces the area of effect but increases the damage of the spell by 50% per reduction factor. Thus, if the size of a spell is halved, it can cause up to 150% the number of dice of damage in half its area (the *fireball* would shrink to a 10-foot radius sphere with a maximum of 15d6 of damage), size reduction to $\frac{1}{3}$ the damage (a *fireball* with approximately 7-foot radius isn't huge but it can cause 20d6 damage) is increased to 200%, etc.

The reverse' component is a solid cube of gold which has been compressed by dwarven machines for well over a year until it reaches a density where one cubic inch weighs 20 pounds. For this spell, a cube of 3 inches per side (27 cubic inches or 54 pounds of gold = 540 gp worth plus the additional cost of paying the dwarves for having to stop their mining machinery (or even worse: of building a new set of machines for the wizard)). The machinery usage might cost somewhere between 1000 gp (if the dwarves really love the wizard) to somewhere around 50,000 or 100,000 gp (if they just hate him normally) for a single cube. All material components are completely destroyed in the casting.

These spells can each be layered up to a maximum of one spell level per caster level at once (per casting of the spell). The normal and the reversed spells are two different spells and their respective spell levels cannot be mixed; the caster has to keep two different quotas: one for those spell levels with which he may increase area of effects and another quota of spell levels with which he may decrease the area of effect. The caster may have up to one spell level per caster level for the normal and another one spell level per caster level for the reversed effect. If these spells' durations run out (or are made to run out by *dispel magic*) the caster has to succeed at a saving throw versus spell at -1 per spell level of this spell still contained. If it fails, the caster inflates or deflates very forcibly by a factor of one per spell level. To calculate the damage done to the caster, the factor is reciprocated (a six changes to one sixth); this is the fraction of hit points the caster would have left over if he had been at maximum hit points. This might kill the caster, if he is at less than maximum hit points. If the caster is reduced by this damage to less than -30 hit points, he explodes or shrinks to nothing due to this spell. Even if the caster survives the inflation or deflation of the caster may cause serious problems, but this depends on the DM's judgement and it causes some quite gruesome but rather spectacular deaths if the caster isn't really careful! Inflation or deflation lasts for one round (unless

the caster exploded due to inflation) per spell level left over, if the caster survives.

Aziel's Fluxuating Silence (Alteration)

Range: 10 yards per level
 Components: V, S
 Duration: 2 rounds per level
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: None
 Author: Joe <phy_shaffer@valpo.bitnet>

Similar to the priest spell *silence*, this spell only differs in area of effect. The recipient of this spell can extend the area of effect up to a maximum 10 foot or to the minimum of hugging him skin tight and even only covering certain parts of his body. The area of effect can be shaped however the recipient wishes, all by mental command (verbal commands would defeat the purpose). *Fluxuating silence* is ideal for being stealthy but retaining spell casting ability.

Aziel's Protect Building from Fire (Abjuration) Reversible

Range: 10 yards per level
 Components: V, S, M
 Duration: Permanent
 Casting Time: 2 hours
 Area of Effect: One building
 Saving Throw: None
 Author: Joe <phy_shaffer@valpo.bitnet>

This spell renders an area completely immune to fire. No normal fires will burn within the area of effect. Magical fires will burn but will not ignite anything. This spell will not stop damage from heat. The reverse of this spell, *Aziel's building's vulnerability to fire*, will negate the protection, but its area of effect is limited to only affect certain small areas to allow for fireplaces and cooking hearths within the protected area. This spell was created to protect the Great Library of Alexandra in my campaign. The building must fit in a 50-foot per level of the caster cube. The material component for this spell is a miniature maquette of the house being protected from fire.

Azura's Black Scythe (Evocation, Necromancy)

Range: 10 yards
 Components: V, S, M
 Duration: 1 round per 2 levels
 Casting Time: 6
 Area of Effect: 10-yard long, 180° arc
 Saving Throw: Special
 Author: Jonathon Salazar (The Adept's Spellbook)

The *black scythe* is a fearsome weapon to behold, stretching 8 feet and immolated in wispy green flames. It sweeps a 10-foot long, 180° arc and can hit all targets within its area as a monster of the wizard's level. Creatures up to 4+1 HD are slain instantly, while those above 4+1 HD but below 8+3 HD must save versus spell or be stunned for 1d4+1 rounds. Those who possess 8+3 HD up to 10 HD must save versus spell or be slowed for 1d4 rounds. All effects are cumulative. The scythe inflicts 1d10 damage in addition to its other effects. The material component is a miniature sickle with an ebony shaft and an adamantine blade costing 500 gp to construct.

Become Water (Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 turn + 1 round per level
 Casting Time: 6
 Area of Effect: The caster
 Saving Throw: None
 Author: Steve Bartell <stevebar@wordperfect.com>

The wizard is able to transform himself into water upon casting this spell. The amount of water the wizard will become is of equal mass to the caster's body. While in water form, the caster is able to move at MV 18 underwater, or MV 6 on the ground. The wizard only has limited control of their body while in the water form, and cannot make any attacks, manipulate objects, cast spells, or other things requiring a physical form. They can flow across the ground, go between cracks, move freely in water, and whisk away objects in their waves. The caster cannot form water appendages or raise themselves off the ground. While under *become water's* effects, the wizard can only be hit by magical weapons.

The material component to this spell is a bit of water from a water weird, water elemental, or other creature composed entirely of water, which the caster drinks during casting.

Bigby's Strangulation (Evocation)

Range: 5 yards per level
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 6
 Area of Effect: One creature
 Saving Throw: Special
 Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

Bigby's strangulation creates a pair of disembodied hands sized for the victim (up to 1 foot tall per level of the wizard). These hands materialise around the victim's throat and commence strangulation. The victim suffers 1 point of damage the first round, and each round thereafter, sustains double the last round's damage.

Saving throws: a saving throw is permitted at the beginning of the attack, and if successful, the spell is ruined. Each round after the first, a saving throw for half damage (for that round) is permitted, as the victim is struggling to keep his windpipe open. Needless to say, the victim may engage in no other activity.

The hands cannot be attacked physically, but a successful Dispel Magic, a wand of negation, a hungry disenchanter, etc. will destroy them. The material component is a pair of gloves made from the skin of a constricting snake, such as a python or boa constrictor. Upon casting, the gloves vanish (and are worn by the strangling hands). Once the spell is cast, the wizard need not maintain concentration for it to work.

Block Teleport (Abjuration)

Range: 0
 Components: V, S
 Duration: 1 turn
 Casting Time: 6
 Area of Effect: 100-foot radius sphere
 Saving Throw: None
 Author: Unknown

This spell prevents anyone from teleporting into or out of the area of effect while the spell is in effect. It will not effect homing teleport spells (eg. *word of recall*). It will also not effect gates.

Bone to Mud (Alteration)

Range: 10 yards + 5 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 6
 Area of Effect: One creature
 Saving Throw: Special
 Author: The tiger <ma3tcb@sunlab1.bath.ac.uk>

Bone to mud changes all the bones in any one creature, regardless of size, to mud. It has no effect on inanimate objects. Obviously, this does not have a very big effect on creatures which do not rely on an internal skeletal structure (a worm, for example). The spell does affect undead, who save as if they were two levels lower than their actual Hit Dice. Creatures present at the end of the casting of this spell must save versus death magic with effects as in the table below.

Hit Dice of creature	Saving throw unsuccessful	Saving throw successful
up to 6	Death	Death
6+ to 8	Death	2d10+1
8+ to 10	Death	-
10+ or more	-	-

The material component is a club shaped piece of bone.

Conjure Succubus or Incubus

(Conjuration/Summoning, Necromancy)

Range: 0
 Components: V, S
 Duration: Special
 Casting Time: 6 turns
 Area of Effect: Special
 Saving Throw: None
 Author: Mario R. Borelli <mario.r.borelli.3@nd.edu>

This spell enables the caster to summon a female or male sexual spirit which is subject to perform the caster's sexual bidding (this cannot be combat). The spirit remains until dismissed. Casting this spell causes 1d8 hit points of damage to the caster, and each orgasm with the spirit requires a saving throw versus death magic. Failing this saving throw permanently reduces the caster's Constitution by one point. If the spirit causes someone besides the caster to orgasm, both the caster and the other person must make the saving throw.

This spell serves few purposes except as a sexual perversion of the wizard. The spell is quite popular amongst Necromancers.

Continual Shadow Light (Invocation/Evocation)

Range: 10 feet per level
 Components: V, S, M
 Duration: Permanent
 Casting Time: 6
 Area of Effect: 120-foot radius sphere
 Saving Throw: Negates
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is the permanent version of *shadow light*. It has the same effects, except as noted above.

The material component is a black veil of silk laced with 100 black pearls worth no less than 50 gp each plus a ring of blackened mithril which is sewn into the veil's centre.

Copyright (Abjuration, Divination)

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 day
 Area of Effect: Special
 Saving Throw: None
 Author: Unknown

Cast this spell before starting spell research. The spell to be researched cannot be learnt by others except with permission of the one who researched the spell first or by the use of a *limited wish*. A full *wish* enables learning and ability to teach others (variant of the *secrecy* spell). If the caster dies, they'll require speak with dead to get permission. The material component is a goose' feather.

Coradon's Cataclysmic Coronary

(Invocation/Evocation, Necromancy)

Range: 0
 Components: V, S
 Duration: 1 round per 2 levels
 Casting Time: 2
 Area of Effect: Creature touched
 Saving Throw: Special
 Author: Allan J. Mikkola <allanm@vulcan.med.ge.com>

After this spell is cast, the wizard must make a successful attack in melee to affect the target. The wizard's normal THAC0 is used with a +2 modifier to-hit. The spell will last until a hit is scored, or until the duration expires, whichever comes first. If a hit is made, the victim suffers a massive heart attack and must make a successful system shock roll or die. Even if this roll succeeds, the target suffers damage equal to 1d4 + 1 per level of the wizard.

Create Dry Bones (Enchantment, Necromancy)

Range: 10 feet
 Components: V, S, M
 Duration: Until destroyed
 Casting Time: 4 rounds
 Area of Effect: One skeleton per level
 Saving Throw: None
 Author: The Warlord of Heaven <fsmwt1@alaska.bitnet>

Dry bones skeletons are essentially normal skeletons, but will come back to life an equal number of times as the caster has levels. This spell has particular good use with *spirit legionnaire*, *spell carrier*, *fireball*, and *permanency*. The bones blow up each time you kill them — at least 16 times —, and always have starting hit points. The material components for this spell are some mummy wrappings.

Create Ghast (Necromancy)

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 2 hours
 Area of Effect: Special
 Saving Throw: None
 Author: Geoffrey Edward Fagan <gefagan@uokmax.ecn.uoknor.edu>

This spell creates up to one ghast per six levels of the wizard, and these ghastrs will follow the commands of their creator to the best of their ability. Each ghast is formed from the corpse of a human slain by a ghoul, or ghast who has not yet risen as a ghoul itself. These corpses are the material components of the spell. As implied above, humans killed by a ghast will rise as ghouls to follow the pack.

Create State Room (Conjuration/Summoning)

Range: 10 feet
 Components: V, S, M
 Duration: 1 hour per level
 Casting Time: 1 turn
 Area of Effect: 20 square feet per level
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell creates a small cosy sitting (or state) room. It includes one large comfortable sitting or rocking chair per level, one or more tables (up to a maximum area of 10 square feet per level), one ashtray per table, a large closet with alcoholics, a tray with the appropriate glasses, a cabinet with smoking material of (almost) all kinds including most kinds of pipes, a small ice container (containing ice), one samovar for tea and one for coffee, tea cups, sugar cubes (or sugar-candy), small silver spoons, a fireplace (with burning fire), a set of fireplace tools, a stand of wood, one oil lamp per level, one sparker set per 5 levels, and rugs large enough to cover the floor of the area of effect.

The effects concerning combat or selling of items are as with the other room spells, but food and drinks conjured can be eaten or drunk normally. This spell creates only the interior of the room; it doesn't create the walls, floors, or ceilings.

The material components are a small piece of an oriental rug, a small red brick (for the fireplace), one drop of 10 ten different alcoholics, a small piece of expensive wood (like mahogany), a small wad of cotton (for the stuffing), a small piece of crystal, a small China tea cup with saucer, a silver coin, a tiny piece of flint (for the sparker sets), a coffee bean and a tiny bag of tea.

Dardan's Desiccation (Evocation)

Range: 0
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 6
 Area of Effect: Special
 Saving Throw: Special
 Author: Craig Singsank <singsank@oshkoshw.bitnet>

This spell causes the rapid ripping and rending of all fluids from an individual through every pore and mucous membrane of their body. The spell takes the form of a pale cone of oscillating ecru desiccants. The cone formed is five feet long and one foot in diameter per level of the caster. For example, a 12th-level wizard would cast a cone 60 feet long and 12 feet in diameter.

Any creature struck by the undulating cone must save versus death magic or have their bodily fluids sucked away leaving behind only a mummified shell. If a creature successfully saves, it still suffers 6d4 points of damage due to the extreme stress the spell inflicts on the creature's body.

Certain aqueous beings are highly susceptible to the effects of this spell. All amphibious creatures, slimes, jellies, molds, and water-using creatures under 4 HD are automatically destroyed when exposed to this spell, creatures over 4 HD suffer a -2 on their saving throw. At the same time all fire-using, undead, animated, and related creatures are immune to the spell.

The material component of this spell is an ounce of ground silica and one mummified insect.

Darklight's Compulsion of Pure Reason (Abjuration, Enchantment)

Range: 1 yard per level
 Components: V
 Duration: Special
 Casting Time: 6
 Area of Effect: One creature per 3 levels
 Saving Throw: Negates
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell, when directed out toward intelligent targets, causes them to be immediately dominated by the force of logic. Targets must be truly intelligent and must have thought patterns which run along roughly humanoid lines (so it does not affect cloaklers or similarly alien creatures). Friendly targets may waive their saving throws versus the spell's effects. Hostile targets save versus spell, with their magical defence bonus from Wisdom working against them (in effect, their wisdom does not help them save against it; instead, it helps the logic take hold), acting as a penalty rather than a bonus in this case.

The magic of the spell is such that it stills all emotion, causing a crystal-clear rationality to take hold of the targets' minds. Lycanthropes can resist an involuntary change, berserkers have their rages stopped in mid-hack, and spells such as *fear* or *emotion* have no effect. It causes the creatures affected to be temporarily emotionless.

The logic lasts until it is disrupted by the target succumbing to strong emotions. Each time something happens which would normally evoke a strong emotional response in the target, they must make a Wisdom check (with magical defence bonuses subtracted from the roll). A failed check causes the effect to end with respect to that target.

Darklight's Creeping Frost Curse (Alteration, Evocation)

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 2 turns
 Area of Effect: Structure touched
 Saving Throw: None
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell is a relatively insidious and nasty way to render a fortification useless. The wizard casting it touches a portion of a man-made structure (castle, etc.) of less than small-city size and casts the spell. A patch of frost in the shape of the wizard's hands will then form. Every 3 turns thereafter, the patch will grow irregularly, covering 10 yards of additional radius, and unless stopped, will coat the entire structure with an exceptionally cold layer of icy frost. Dispel magic, if successful, will force the frost back 10 yards in radius, but the original patch cannot be dispelled with dispel magic alone. Fire spells will remove the frost within their area of damage until the frost spreads back over the burned spots in time. The original area can only be removed with the casting of remove curse and flame strike together. This will disrupt the spell entirely. A structure coated in this ice will be at least 20°C lower in temperature than the surrounding climate, and even lower in a hot area. Contact with the ice will cause 1 HP of damage per round of touch. The ice is also very slick, making movement upon it hazardous. The wizard casting the *creeping frost curse* will be unable to cast ice or cold related spells for a month afterwards, unless he is a specialist water or ice wizard. (that is, if you allow ice wizards).

Darklight's Finger of Ice (Alteration)

Reversible

Range: 50 yards
 Components: V, S
 Duration: Instantaneous
 Casting Time: 8
 Area of Effect: One medium sized creature
 Saving Throw: None
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell, when cast upon a human or relatively human-sized creature, will cause the target's blood to instantly freeze solid. The creature is literally frozen in its tracks, and will die unless certain measures are taken. The stricken creature takes on an icy countenance, tinged strongly with blue. The reverse of this spell, *Darklight's blood warm*, will re-thaw the creature's vital fluids and allow them a system shock roll at -40%. If they fail, they die from the shock. If they make the roll, they are still incapacitated for 1d4 days and must rest in warm conditions, since they are severely frostbitten. Unless the reverse is performed within 12 turns under normal conditions of temperature, the creature will die; this can be forestalled by keeping them in a below-freezing environment. On a non-frozen creature, *blood warm* has a 40% chance (+1% per level of the caster) of incapacitating the creature from ugly heatstroke for 2d10 turns.

Darklight's Future Self (Conjuration)

Range: Special
 Components: V, S
 Duration: Special
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell is a very strange temporal conjuration. It causes a quasi-real double of the caster to appear at a place to which the caster is travelling and make arrangements for his arrival. The time of his arrival cannot be more than two weeks away, and the place cannot be more than 300 miles away or on another plane. The destination should be a city, village, town, or trading post, not simply an isolated person's house. Even if the caster has no idea what exact business he has to do or at what inn he will stay, the double will "know" and will have spoken to the right people and made the right arrangements. Therefore, when the caster arrives and enters an inn, the caster's preferred overnight arrangements will have been worked out; people with whom the caster wishes to speak with or trade with will meet him at the time the caster realizes he needs to speak or deal with them (if this seems a bit mind-boggling, realize that it is simply the temporal, quantum nature of the spell which causes it to be so). The arrangements cannot be spread over a time period of more than three days, and the future self cannot be cast when the caster is not going to travel within the spell's time limit. So, if a caster, planning a trip, casts future self and is then detained for more than 2 weeks, the spell will be cancelled. The caster must "set aside" an amount of money in a sealed pouch or box upon the spell's casting, and it is in a state of flux until the events play themselves out, at which point the proper change will be left in the container at the end of the spell's duration. Purchases or accommodations costing more than the reserved funds will simply be reserved by the double, unless the caster isn't able to afford them. The double will only be truly seen or noticed by the people with which transactions or business arrangements are made, and will not "exist" in any other localities in the city. The double will not seem strange or unreal to those contacted, and these persons will realize that it is simply making "arrangements" for the caster's arrival, however odd that this may seem to the ordinary person, it will not disturb these contacted people. The double will not be seen moving through the city streets, as it does not exist apart from its mission. When adjudicating this spell, do not worry yourself about paradoxes, because it is magic.

Darklight's Hideous Rending (Alteration, Necromancy)

Range: 50 yards
 Components: V, S
 Duration: 1 round per 2 levels
 Casting Time: 6
 Area of Effect: One creature
 Saving Throw: Special
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell requires full concentration on the part of the caster for its entire duration. For 1 round per two levels of the wizard, a gruesome attack may be carried out. The wizard makes grasping and pulling motions with his hands in the direction of a single creature within 50 yards, and rolls to hit. A successful hit will do 2d4 damage to the creature, as a handful of flesh is teleported 3-5 feet from the unfortunate's body. One rending attack may be made per round while the spell lasts. The target will begin bleeding for 2 points of damage per "rend" until they receive healing or serious bandaging. The caster also rolls a percentile on each successful hit; if the score is equal to or under the caster's level in percentage, the target loses a vital organ or chunk thereof, and must save versus death magic or expire on the spot. If the saving throw is successful, they will lapse into a coma, and can only be revived by a *cure serious wounds* or similar greater healing spell; if not so healed, they die within 24 hours. If a target dies or falls comatose, the wizard may move his focus to a new victim, and so on, for as long as the spell continues. Use of this spell is not an act in accordance with a good alignment. Darklight himself will rarely use it, due to its ruthlessness.

Darklight's Lightning Web (Evocation)

Range: 10 yards per level
 Components: V, S, M
 Duration: 5 rounds per level
 Casting Time: 1 round
 Area of Effect: One 5-yard long square per level
 Saving Throw: Special
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell must be anchored as a *web* spell, and superficially acts as one. However, the network of strands in this spell are composed of crackling electricity. If it forms around creatures, they take 6d8 electrical damage (a saving throw versus breath weapon reduces this to half damage). When caught, after the initial jolt, they must hold perfectly still or risk breaking additional strands (strands vanish when broken, but dispense damage, on average 1d3 per strand). To escape, one can try to move out carefully, making a Dexterity check at -4 for each 10 yards moved or taking an additional 2d4 damage (no saving throw). Creatures "waiting out" the duration must make a Strength check and a Constitution check at -2 (each) every turn or fail to hold perfectly still, taking 2d4 damage (no saving throw). They may then safely remain lying where they have collapsed without risking further shock. Creatures immune to electrical damage are, of course, immune to the effects and can break the strands easily and without fear. Large amounts of water sprayed into the web will disperse it in a crackling, sparking burst. However, if anyone is hit by the water as well, they will conduct the spell's energy, taking 6d10 shock damage. If the water is a stream emanating from a being (like a water bolt or decanter of endless water), the being must save versus paralysis or suffer the above damage. The material component for this spell is a scale of an electric eel.

Darklight's Planar Bubble (Conjuration)

Range: 60 yards
 Components: V, S, M
 Duration: 6 rounds + 1 round per level
 Casting Time: 1 round
 Area of Effect: One 10-yard long square
 Saving Throw: None
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell summons a bubble of material from one of the inner planes. Any creatures caught inside this bubble will suffer the effects of unprotected exposure to the plane in question (unless, of course, they possess applicable protection). A saving throw versus breath weapon may be made during the second round to jump clear. Anyone failing this saving throw cannot escape, as the bubble's boundary solidifies; at this point, only a *dispel magic*, *disintegrate*, or similar spell can destroy the bubble. There is a base 10% chance of accidentally catching a creature native to the elemental plane in question inside the bubble. It will usually react in a hostile and aggressive manner. The bubble can be of any elemental, para-elemental, or quasi-elemental plane, not including those of time, electromagnetism, shadow, or the positive or negative material planes. The material component is a small sample of the material desired (in the case of lightning, vacuum, radiance, magma, etc., some creativity must be exercised, and the DM must rule what counts as a sample).

Darklight's Planar Weapon (Conjuration, Wild Magic)

Range: 0
 Components: V, S, M
 Duration: 4d10 rounds
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell is similar to *Darklight's minor planar weapon*, but it conjures a medium-sized weapon no larger than a staff or longsword, of a type the caster is proficient in. It acts as a *weapon*, +3 in all respects, save that it does 3d6 extra damage of special planar type. The plane whose energies are drawn upon is determined below:

01–50. Elemental plane. Roll 1d4 to determine which:

- Air.** The weapon can release a *gust of wind* upon command, one per three rounds, and can thus keep vaporous creatures at bay. It allows one to attack aerial creatures normally. It does double damage to earth or rock based creatures.
- Earth.** The weapon petrifies a creature on a natural 20. It can cleave through rock and soil with ease. It does double damage to gaseous or aerial creatures, and can attack earth-based or rock-like creatures normally.
- Fire.** The weapon can emit a burst of flame into any adjacent 1-yard space upon command (this does *burning hands* damage as if cast at ninth level of experience), and can melt ice at the rate of 1 cubic yard per round. It allows one to attack flame-based creatures normally, but does double damage to liquid creatures, water-based, or cold-using creatures.
- Water.** The weapon, if two successive hits are made on a single creature, can attempt to "drown" the creature (assuming it is air-breathing) by filling its lungs with water. Thereafter, it must make a successful Constitution check at -4 upon every hit or take an additional 2d8 drowning damage. It can soak any adjacent 1-yard square with water, extinguishing normal fires, upon command. It also allows one to attack liquid creatures normally. It does double damage to fire-based creatures.

51–60. Para-elemental plane. Roll 1d4 to determine which:

- Ice.** The weapon causes a creature to freeze stiff for 4d8 rounds, taking 3d8 extra damage if it hits on a natural 20. It can freeze up to 10 cubic feet of liquid per round of touch. It allows one to attack

creatures of ice normally, but does double damage to earth-based and air-based creatures.

- Magma.** The weapon causes items touched to melt or become incinerated when it touches them, with only magical items obtaining a saving throw. On a natural 20, it does triple damage to normal creatures (quadruple to vulnerable creatures). It allows one to attack lava creatures normally, but does double damage to water-based or air-based creatures.
- Ooze.** The weapon coats a creature with mud and slime, and causes its lungs to fill up with ooze (they must then make Constitution checks for 6 rounds or take 1d6 drowning damage per round). It allows one to attack slime or ooze creatures normally, but does double damage to fire-based and air-based creatures.
- Smoke.** The weapon causes 3d6 extra suffocation damage on a natural 20. It can fill three 1-yard squares per round with smoke, which functions as normal smoke (the wielder is immune to negative effects of generated smoke). It allows one to attack mist or smoke-based creatures normally, and does double damage to water or earth-based creatures.

61–70. Positive quasi-elemental plane. Roll 1d4 to determine which:

- Lightning.** The weapon knocks a creature back up to 10 yards on a natural 20, with a clap of thunder and 3d8 extra electrical damage. It allows one to attack electrical beings normally, and can do double damage to metallic, earth-based, or water-based creatures. Also, it is +4 to-hit against opponents with metal armour (because it is transmitted through such protections).
- Minerals.** The weapon on a natural 20 has a 50 percent chance of severing (as a *sword of sharpness*), otherwise the creature is petrified. It allows one to attack crystalline or mineral creatures normally, but does double damage to air-based or particulate (dust or sand) creatures.
- Radiance.** The weapon turns an undead or shadow-creature, and on a natural 20, blinds a normal creature for 4d8 rounds. It emits light out to a 90-foot radius. It allows one to attack creatures of light or radiance normally, and does double damage to shadow-based creatures or undead.
- Steam.** The weapon causes a normal creature to pass out from heat exhaustion, taking 2d8 extra damage, on a natural 20. It emits three 1-yard squares per round full of vapour (which does not hinder the wielder at all). It allows one to attack mist or vaporous creatures normally, and does double damage to flame (not purely heat-based) creatures or to cold (not purely water-based) creatures.

71–80. Negative quasi-elemental plane. Roll 1d4 to determine which:

- Ash.** The weapon causes 4d6 extra cold damage on a natural 20. It lowers the temperature in a 40-foot radius by 25°F every round (except the caster's body temperature). It allows one to attack ash-based creatures normally, and does double damage to flame or heat-based creatures.
- Dust.** The weapon causes 4d6 extra deterioration damage on a natural 20. If held in contact with solid material, breaks down 2 cubic feet of such per round, leaving behind only fine dust. It allows one to attack particulate (sand or dust) creatures normally, and does double damage to crystalline, rock, or earth-based creatures.
- Salt.** The weapon causes 4d6 extra dehydration damage on a natural 20. If held in contact with organic materials, desiccates them completely in 1 round. It allows one to attack salt elementals normally, and does double damage to water-based or liquid creatures.
- Vacuum.** The weapon causes 4d6 decompression damage on a natural 20. It sucks 4 1-yard squares per round full of air into oblivion (the caster has no problems breathing), creating high winds and having worse effects in enclosed spaces. It allows one to attack creatures of vacuum normally, and does double damage to air-based creatures.

81–90. Border plane. Roll 1d2 to determine which:

- Astral.** The weapon is invisible, but ignores all physical barriers to attack. It can cut a creature's silver cord on a natural 20 (assuming they are projected). It does double damage to creatures from the

astral plane. A normal creature isn't able to heal from its wounds unless magically healed (as the damage is to the being's aura).

2. *Ethereal*. The weapon is faintly visible as a ghostlike dagger, but ignores all physical barriers to attack. It attacks ethereal, spirit, or in-phase creatures for double damage. A normal creature isn't able to heal from its wounds unless magically healed (as the damage is to the being's spirit).

91–95. Material plane. Roll 1d2 to determine which:

1. *Negative material plane*. The weapon drains two levels or Hit Dice of life energy on a natural 20. The weapon has no effect on undead creatures, but does double damage to creatures with a link to the positive material plane.
2. *Positive material plane*. The weapon causes its special damage as healing to any living being, but if the being is already at full hit points, this applies as "damage". This "damage" is actual, but does not count as pulling a creature below full hit points in terms of this spell. On a natural 19 or 20, it acts as a mace of disruption versus undead. Undead take double damage in any case from this weapon.

96–98. Outer plane. Roll 1d20 to determine which:

1. *Seven Heavens*. This weapon is gleaming white, and radiates golden light. It repels evil creatures as a *fear* spell, 10-yard radius. It does double damage to chaotic evil creatures, and cannot strike lawful good creatures. It can spray *holy water* upon command in a cone 10-foot base by 50 feet long with a 30-foot maximum spread.
2. *Twin Paradises*. This weapon is of entwined silver and white marble. It can *cure serious wounds* three times per summoning upon lawful good and neutral good creatures, and cannot strike such. It does double damage to chaotic evil and neutral evil creatures.
3. *Elysium*. This weapon is of pure, glowing silver. It can turn undead and evil lycanthropes as a 12th-level priest. It does double damage to neutral evil creatures, and can disrupt undead creatures on a successful hit, although it cannot strike neutral good creatures.
4. *Beastlands (Happy Hunting Grounds)*. This weapon is made of stout oaken wood. It radiates a 6-yard radius field of *animal friendship* aimed towards the caster. It cannot strike neutral good and chaotic good creatures, but does double damage to lawful evil and neutral evil creatures. It can *cure serious wounds* to any normal plant or animal it touches, once per round.
5. *Olympus*. This weapon is made of fine, polished steel. It cannot strike chaotic good creatures, but does double damage to lawful evil creatures. It can *create food and wine* upon command, as the priest spell (cast at twelfth level). It also does damage as if swung by one with 21 Strength.
6. *Gladshelm*. This weapon crackles with lightning and fire, and is made of fine steel. It cannot strike chaotic good and chaotic neutral creatures, but does double damage to lawful neutral and lawful evil creatures. It gives a +4 to-hit and -4 on AC to any chaotic good and chaotic neutral warrior within 4 yards.
- 7–9. *Limbo*. This weapon randomly shifts colour, composition, and radiance every round. It can strike any creature who can be hit by +4 weapons. Any spell effect directed at the wielder changes into a wild surge. It randomly *polymorphs* any substance or object it touches twice per round, and on a natural 19 or 20 *polymorphs* a creature randomly. It does double damage to lawful neutral creatures.
10. *Pandemonium*. This weapon is made of howling wind and darkness. On a natural 19 or 20, it *blinds* and *confuses* (as the spells) its target. It cannot strike chaotic neutral and chaotic evil creatures, but does double damage to lawful neutral and lawful good creatures.
11. *The Abyss*. This weapon drips acid and venom, and is seemingly composed of demon-parts. On a natural 19 or 20, it causes the target to save versus poison or take 3d20 poisonous acid damage, regardless of magical or natural resistance to poison or acid. It cannot strike chaotic evil creatures, but does double damage to lawful good creatures.
12. *Tartarus*. This weapon is composed of stagnant black liquid. On a natural 19 or 20, it causes complete amnesia which can only be removed by a *heal*. It cannot strike neutral evil and chaotic evil

creatures, but does double damage to lawful good and neutral good creatures.

13. *Hades*. This weapon is composed of bone and blood. On a natural 19 or 20, the victim must save versus death magic or be transformed into an undead creature. It cannot strike neutral evil creatures, but does double damage to neutral good creatures.
14. *Gehenna*. This weapon is composed of mingled brimstone and shadow. It cannot strike neutral evil and lawful evil creatures, but does double damage to neutral good and chaotic good creatures. On a natural 19 or 20, it inflicts a rotting disease upon its victim (as per a mummy's touch).
15. *Nine Hells*. This weapon is composed of fire and brimstone. On a natural 19 or 20, the creature struck takes 3d20 flame damage, regardless of magical or natural resistance to fire. It cannot strike lawful evil creatures, but does double damage to chaotic good creatures.
16. *Acheron*. This weapon is made of cold iron which glows with a red radiance. On a natural 19 or 20, it paralyzes its victim. It cannot strike lawful neutral and lawful evil creatures, but does double damage to chaotic good and chaotic neutral creatures.
17. *Nirvana*. This weapon is perfectly symmetrical along at least two axes, and appears to be made of grey crystal. On a natural 19 or 20, its victim is held for 3d6 rounds. It cannot strike lawful neutral creatures, but does double damage to chaotic neutral creatures.
18. *Arcadia*. This weapon appears to be made of wood which has been turned into precious metal. When it touches any poison or acid, the latter is instantly nullified. It cannot strike lawful good and lawful neutral creatures, but does double damage to chaotic neutral and chaotic evil creatures. It can *cure poison* twice per round when it is touched to any creature.
- 19–20. *Concordant Opposition*. This weapon is of pure white crystal, fine steel, and polished obsidian intertwined. It cannot strike druids or other creatures who protect the balance. It does double damage to lawful good, chaotic good, chaotic evil and lawful evil creatures. Its attack ignores the defences of a creature whose powers are based on strong alignment, such as demons, paladins, and slaadi.

99–00. Unusual, demi-planar. Roll 1d4 to determine which:

1. *Demi-plane of electromagnetism*. The weapon is +5 to-hit against opponents clad in metallic armour. It can repel or attract metal objects with 17 Strength within a 5-yard radius at command. On a natural 20, it knocks back an opponent up to 8 yards for 3d6 extra impact damage. It does double damage to creatures of a ferrous composition.
2. *Demi-plane of shadow*. The weapon is actually only quasi-real, but appears to be made of solid blackness. A creature struck must disbelieve or take double actual damage. It does double damage against creatures of light or any illusory "beings". On a natural 19 or 20, blinds a creature for 3d6 turns.
3. *Demi-plane of time*. The weapon appears to be simply a wavering violet outline. It ages a creature 2 years for each point of damage accrued (random direction, 50% chance each hit of ageing older or younger). On a natural 20, throws an opponent 1d4×1d100 turns into the future (or the past — at the DM's option).
4. *DM's option*. This can be as strange as you like. It can be a weapon composed of the mists of *Ravenloft*, of the phlogiston, or of some far-distant and really bizarre plane of the DM's own devising.

The material component is as with *lesser planar weapon*.

Darklight's Readied Dweomer (Alteration, Metamagic)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 round
 Area of Effect: One spell
 Saving Throw: None
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell is used to ready another spell for instantaneous casting in tight situations. It can be used with any spell of fifth level or lower, whose casting time is less than 1 turn. The spell is cast ahead of time, with an extra round added to the casting time, and with normal components consumed. The dweomer is then held "ready" and can be loosened at any time the wizard wills. Note that the spell still occupies a "slot" in the caster's memory.

The readied spell has normal duration, area of effect, range, and saving throw, but the casting time is reduced to effectively zero upon its triggering. The metamagic can only affect one lesser spell, and requires the additional component of a miniature golden cage with a swinging door (no less than 300 gp cost).

Darklight's Searing Disk (Evocation)

Range: 15 yards
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 6
 Area of Effect: Special
 Saving Throw: None
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell conjures a white-hot, 6-foot wide floating disk of iron. The caster can manoeuvre the disk about at a rate of MV 20 by mental command. The disk cannot be moved farther than the above range, and can be stopped instantly, as if without any inertia, by the caster's command. It can be used to strike and pummel creatures within range, needing no roll to hit. The intended target gets a saving throw versus breath weapon to dodge it, otherwise they take 6d6 from the impact and heat.

If used to pin a creature down, the victim receives a saving throw versus breath weapon at +3, failure indicating that they are trapped by the disk, taking 8d6 damage per round from pressure and searing damage. Only disruption of the wizard's concentration can free the trapped creature if the wizard does not free them himself.

Creatures resistant to heat and fire take only half damage from any application of the disk. Disruption of the wizard's concentration does not cause the disk to disappear, but merely to hang motionless until the wizard resumes active control. Any cold-based attack or spell of more than 5 dice of damage directed at the disk causes it to shatter from thermodynamic shock, instantly ending the spell.

The material component is a cast iron skillet.

Darklight's Tattoo Creature (Alteration)

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 2 turns
 Area of Effect: Creature touched
 Saving Throw: Special
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell is a combination of *Darklight's creature item* and *Darklight's tattoo item* in all respects.

Darklight's Telepathic Tracer (Enchantment, Metamagic)

Range: 0
 Components: V
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One spell
 Saving Throw: None
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell modifies another spell of sixth level or lower so that it can be cast directly across a telepathic link. It extends the range of the dweomer so that it is conducted directly across the telepathic link and takes effect on the creature on the other end of the link. It functions via either magical, psionic, or natural telepathy.

The spell to be cast is also enhanced so that its casting time is reduced substantially, so that the entire incantation can be performed with an initiative modifier of no more than 1. This causes the type of spells available for the tracer to be limited. No spell with a casting time of one round or more can be used, but it can be used to transmit an area effect spell, so that a prying wizard can bring a fireball down on himself and his surroundings.

The spell to be transmitted over the tracer must be in memory as well, and both are cast simultaneously, so in effect, the wizard is casting two spells at once. This is not without risk, there being a base 5% chance that the spell backfires, unleashing the secondary spell on the caster himself.

Note that the link can be initiated by either person involved, but the telepathic tracer spell does not provide a means of telepathic contact. Using the spell via a *helm of telepathy* is risky, as the chance of backfire increases to 10% with this method.

Darkray's Avenger (Abjuration)

Range: 0
 Components: V, S
 Duration: Special
 Casting Time: 3 turns
 Area of Effect: Special
 Saving Throw: None
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

The wizard can cast this spell on himself only, to avenge himself against future death. Anyone who kills the caster, even if the wizard is later resurrected, becomes the victim of a special curse. The curse manifests 1d4 turns after the killing. There is 95% chance for the victim to be affected. Exceptionally intelligent beings (avangions and the like) receive a normal saving throw versus death magic to avoid the effects. The magic can be dispelled before the wizard's death only by a higher level caster. To determine the effects of the curse, roll on the following table:

D100 Roll	Result
01-20	Reduce three random, different ability scores to 2d4+1 each.
21-40	Maximum hit points is 20% of the original; cannot increase until curse lifted.
41-60	-5 penalty to attack, damage (minimum damage is 0), Armour Class and saving throws.
61-80	Magical attacks against the victim cause maximum damage; the victim receives a saving throw versus spell of 18, with no modifications whatsoever.
81-00	This applies only if the killer is a person, roll again if not. Every other NPC who meets the killer senses something very bad about him. Nobody trusts him, since he carries a "smell of death". Such a person will always receive at least a "cautious" reaction from NPCs and is considered to be at most "indifferent", never friendly himself, no matter what he does. Reactions are left to the DM. They may include hostile mobs, ceaseless hunting by templars, animals attacking on the spot etc.

There are five known ways to remove the curse. Other than these, the curse might be removed if a sufficiently powerful wizard could research a custom spell for this purpose. This would certainly require some body part of the original caster.

The spell may be removed:

- With a *limited wish* or *wish*, cast for this purpose. Nothing fancy is required, a simple job provided you have the *wish*. It is also possible to remove the curse using a 7th-level priest spell analogous to *remove curse*, such as *remove bane*, but this is very hard to find. *Remove bane* is considered an equivalent of a *wish* in this case.
- With a *remove curse*, cast by a wizard or priest of a higher level than the caster. The victim must save versus death magic, with no bonuses for magical items or the like counting; success removes the curse while failure means that no attempt to remove the curse with *remove curse* can be done ever again.
- With a *dispel magic*, cast by a wizard or priest of higher level than the caster who has never met him personally. Even then, only one attempt per level is allowed. Each failure increases the dispelling difficulty by one.
- The killer may decide to atone for his deed. As soon as this thought is sincerely formed in his mind, the curse is lifted for three months. During this period the killer must have the caster resurrected, by any means. If he succeeds, the curse is permanently lifted. If during this time he acts in any way towards other ends, for example trying to lift the curse with another way, it returns immediately and further atonement attempts fail. At the DM's discretion, the three-month period may be extended or the curse lifted temporarily or even permanently, depending on the situation.
- With the intervention of a sorcerer-king or a divine being.

Darkray's Chest (Alteration, Summoning)

Range: Special

Components: V, S, M

Duration: 1 week + 1 week per two levels

Casting Time: Special

Area of Effect: Special

Saving Throw: None

Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

This spell is used to protect some "hot" and vulnerable items, such as spellbooks, scrolls and material components. The wizard leaves these in a specially prepared place and then uses a small "linking device" to recall them to his current place.

The store must be created first. This is a chest of up to 4x3x3 foot size. It can have compartments or secret mechanisms and traps. The exterior must be crafted from pure obsidian and carved with scenes of the wizard's life. It costs a minimum of 5000 gp for the basic work. Regardless of the contents, the chest always weighs 15 pounds.

As long as they fit inside, spellbooks, maps, scrolls, potions, coins, etc., can be stored in the chest, with the exception of weapons: only one weapon can be stored. In addition, everything in the chest must have been in the property of the wizard for at least 24 consecutive hours before storage, otherwise the chest will not function at all.

Then the wizard must construct two identical "linking" devices. These can be almost anything but they must be made of metal. Usually they are something small and discreet, such as earrings or rings or bracelets. Their cost usually is around 3 gp each. The wizard then casts the spell on them and the chest. One of them fuses inside the chest, thus providing the necessary link with the other device.

From then on and for the spell's duration, the wizard leaves the chest in a presumably well guarded place and carries the second device, always in contact with his flesh (failure to do so ends the spell).

Three times per day, the wizard can summon the chest. He can then examine or alter the contents, use his spellbooks to memorise spells, etc. He can send the chest back to its hiding place or keep it, as he likes. Summoning and sending away the chest count as an action and require one round each.

The chest and the caster must be in the same plane of existence in order for the spell to work. The material components of the spell are

the chest and the linking devices; the latter are consumed at the end of the spell.

A wizard can only have one such chest in operation at any given time.

Darkray's Death Lightning (Evocation, Necromancy)

Range: 0

Components: V, S, M

Duration: Instantaneous

Casting Time: Special

Area of Effect: Special

Saving Throw: None

Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

This complex spell can inflict massive damage to opponents if successfully cast. During the casting time, the wizard gathers energy from the surrounding land, which is then released as deadly lightning bolts to all creatures within the area of effect (concealment or something like that can help avoid the bolts). Note that this spell does not distinguish between allies and enemies.

The gathering of energy is difficult. The wizard must concentrate for some time and each additional round augments the power of the bolts. The energy returns to the land through the victims' bodies, while causing great damage. The casting time of the spell equals the concentration time.

The caster is not able to perfectly control the collection of energy, so there is a possibility of spell failure before completion. If this happens, all energy returns to the land and the spell is wasted. A check must be made for each casting round.

Only high level spellcasters can gather large amounts of energy. This fact and all the details above are summarized in the following table:

Conc. Time in rounds	HP of Damage	Spell failure	Radius in feet	Min. level
1	4	1%	20	12
2	9	1%	30	12
3	15	2%	50	12
4	22	3%	70	13
5	30	5%	100	13
6	39	7%	130	14
7	49	10%	160	14
8	60	15%	200	15
9	72	20%	250	16
10	85	30%	300	17

During the whole casting time, the caster remains aware of his environment and is able to perform basic mental actions. This includes choosing a target for *Melf's minute meteors* or ceasing one of his previously cast spells.

The material components are a wooden staff and a small obsidian orb which costs around 50 gp. The wizard must hold the staff on the ground with one hand and hold the orb high with the other. The staff gathers energy and stores it in the orb. When the wizard desires to strike, he must first lift the staff and then crush the orb on the ground (the orb becomes fragile and shatters automatically if dropped). The staff is not consumed.

If the caster is physically hit or the orb is damaged during the casting, the spell is not totally wasted. The orb releases some of the stored energy; some is lost. To find out how much energy is actually released roll 1d4+1 and subtract the result from the current casting round. As a side effect, the caster suffers half the stated damage as well, with a saving throw for quarter damage.

For example, if the wizard is disrupted in the 6th round, the orb breaks. The 1d4 rolled gives 1. Thus, the orb releases enough energy to inflict 22 HP to all creatures within 70 feet. The caster takes 11 points of damage or 5 HP if he saves.

Darkray's Elemental Immunity (Abjuration)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 1 round
 Area of Effect: The caster
 Saving Throw: None
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

This powerful spell offers protection against attacks of elemental nature. It can selectively block attacks based on air, earth, fire and water. The type of the element must be stated at memorisation time. It is a weaker version (although not exactly similar) of *elemental aura*.

Once the spell is cast, the wizard and his possessions are totally immune to all attacks of that element. However, attacks from the other elements automatically succeed and attacks from the opposite element inflict double damage as well, if not otherwise blocked: the caster lowers his resistance to them in order to better protect himself against the fourth one.

Example: if the caster is immune to fire, a water or earth elemental could hit him with no attack roll needed; the water would cause double damage.

- Air attacks include: air, electricity, wind, gases, clouds.
- Earth attacks include: wood or stone weapons, any piece of rock not larger than the caster and attacks from stone golems.
- Fire attacks include: fires, heat, lava and the like.
- Water attacks include: rain, ice and cold, acids.

The spell protects against both natural and magical attacks, for example *lightning bolt*, *fireball*, *Melf's acid arrow*, *watery double*...

The caster also gains immunity to physical attacks from creatures of the relevant plane (including conjured elementals). Breath attacks using an element (sand breath, gas breath) are not immune against but have a +3 bonus to the saving throw instead.

The caster cannot use this spell to travel within a given element (natural air excluded). He cannot, for example, breathe underwater or dive in a pit full of silt. In addition, this spell does not function in the elemental planes.

At any given time, the caster can be immune against a single element only. Subsequent casting of this spell with a different element stated cancels the previous one. This of course has nothing to do with magical items that offer element protection, which always operate normally.

The material components are as follows, among with their minimum cost:

- Air: opal powder that the caster must sprinkle over him (30 gp).
- Earth: a small diamond that the caster must swallow (20 gp).
- Fire: a piece of fine wood, carved with a ruby of at least 60 gp value.
- Water: a gallon of water blessed by a priest.

Darkray's Ethereal Trip (Alteration)

Range: 0
 Components: V, S
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

With this spell, the caster can simply move from the prime to the border ethereal or in the reverse direction. Up to one creature per two levels can travel with the caster, by joining hands.

Each casting of the spell provides a one-way trip. To travel in the opposite direction, another casting of the same spell or the use of other means is required.

From the border ethereal the caster can move to the deep ethereal or to other planes. See also the *Manual of the Planes*. As a reminder, for every round that passes in the ethereal, ten rounds pass in the prime material plane.

Darkray's Improved Alter Self (Alteration)

Range: 0
 Components: V, S
 Duration: 1 day per level
 Casting Time: 6
 Area of Effect: The caster
 Saving Throw: None
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

This spell is similar to the 2nd-level *alter self* with an increased duration. In addition, it can only be dispelled by someone of at least ninth level.

Darkray's Invulnerability (Abjuration)

Range: 0
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 6
 Area of Effect: The caster
 Saving Throw: None
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

When the wizard casts this spell, he becomes completely immune to physical attacks by creatures of up to and including 6 levels or Hit Dice. For every two levels beyond twelfth the caster attains, the level or Hit Dice limit augments by one: 7 HD at fourteenth level, 8 HD at sixteenth level, 9 HD at eighteenth level, etc. The immunity includes attacks from persons, such as punching.

The material component is the claw of a creature having suitable Hit Dice; 6 at twelfth level, 7 at fourteenth, etc. A lesser one can be used, with analogous decrease to the spell's power.

Darkray's Lock (Alteration)

Range: 0
 Components: V, S
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

This simple spell can lock any closeable item in such a fashion that it cannot be opened except by breaking it. The magic strengthens it, so that an effective Strength of 23 is required to break it, using a steel item.

The magic can only be dispelled by a wizard or templar of a level higher than the caster. Clerics and druids cannot dispel the magic. The spell is not cumulative with a *wizard lock*.

Darkray's Orb of Spell Patterns (Enchantment, Invocation)

Range: Special
 Components: V, S, M
 Duration: Special
 Casting Time: Special
 Area of Effect: Special
 Saving Throw: Special
 Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

Using this spell, the wizard can construct a "spell pattern" and place it on a specifically prepared orb. He can then activate the orb and release all the spells at once.

The orb (1-2 inches diameter) must be made of any metal and costs at least 30 gp. The caster must first memorize the spell parts of the desired pattern, plus this spell. He cannot have any other memorized and no other magical items or spell effects should exist in a range of 10 feet from him. The caster begins the spell holding the orb in his hand and then keeps it in touch with him for 2d4 days. If he loses

Wizard Spells (6th level)

contact with the orb, the spell fails and the orb becomes useless, as well as if he uses other magic or is otherwise interrupted. At the end of this period, the orb becomes noticeably warm. The wizard can then place the desired spells on it, casting it one by one, at the order he desires. When he is done, he finishes the spell and the orb reverts to its normal state.

A command word is used to activate the orb. When someone holds the orb and speaks the word, the spell pattern explodes: all the spells cast on the orb are released, one by one, at the order in which they were cast, with their normal casting time. Activating the orb has an initiative modifier of +3.

If the orb is activated by a non-wizard, the result is a random casting of the spells contained. A wizard of sufficient level to cast the contained spells can control the orb as if it were a normal magical item. A lower level wizard can only control spells he can cast, the others are cast randomly.

The caster can place on the orb one spell for each four full experience levels he has attained. Furthermore, the maximum spell level of each single spell is as follows: fourth at levels 12-14, fifth at 15-17 and sixth at 18 or higher. Finally, all spells must belong to the same school of magic.

Here is an example: Darkray is a 13th-level invoker. He can place a total of three spells, each of them no higher than fourth level.

He decides to place 3 magic missiles. After 5 days of preparation, he has made his orb (supposing he rolled 5). When he wants to use it, he points at the target and speaks the command word. He rolls an initiative of 4. The orb is then activated at 7, the first *magic missile* going off at 8 and the third at 10.

If he had already placed a *fireball*, *dig* and *ice storm*, this happens when he uses it (after rolling a 1 for initiative):

at moment 4, the orb is activated; at moment 8: *fireball*, instantaneously; at moment 11: *dig*, for 1 round per level, and at moment 15: *ice storm*, for 1 round per level. The result of this is that after the *fireball*, the poor victims will find themselves struggling not to fall in the pit created by *dig* as the *ice storm* makes the ground extremely slippery.

The orb turns to fine powder at the end of the spell and disperses, never to be used again.

If the orb is destroyed before the spells are released, it explodes into a retributive strike. All within 10 feet take 1d10 HP per spell level stored, no saving throw. Those within 20 feet take half this damage and those within 40 feet take half damage or a quarter if they save versus breath weapon. The orb saves as a +3 magical item.

A wizard can only have a pair of such orbs at any given time.

Darkray's Powerguard (Abjuration, Evocation)

Range: 0

Components: S, M

Duration: Special

Casting Time: 1

Area of Effect: The caster

Saving Throw: None

Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

With this spell a wizard can lower his Armour Class to 0. The effects are not cumulative with other spells that lower the Armour Class but Dexterity bonuses still apply.

For each level of the caster, the *powerguard* absorbs 3 points of damage that would normally hit, though not from magical spells or effects. When it has absorbed the maximum damage, it vanishes. It does not hinder movement, it is weightless and does not interfere with spellcasting.

The material component are two silver coins.

Darkray's Protection from Feeblemind (Abjuration)

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 1 hour

Area of Effect: The caster

Saving Throw: None

Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

This simple spell protects the caster from the next *feeblemind* attack. No matter what happens, the caster is rendered immune to exactly one such attack, regardless of source. The spell lasts at most three months. It can be dispelled only by someone of higher level than the caster.

The material component is a small animal's brain that the caster must consume during the casting.

Darkray's Teleport Guide (Alteration, Enchantment)

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 3 hours

Area of Effect: Special

Saving Throw: None

Author: Dimitris Xanthakis <dxanth@leon.nrcps.ariadne-t.gr>

To use this spell, the wizard must prepare a special item that will be used as the "target". From then on he can use a "guide" item to home on it, as if using a *teleport* spell.

The target is usable only once. It must be made of metal and be carved with scenes of the area it is in. It costs no less than 100 gp. The guide costs less, around 5 gp and can be made of any material and formed in any shape or size. It must remain in touch with the wizard, however. Neither the guide, nor the target are reusable.

During the casting of the spell, the wizard must burn a mixture of rare herbs and items belonging to the area around the target, to charge the guide. One charge equals 50 gp of herbs, with a maximum number of charges equal to the caster's level. After the casting of the spell, the target item must remain in the same general place. If it is ever taken farther than 20 yards from the original spot, the spell ends. The caster can always tell whether this has happened if he is on the same plane with the target.

As long as the wizard possesses the guide, he can spend a charge to *teleport* back to the target if on the same plane. This follows the standard rules for magical item activation, the guide having a +3 initiative modifier. When its charges are expended, the guide burns out.

Dheryth's Energy Cloak (Abjuration, Evocation)

Range: 0

Components: V, S, M

Duration: 2 rounds per level

Casting Time: 1 round

Area of Effect: The caster

Saving Throw: None

Author: Jim Gitzlaff <gitzlaff@uxa.cso.uiuc.edu>

This spell makes the wizard seem to be inside a varicoloured, shifting aura of light. He is totally immune to any and all spells and powers which deal out damage using pure energy, like for example *energy lance* (q.v.), *xag-ya*, or laser rays, and has a magic resistance of 40% + 1% per level of the wizard versus "force" spells, like for example *wall of force* or the various Bigby spells. Unfortunately, if the force spell is above fourth level, both the force spell and the *energy cloak* are negated if the resistance roll is made.

Damage from impure sources of positive energy (eg. electricity and fire) is reduced by one point per level of the wizard per round, up to a cumulative maximum of 5 times the wizard's level in protected points.

Any successful attack by a source of negative energy has the following effects:

- Both the negative attack and the *energy cloak* are negated.
- Both the cloaked wizard and the attacker take 3d10 points of damage (no saving throw, magic resistance, or other protection). The attacker is only damaged this way if the negative attack was delivered by touch (of body, wand, or melee weapon). Otherwise, see the next effect, below.
- Everyone not in physical contact with the cloaked wizard takes 3d10 points of damage minus 1 per foot of distance to the cloaked wizard.
The material component for this spell is a small shield.

Dheryth's Energy Globe (Alteration, Evocation)

Range: 0
 Components: S, M
 Duration: Special
 Casting Time: 3
 Area of Effect: Special
 Saving Throw: None
 Author: Jim Gitzlaff <gitzlaff@uxa.cso.uiuc.edu>

This spell requires a gem of not less than 50 gp each time it is cast. The gem's centre briefly becomes a minute gate to the positive material plane, and the energies thus released slowly eat away at the gem from the inside out. When the duration expires or the gem is broken, the gem explodes into a sphere of pure energy. The gem must be thrown at one's opponents to be effective (range: small: 1, medium: 2, large: 3). Inflicted damage is as follows:

Distance to Gem	Impact Place	Damage
	up to 2 feet	4 points per level of wizard
	2-5.9 feet	2 points per level of wizard
	6-10 feet	1 point per level of wizard

The gem is thrown as a stone for which the wizard has proficiency, and acts as a grenade-like missile if it misses its intended target. If the gem is thrown against someone or something (and hits), it will only break instantly if it fails a saving throw for ceramic versus normal blow (soft objects) or crushing blow (hard objects).

Dheryth's Energy Lance (Evocation)

Range: 10 feet + 1 foot per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1 round
 Area of Effect: One creature or object
 Saving Throw: None
 Author: Jim Gitzlaff <gitzlaff@uxa.cso.uiuc.edu>

Energy lance is a slow spell that works only at very short distances. If the wizard can get it off, though, its results are rewarding. This spell causes a gem-tipped wand to spew out a directional beam of intense positive energy at a single object or creature. Damage done is 1d6 points per level of the wizard over sixth (up to a maximum of 14d6), with no saving throw allowed. Additionally, if made the target of the spell, objects made of non-magical wood, stone, or metal will have a 6 inch hole drilled through them up to the maximum range of the spell (or out the back of the object). Magical objects will suffer the same fate unless they successfully save versus disintegration at +1.

The material components of this spell are a 6 to 8 inch platinum wand of at least 1000 gp value, with a clear diamond or any opal worth 100 gp set on the end, as well as a loose 100 gp value gem, which is consumed during the casting. There is a 10% chance that the gem on the tip of the wand will shatter as well, reduced to 5% for a 1000 gp gem and to a minimum of 1% for a 10,000 gp value gem.

Dheryth's Spell Support (Abjuration)

Range: 0
 Components: V, S
 Duration: Special
 Casting Time: 6
 Area of Effect: Special
 Saving Throw: None
 Author: Jim Gitzlaff <gitzlaff@uxa.cso.uiuc.edu>

This spell is cast immediately before any other spell which has a duration (there are some exceptions — see below). It doubles the casting time of the other spell and adds verbal and somatic components of its own. The effect of *spell support* is to make the other spell totally immune to *dispel magic* for its normal duration. *Spell support* itself is not dispellable, and if it is cast in conjunction with *permanency*, the net effect is to make the other spell both permanent and undisPELLable.

Certain spells (at the DM's option) may not be supported, including at least the following ones:

- anything *wish* or *limited wish* related,
- *prismatic wall* and *prismatic sphere*,
- *Otiluke's resilient* and *telekinetic spheres*,
- *forcecage* and *forcecube*,
- anything *gate* related,
- *magic jar*, and
- *temporal stasis*.

Spell support in no way reduces the efficacy of *Mordenkainen's disjunction*, nor does a single casting protect any additional spells that may be active in the same space.

On *permanency*, there is a 10% chance per year that the *spell support* will fail, leaving the *permanency* intact but unsupported. The wizard has now way of detecting that the *spell support* has failed.

Diamondblade (Alteration, Enchantment)

Range: 0
 Components: V, S, M
 Duration: 2 turns + 1 round per level
 Casting Time: 1 turn
 Area of Effect: Edged melee weapon touched
 Saving Throw: None
 Author: Unknown

This spell turns an ordinary edged melee weapon into a blade of sharpness, as per *sword of sharpness* (see the *Dungeon Master's Guide*, page 186). For the duration of the spell, the weapon is treated as a *weapon*, +3 or better for purposes of who or what can be hit by it, even though it gets only a +1 bonus to attack and damage rolls. However, on a very high roll, it will sever an extremity, determined by a dice roll. The spell functions on existing magical weapons, as long as the total combined bonus is +3 or less.

The material component for this spell is a 1000 gp diamond, however, the tooth of a tarrasque may be substituted, in which case the weapon functions as a *vorpal blade* (see the same reference as above), and gets the +3 bonus to attack and damage rolls.

In the table below, pick the entry listed lowest if more than one row is applicable:

Opponent is	Modified Score to Sever*	Modified Score to Sever**
Normal or armoured	19-21	20-23
Larger than man-sized	20-21	21-23
Solid metal or stone	21	22-23

* Considering only the sword's bonus of +1.
 ** Considering only the sword's bonus of +3.

Double-Helix Fireball (Invocation/Evocation)

Range: 40 yards
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 2 rounds
 Area of Effect: One creature
 Saving Throw: ½
 Author: Rob Christie (the Griffon) <rchristi@bigcat.missouri.edu>

This spell's material components are phosphorus and two wires, twisted together. When cast, two fireballs rush towards their target, in a double-helix motion. Each fireball causes 5d6 points of damage, but note the casting time. This may not be a very good spell, but it sure is neat looking.

Dreamoore's Blade Summoning

(Conjuration/Summoning, Evocation)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 6
 Area of Effect: Special
 Saving Throw: None
 Author: Jonathon Salazar (The Adept's Spellbook)

This spell creates a 5-foot long shimmering blue shaft of force from the wizard's outstretched hands. He must physically wield the weapon in combat, thus spells with somatic components cannot be cast while the summoned blade exists. The "sword", however, has no true material existence and does not conduct shock back to its wielder, thus its overall speed factor is 1. It is neither an edged nor blunt weapon and affects creatures normally immune to either.

The blade strikes once per round with a +5 to-hit bonus, inflicting 2d6+5 damage points per successful hit. It lasts 1 round per level of the wizard and is subject to *disintegrate* and *dispel magic*. The material component is a 500 gp crystal sword which requires 2 weeks to construct.

Dreamoore's Eldritch Decagon (Alteration, Evocation)

Range: 10 yards per level
 Components: V, S, M
 Duration: Special
 Casting Time: 1 round
 Area of Effect: One creature
 Saving Throw: ½
 Author: Jonathon Salazar (The Adept's Spellbook)

When this spell is cast, the wizard sets up a brilliant array of pale blue dancing rays which forms a decagon between both hands. The spell draws power directly from the psychic winds of the astral and ethereal plane. Once complete, it may fire a 1-foot wide beam of pure magical force every round, and this ray unerringly strikes any single creature or object within 10 feet per level (invisible targets require a to-hit roll versus AC 6, modified by Dexterity, etc.) and inflicts 1d4+1 damage points per level of the wizard, up to 12d4+12 maximum. A successful saving throw versus spell halves damage. These beams may be unleashed from the decagon:

- Eldritch beam: magic missile energy; affects only animate targets.
- Impaling force ray: inflicts piercing or impaling damage.
- Planar force beam: inflicts edged or slicing damage.
- Spherical force bolt: inflicts blunt or crushing damage.
- Vibration or shock wave: an ultrasonic bolt which affects only crystal, glass, stone, and other objects vulnerable to vibration damage.
- Wind blast: as the 3rd-level wizard spell, *gust of wind* (q.v.), against a single target.

The wizard must concentrate to maintain the *eldritch decagon*, thus any successful attack against him negates the spell. The material component is a small crystal in the shape of a 10-sided die set inside an iron ring, and a loadstone.

Dreamoore's Missile Tempest (Evocation)

Range: 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 6
 Area of Effect: Special
 Saving Throw: None
 Author: Jonathon Salazar (The Adept's Spellbook)

Also known as *Dreamoore's bolts of seeking*, this spell creates a powerfully enchanted bolt which has base 1d12 damage plus 3 points per level of its wizard, up to 1d12+36 maximum (eg., a 12th-level *missile tempest* does 37–48 HP damage). This bolt, however, can split into two or more missiles striking single or multiple targets (with a minimum of one point of damage per missile). Once the wizard unleashes the bolt, he need but point and close his fist. The missile then flashes outward, dividing into smaller missiles if so directed, and unerringly hits all visible targets in a 90° arc before the wizard. The material component for this spell is a 500 gp diamond which is hurled into the air as spell casting is completed.

Dreamoore's Viper Lance (Alteration)

Range: 100 yards + 10 yards per level
 Components: V, S, M
 Duration: Special
 Casting Time: 6
 Area of Effect: Special
 Saving Throw: None
 Author: Jonathon Salazar (The Adept's Spellbook)

The *viper lance* launches a 2-foot long solid metal shaft at extremely high velocity. This bolt always travels in a straight line trajectory, its blinding speed making it near-invisible. Any creature struck immediately suffers base 1d10+2 HP of damage, up to 1d10+30 maximum. The wizard may launch one bolt per six experience levels, though only one bolt may be fired per round. The material component is a solid steel shaft engraved with the wizard's personal rune, with a mithril or adamantite tip, and zinc stabilising fins. Each bolt requires two weeks and 250 gp construction cost.

Eldarr's Improved Spell Conversion (Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 hour per level
 Casting Time: 2 turns
 Area of Effect: The caster
 Saving Throw: None
 Author: Eldarr

This spell is identical to *Eldarr's spell conversion*, except that it will convert any spell of sixth level or less to any known lower-level spell. The duration and casting time are also increased.

This spell has the additional spell component of a powdered gem (of any type) worth at least 400 gp (this is in addition to the were-creature pelt). This gem is also consumed when the spell is cast.

Enemies (Enchantment/Charm)

Range: 60 yards
 Components: V, S, M
 Duration: 4 rounds + 1 round per level
 Casting Time: 3
 Area of Effect: One creature
 Saving Throw: Special
 Author: Douglas Webb <dwebb@binkley.cs.mcgill.ca>

This spell allows the wizard to bestow a Charisma of -1 on any creature unless the saving throw versus spell is made. Creatures with

high Charisma get to add 1 to their saving throw per point of Charisma above 14. Creatures with low Charisma subtract 1 from their saving throw per point of Charisma below 8. Any normal creature seeing a being with negative Charisma will attack it immediately trying to kill it in any way possible. The spell has no effect on gods and demigods. Creatures above 5 HD or fifth level get a saving throw as to whether they attack the spell's recipient. The negative Charisma effect can be negated by making the recipient invisible to normal view (invisibility, darkness, etc.). The spell can also be negated by a successful *dispel magic*. The material components of this spell are a hemlock bud and a small piece of onyx.

Energy Field (Conjuration, Evocation)

Range: 60 yards + 10 yards per level
 Components: V, S, M
 Duration: 5 rounds per level
 Casting Time: 6
 Area of Effect: 1-foot per level high cube
 Saving Throw: None
 Author: Paul D. Walker <pdwalker@hk.super.net>

This spell creates an invisible field of energy which is impermeable to the passage of magical and psionic energies through its barriers. Thus, for example, creatures inside the area of effect are completely unaffected by spells which are cast outside the spell area. Similarly people outside are not affected by spells from inside (note that, since magic cannot pass through this barrier, creatures cannot *teleport*, *plane shift*, etc. through the barrier). *Energy field* does not, however, offer any physical protection whatsoever.

Spells which cause physical damage can destroy the shield but these spells must do a total damage of 6 HP per level of the wizard. *Disintegrate* will cause the shield to make a saving throw versus death magic at the level of the wizard. If it saves, the spell has no effect. If it fails then the spell does 1d8 points + 1 point per level of the wizard damage to the field. A *magic missile* actually heals the field on a one-to-one hit point basis.

The shield, if cast upon the wizard, moves with the wizard. If the spell is cast upon another creature, it may make a saving throw versus spells. If it fails its saving throw, the field follows the creature. If the saving throw is made then the spell becomes rooted to the target area. Otherwise, the spell remains stationary until the spell's duration expires.

The material component for this spell is a diamond cube of not less than 500 gp value. This cube will shatter when the spell expires or the field is brought down by spell damage.

Etherealness (Alteration)

Range: 0
 Components: V, S
 Duration: Permanent
 Casting Time: 6
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Kenneth C. Jenks <kjenks@gothamcity.jsc.nasa.gov>

When this spell is cast, the creature touched is moved bodily to the ethereal plane with all of its (non-living) equipment subject to a maximum weight of 250 pounds plus 250 pounds per level of the wizard beyond tenth. The creature may then move from the ethereal plane to any adjacent plane (the prime, positive, or negative material plane, or the elemental or para-elemental plane). An *anti-magic shell* won't disrupt *etherealness*, provided that this spell is cast prior to the *anti-magic shell*. If the wizard casts this spell upon himself, he may include his familiar in the weight limit.

Feeblebody (Alteration)

Range: 10 yards per level
 Components: V, S, M
 Duration: Permanent
 Casting Time: 6
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

This spell is exactly like *feblemind*, except that Strength, Dexterity and Constitution are permanently reduced to 3. The victim's intellect is unaffected. Note: the victim may not be strong enough to move any more. The material component is one live mouse. The mouse vanishes upon casting, but is not destroyed.

Fellstar's Flame Arc (Evocation)

Range: Special
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 6
 Area of Effect: Special
 Saving Throw: ½
 Author: Fellstar

This spell is similar to the 1st-level *burning hands*, but it is much more potent. When cast, this spell will emit an arc of flames from the hand of the caster; the arc may be one of four sizes as listed on the following table:

Arc	Range
90°	200 feet
180°	150 feet
270°	100 feet
360°	50 feet

The arc of flames will have a width of one foot, centred on the caster's hand, so the height of the wizard's hand at the time of casting will determine the height of the flames; thus if the flames are at waist level, it is possible to escape the effects of this spell if lying prone.

The caster may elect to cast the arc in a "doughnut" shape; that is, he may create an area around himself that is untouched by the flames (a good idea if the caster is in the midst of a friendly party). The radius of the hole may be any size the caster desires, up to half the range as given in the table above.

Anyone hit by the flames suffers 4d10 points of damage, plus 1 point per level of the caster (to a maximum of 4d10+20); a successful saving throw versus spell reduces the damage by half. If a victim fails a saving throw, all possessions must save versus magical fire or be consumed.

These flames are blocked by obstacles, and they will not rejoin behind the barrier. This will create gaps in the arc; therefore, if a target is standing behind a large enough obstacle, he will be shielded from the flames, even if the blocking obstacle is tens of feet away.

The material component for this spell is a chunk of volcanic rock and a lit candle; the rock is consumed with the casting, but the candle is not.

Fellstar's Flame Dome (Evocation)

Range: 80 yards
 Components: V, S, M
 Duration: Special
 Casting Time: 6
 Area of Effect: Special
 Saving Throw: None
 Author: Fellstar

This spell is similar to a *wall of fire*, but it creates a dome of flames instead of a wall. The dome has a radius along the ground of 10 feet

Wizard Spells (6th level)

plus 5 feet per level of the caster; it is 25 feet high at its peak. The dome must be cast so its base is resting on solid ground.

Unlike a *wall of fire*, the *flame dome* gives off waves of heat on all sides; anyone within 10 feet of the dome suffers 2d6 points of damage, while those within 20 feet suffer 2d4 points of damage. In addition, the dome inflicts 3d8 points of damage, plus 1 point per level of the caster on anyone who passes through the dome (like a wall of fire, creatures subject to fire will suffer more damage at the DM's discretion, and undead always suffer double damage). The procedure for trapping creatures with the dome, as well as the duration of the spell, are as per *wall of fire*.

The material components for this spell are specimens of phosphorus and sulphur, both of which are consumed with the casting.

Fireblast (Evocation)

Range: 10 yards + 10 yards per level

Components: V, S, M

Duration: Instantaneous

Casting Time: 4

Area of Effect: 20-foot radius

Saving Throw: ½

Author: The Ghost <c572909@mizzou1.bitnet>

A *fireblast* 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 — 1d10 points of damage for each level of experience of the spellcaster (up to a maximum of 10d10). Unlike *fireball*, *fireblast* creates a lot of pressure and generally tries to conform the shape of the area in which it occurs to its shape. In essence, it creates a 20 foot radius crater. Besides causing damage to creatures, the *fireblast* ignites combustible materials, forces non-combustible items to save versus crushing blow or be destroyed, melts soft metals, and creates general havoc. If cast indoors or within range of a building or other structure, structural damage will most likely occur as dictated by the DM. *Fireblast* otherwise performs and is cast just like *fireball*, with the additional material component of saltpetre.

Force Blast (Invocation/Evocation)

Range: 20 yards per level

Components: V, M

Duration: Instantaneous

Casting Time: 5

Area of Effect: Special

Saving Throw: ½

Author: Jason Riek (Karaieth) <jriek@shs.mv.com>

Force blast is a more powerful version of *force bolt*. If used against creatures they take 6d10 damage, are knocked back 1d12 feet, and must make a Dexterity check to remain standing. Any objects exposed to the blast, most likely armour or a shield, must make a saving throw versus crushing blow. If used against inanimate objects, the object must make a saving throw versus crushing blow at -4 or be destroyed. The blast has a Strength of 22 against doors, etc. It acts as a double-strength battering ram against structures. The material components of this spell are a pearl of at least 250 gp value, and a giant's tooth.

Gem Protector (Abjuration, Alteration)

Range: 10 feet per level

Components: V, S, M

Duration: 1 year per level

Casting Time: 1 turn

Area of Effect: One gem

Saving Throw: None

Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is similar to *Item Protector*, but it works only for gems of any kind. It is a little higher powered for its specific purposes. It protects the gem it is cast upon from two failed saving throws per caster level. These saving throws may be of any kind. If the effect normally does not allow a saving throw, this spell still protects from the damage done by the effect — at the cost of five saving throws per such effect. This spell may be layered up to 10 saving throws per caster level from the same caster. Once all saving throws are gone, this spell ends.

The material component is a gem of the same kind, worth the same amount, and the same colour. This gem then has to be encased in adamantine, then in hizagkuur metal and last in a case of gold from smelted holy symbols. All of these components vanish in casting.

Giant Strength (Alteration)

Range: 0

Components: V, S, M

Duration: 6 turns + 1 turn per level

Casting Time: 1 turn

Area of Effect: Creature touched

Saving Throw: None

Author: Kenneth C. Jenks <kjenks@gothamcity.jsc.nasa.gov>

When this spell is cast upon a fighter or priest, the spell will increase his Strength to that of a giant. The particular Strength gain is determined randomly by a 1d20:

D20 Roll	Strength Equivalent	Giant Type	To-hit Bonus	Damage Bonus
0	18/00	Ogre	+3	+6
1-6	19	Hill giant	+3	+7
7-10	20	Stone giant	+3	+8
11-14	21	Frost giant	+4	+9
15-17	22	Fire giant	+4	+10
18-19	23	Cloud giant	+5	+11
20-21	24	Storm giant	+6	+12

The die roll is modified by the following:

- -1 on the die roll if the recipient is below ninth level;
- No adjustment if the recipient is between ninth and fifteenth level;
- +1 on the die roll if the character is above fifteenth level.

Other information on boulders, opening doors, and bend bars/lift gates can be found in the *Player's Handbook* under Strength, and in the *Dungeon Master's Guide*, page 63.

The material components of the spell are three hairs from three different types of giants.

Note: this greatly improved Strength spell play tested well in our campaign. The limitation of "fighters or priests only" was put on by the researcher to prevent those nasty thieves from using it to backstab, since we multiply all damage in a thief's backstab attack.

Glamden's Acid Fire (Invocation/Evocation)

Range: 5 yards + 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 6
 Area of Effect: 10×10×5 feet per level cloud
 Saving Throw: Special
 Author: Glamden

This spell causes an acid cloud to form anywhere within range of the spell; the cloud billows out to its full dimensions (10×10×5 feet for each level of the wizard) instantaneously and everyone caught inside the area of effect suffers 4d6 points of damage; a successful saving throw versus spell reduces damage by half. Anyone who fails the saving throw must roll saving throws versus acid for all possessions to avoid destruction.

Immediately after the acid cloud forms, it bursts into flames, inflicting another 4d6 points of damage to all inside. As before, a successful saving throw versus spell reduces the damage by half; those individuals who successfully saved versus the acid, receive a +4 bonus to their saving throw versus fire. If this second saving throw fails, possessions must save versus magical fire or be consumed (the +4 bonus mentioned previously, does not apply to these saving throws).

The material components for this spell are the intestines of a black dragon and the heart of a red dragon; both are consumed when the spell is cast.

Glamden's Acidic Gas (Invocation/Evocation)

Range: 5 yards + 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 6
 Area of Effect: 10×10×5 feet per level cloud
 Saving Throw: Special
 Author: Glamden

This spell is similar to *Glamden's acid fire*: when cast, this spell forms a gas cloud which is also highly acidic. Anyone caught inside the cloud suffers 8d6 points of damage. This spell requires two saving throws versus spell: the first is against the gas, and the second is for the acid. If neither saving throw is successful, full damage is inflicted on the victim; if one saving throw is made and the second fails, the victim suffers $\frac{3}{4}$ of the damage; if both saving throws are successful, the victim suffers half damage. If the saving throw versus the acid fails, all possessions must save versus acid to avoid being destroyed; the gas has no effect on the victim's possessions.

If a target has immunity against one component, damage is halved automatically. It is reduced to one quarter of normal if the saving throw versus the other component is successful as well. Of course, if a target has immunity against both components, it is not affected by this spell at all.

The material components for this spell are the intestines of a black dragon and the stomach of a green dragon; both are consumed when the spell is cast.

Glamden's Gas Jet (Invocation/Evocation)

Range: 0
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 6
 Area of Effect: 5-foot wide, 10-foot per level long beam
 Saving Throw: Special
 Author: Glamden

This spell is similar to Glamden's other spells, *acid fire* and *acidic gas*; when this spell is cast, a jet of green gas shoots from the wizard's palm; a split-second later, the gas erupts in flames. This jet is 10 feet long per level of the wizard, and is 5 feet wide; anyone hit by the jet

must make two saving throws versus spell (one for the gas, and the other against fire) to avoid suffering 8d6 points of damage. The procedures for saving throws and immunity versus the two components are the same as for *Glamden's acidic gas*, except magical fire replaces the acid component.

The material components for this spell are the heart of a red dragon and the stomach of a green dragon; both are consumed when the spell is cast.

Globe of Force (Invocation/Evocation)

Range: 0
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 6
 Area of Effect: 2-yard radius sphere
 Saving Throw: None
 Author: Unknown

This spell causes a transparent globe, 2 metres in radius to form around the wizard. The globe acts as a barrier to all matter: no creature may pass through the barrier in either direction, nor may any attack be made through the barrier using physical weapons either against or by the wizard. It does not impede magic in any way: if the wizard is the target of a *fireball* or a blue dragon's breath weapon, he will still take full damage. The wizard may terminate the spell before the full duration, but he may not lower the *globe of force* without terminating the spell. A successful *dispel magic* will bring down the globe. The material component for this spell is a golden globe with silver linings, worth at least 300 gp.

Greater Light Control (Alteration)

Range: 60 yards
 Components: V, S
 Duration: Concentration
 Casting Time: 6
 Area of Effect: 100-foot radius globe
 Saving Throw: None
 Author: François Menneteau <mennetea@acri.fr>

This spell is a very potent version of *lesser light control*, allowing control in a 100-foot radius globe.

GrecoInflamitus of the Spartan Bar-B-Q

(Conjuring/Summoning)

Range: 5 yards per level
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 6
 Area of Effect: One 1-foot radius per level sphere
 Saving Throw: $\frac{1}{2}$
 Author: Scott Brogley <sbrogii@tymnet.com>

This spell creates within its area of effect a sticky, incredibly hot material that adheres to whatever it touches. This material erupts into flame when in an oxygen atmosphere, will not be extinguished by fire, and will cause damage even when not flaming due to its incredible heat. It is only extinguished by the consumption of its fuel or application of enough cold to stop the reaction. Once warmed back up it will reignite, i.e., you can't put it out: it must burn out.

In game terms, the following effects take place:

- *Fireball*. The spell effect may be created up to 10 yards away from the caster for every level of said caster. The initial area of effect is a sphere of 1 foot in radius for every level of the caster. The initial damage caused by the spell is 1d4+2 points of fire damage for every level of the caster, save versus spell for half damage.
- The gift that keeps on giving. Everyone within the initial area of effect who missed their saving throw versus spell will take 1d4+(caster's level) points of fire damage from the superheated paste adhering to their person. This damage continues for the

caster's level in combat rounds irrespective of where the individual moves. A saving throw versus dragon breath will result in half damage. Two consecutive saving throws indicate that the paste has burned out (the saving throw versus the initial *fireball* counts towards these two consecutive saving throws) and no more damage will be sustained from the paste.

- **Splash splash...** An area of 5 feet around the initial *fireball*'s area of effect is prone to having paste thrown out to it by heat vortices, thrashing victims, etc. Anything subject to heat damage must save versus dragon breath (those with a Dexterity bonus versus directional attacks get that bonus) or suffer 1d4+(caster's level) points of fire damage from being struck by the superheated paste. A saving throw versus dragon breath will result in half damage. One saving throw will indicate that the paste has burned out and no more damage will be sustained from the paste.
- **Fire.** Inanimate objects touched by the paste (or anyone with paste on them) must save versus normal fire or begin combustion. PCs, NPCs and monsters must save versus petrification or be burned for 1d4 fire damage.
- **Lingering...** This stuff is nasty in that it will only be safe if it is left to burn itself out, indicated by the spell's duration of open flaming, or by the indicated saving throws. If extinguished by reduction in temperature to -5°C ($+23^{\circ}\text{F}$), or by magical means which end flame or heat, the paste will lie dormant until it heats up or is given oxygen. Then the paste will continue to burn for the remainder of the spell's duration.

Material components: pitch or tar, sulphur, saltpetre, magnesium or phosphorus, oil or alcohol.

Gregori's Shadow (Divination, Illusion)

Range: 0

Components: V, S

Duration: 1 day

Casting Time: 3

Area of Effect: Special

Saving Throw: Negates

Author: David E. Brooks Jr. and Elizabeth H. Brooks

<dbj@central.keywest.mpgn.com>

This spell was created by Gregori in a desire to inconspicuously monitor selected persons. To activate the spell, the wizard must touch the recipient's body anywhere a shadow is visible. A saving throw versus death magic on the part of the recipient negates the spell. Failure to save, however, causes the target's shadow to be replaced by *Gregori's shadow* for the next 24 hours. During this time, the caster can concentrate and be able to hear and see all that is occurring around the recipient within a 20 foot radius.

Gregori's shadow is made ineffective by the recipient entering an area of total darkness, such as that of a underground cavern or a *darkness* spell. In this case, the spell is ineffective until the recipient enters a condition where a shadow is again created. In addition, *Gregori's shadow* can be dispelled by a successful application of a *dispel magic* or *remove curse* cast upon the victim.

Gregori's shadow is only effective on creatures of the prime material plane. If the recipient or caster enters another plane of existence, the spell is instantly broken. Also, the casting of *light* or *continual light* on the recipient allows another saving throw with a +2 bonus on the die.

It should be noted that during the course of the spell, the caster will not demonstrate a shadow whatsoever.

Gregori's Spell Damper (Alteration)

Range: 10 feet per level

Components: V, S, M

Duration: 1d4+1 rounds

Casting Time: 7

Area of Effect: One creature

Saving Throw: Negates

Author: David E. Brooks Jr. and Elizabeth H. Brooks

<dbj@central.keywest.mpgn.com>

Forever fearful of being outmatched by other spellcasters, Gregori devised this spell to potentially reduce the effectiveness of enemy wizards. When cast, the target creature must make a saving throw versus death magic or be affected by *Gregori's spell damper*. Failure to save causes the target spellcaster's spells to be reduced in effectiveness, which is represented as a temporary reduction of the target's level with regard to the spell's range, area of effect, damage and duration only. This in no way reduces the target's true level, number of castable spells or other abilities.

For each round the *spell damper* is in effect, the caster rolls dice to determine the damping effects for the current round. If the caster is tenth level or less, roll 1d2. Wizards of eleventh through fifteenth level use a four-sided die and those of sixteenth through twentieth level use a six-sided die. Spellcasters of twenty-first or higher level also use a six-sided die, but add one to the result for every even-numbered level above twentieth. The maximum amount of dampening that can occur with *Gregori's spell damper* is six levels.

In order to cast this spell, the wizard must create a miniature drum from platinum and perfect sheepskin then stuff it with the purest cotton available. Total cost of the material components would be approximately 400 gold pieces and two weeks of construction time.

Guardian Warrior (Abjuration, Alteration)

Range: 10 feet

Components: V, S, M

Duration: Special

Casting Time: 8

Area of Effect: Special

Saving Throw: None

Author: The tiger <ma3tcb@sunlab1.bath.ac.uk>

The spell animates and enlarges (to M size) an intricately carved statue. The statue needs to be of such craftsmanship as to fetch at least 1000 coins, and should be depicted wielding a weapon of some sort. The weapon carved on the statue becomes the guardian's specialised weapon.

The guardian is a fighter of 5 levels lower than the wizard casting the spell, i.e., a 15th-level wizard creates a 10th-level fighter with 9d10+3+(Constitution bonus) hit points, who gets 2 attacks per round with his specialised weapon.

If a shield is carved on the statue then the guardian also gains a buckler and becomes proficient in sword & shield specialisation. Otherwise, he is specialised in single-weapon-style. If the statue is very finely carved (worth 2000 gp or more), the fighter gains an extra specialisation in one-weapon-style.

The guardian has statistics as follows:

Statistic	Value
Strength	wizard's Intelligence
Dexterity	roll 3d6
Constitution	wizard's Constitution
Intelligence	wizard's Strength
Wisdom	1d6+2
Charisma	2d6+1

The guardian's THAC0 depends on his level. His Armour Class is as a casting wizard with a +4 bonus. Special attacks: specialisation. The guardian inflicts double damage on a natural 20. He has a 40% magic resistance.

Heisenberg's Uncertain Teleport (Alteration, Wild Magic)

Range: 0
 Components: V
 Duration: Instantaneous
 Casting Time: 2
 Area of Effect: Special
 Saving Throw: None
 Author: James Fischman

This spell is a compromise between the 5th-level *teleport* and the 7th-level *teleport without error*. It allows a wild mage to improve his chances of teleporting on target by up to five categories on the Teleport table, but these category improvements must be split between separate rolls for position and velocity.

Unlike the standard *teleport*, the wizard must roll twice on the error table (see the *players handbook*, page 172). The first roll indicates the error in position, as in a normal *teleport*. The second roll determines the error in velocity — a high roll indicates that upon arrival, the caster will be flying up into the air, and a low roll indicates that the caster will be flying down towards the ground. The speed of travel is equal to 1 foot per second for each percentage point by which the caster is in the high or low region on the table. This added velocity will add 1 hit point of damage per foot per second to any falling damage incurred, and will stun the wizard for 1 round per foot per second (even if no falling damage is incurred: if the wizard arrives on target travelling down at 12 feet per second, he will not take any damage, but will be stunned for 12 rounds).

The five categories of improvement can be applied to either of the two rolls, at the wizard's preference. For example, a wizard teleporting to an area never before seen may choose to apply three categories to the position roll (thus rolling on Studied Carefully for position) and two categories to velocity (rolling on Seen Casually). Any improvement beyond Very Familiar results in no possibility of error.

Note that unlike *teleport without error*, this spell cannot be used for interplanar travel.

Hobar's Horrible Blades (Conjuration/Summoning)

Range: 60 feet + 10 feet per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: One creature per 4 levels
 Saving Throw: ½
 Author: Sol Sukut <sds7966@silver.sdsmt.edu>

Hobar made a few minor adjustments to a previous spell and also gained a few levels before designing this improved version of *nasty shards* (q.v.). The spell's effects are the about same, but the shards are larger and tend to resemble daggers. A 17th-level wizard would be able to hit 4 targets.

Material components are a silver dagger and a *lodestone*. The dagger is destroyed during the casting, but the *lodestone* remains intact.

Hold Person III (Enchantment/Charm)

Range: 120 yards
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 6
 Area of Effect: Five persons in a 20-foot radius circle
 Saving Throw: Negates
 Author: Unknown

This spell is like *hold person* except as noted above, and that all saving throws are made without modification.

Imbue Familiar with Spell Ability (Enchantment)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 turn
 Area of Effect: Familiar touched
 Saving Throw: None
 Author: The tiger <ma3tcb@sunlab1.bath.ac.uk>

The wizard transfers memorised spells to his familiar. The wizard loses use of one spell from the spell level of the spell imbued to the familiar. The level and number of spells imbued depend on how many "imbue" spells have been cast on the familiar (not cumulative).

Enhanced Level	Spell Range	Number
1-2	1-3	1
3-4	1-4	1
5-6	1-5	2
7	1-6	2
8	1-7	3

These spells are held by the familiar and are unavailable to the wizard until the familiar uses them or dies.

Improved Circle I (Invocation/Evocation, Metamagic)

Range: Special
 Components: V, S, M
 Duration: Special
 Casting Time: 1 turn per level
 Area of Effect: Special
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is similar to the 1st-level priest spell *ring of hands* (add all levels of wizards in the circle to the benefiting wizard's level for spell casting and memorising effects only) plus the added effect: the circle does not have to see the wizard that is to benefit from the spell. Thus, this spell can be used over a long distance. Each and every wizard in the circle has to cast the improved circle to make the circle work. This spell works through the telepathic link set up by the material component (see below). This telepathic link makes the caster especially susceptible to enchantment/charm type spells — unless immune to such spells due to high Wisdom or item effects. The spell's effect does not span planes. It lasts until one of the wizards in the circle is disturbed in his concentration, one of the wizards steps out of the circle, or the benefiting wizard ends the spell voluntarily. Note: the benefiting wizard may be hurt, *feebleminded*, slain, *resurrected*, *polymorphed* or whatever, but his contact with the circle is not broken unless his body leaves the same plane or his own stone is broken or somebody real powerful interrupts the telepathic link (the smallest of small chances, as this spell even goes through a mythical effect).

The material component is a stone with a permanent *Rary's mindlink* on it. These stones can be reused many times unless stolen or worn away by normal use. Each wizard in the circle needs his own stone to make the circle of wizards complete.

Improved Sense Shifting I (Alteration, Illusion/Phantasm, Metamagic)

Range: 0
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 6
 Area of Effect: The caster
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is similar to the 2nd-level *sense shifting* spell from the *Tome of Magic*, but it can affect any spells cast in its duration but it

can affect spells of first to third level with two *sense shiftings* at once (sounds can be completely turned off but still no understandable speech) and 4th- to 6th-level spells with one *sense shifting*.

The material component is a small silver tablet which is covered with a fresh coat of heavily soaped and perfumed water so it scintillates in all colours.

Improved Vocalize (Alteration, Metamagic)

Range: 0
 Components: S, M
 Duration: 2 turns per level
 Casting Time: 6
 Area of Effect: One creature touched per 5 levels
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell duplicates the effect of *vocalize* for several persons over a longer duration. The persons have to touch each other when the spell is cast. The caster has to touch one of them to give the spell to those in the circle who he chooses. With this spell the recipients can choose whether they want their spells to have verbal spell components or not. The caster can affect one person for every five levels he has earned.

The material component of this spell is one clapper-less bell for each person to be affected by the spell.

Improved Wiley's Door (Alteration)

Range: 0
 Components: V, S
 Duration: 1 round per level
 Casting Time: 6
 Area of Effect: Special
 Saving Throw: None
 Author: Wiley

This spell is like *Wiley's door* except that there is no limit to the amount of stuff that can be transported (except for the physical problems of getting that much stuff through the door) and the second door can be up to 200 yards distant. The second door must be somewhere that the wizard has seen.

Jadwin's Free Thoughts (Alteration, Illusion)

Range: 0
 Components: V, S, M
 Duration: 2 turns per level
 Casting Time: 6
 Area of Effect: Special
 Saving Throw: None
 Author: Jadwin

This spell allows a wizard to maintain any illusion spell requiring concentration without the need to concentrate. The maintained illusion will either remain fixed, proceed or repeat in a very mechanical manner. The wizard may alter the behaviour of the maintained illusion at any time by concentrating on changing the illusion. Changing a maintained illusion requires an action of length equal to twice the original casting time of the illusion. Disruption of the changing action causes the end of the maintained spell. The wizard can maintain one spell per four levels.

The material component is a gem worth 200 gp for each spell to be controlled.

Jadwin's Illusion Enhancer (Alteration, Illusion)

Range: 0
 Components: V, S
 Duration: 1 turn per level
 Casting Time: 6
 Area of Effect: 60 yards + 10 yards per level around creature touched
 Saving Throw: Negates
 Author: Jadwin

By means of this spell, the wizard changes the appearance of all illusions within the spell range of the spell recipient. Illusions can be made to seem more real such that the recipient receives a -4 modifier to any attempt to disbelieve. Alternatively, illusionary qualities may be added that make illusions more visible. For example, all illusions will be visibly outlined in purple and will flash hot and cold to the touch. Attempts to disbelieve indicated objects can then be made with a +2 modifier.

Justin's Skimmer (Evocation)

Range: 20 yards
 Components: V, S, M
 Duration: ½ hour per level
 Casting Time: 6
 Area of Effect: One skimmer
 Saving Throw: None
 Author: Colin Roald <hobbit@ac.dal.ca>

An improved form of *Tenser's floating disc*, the *skimmer* is designed as a flying vehicle for the wizard. The wizard reclines in a moulded seat at the centre of the 3-foot radius disc. The "wings" each have room for one person, or a comparable volume of cargo. It can lift 50 pounds per level of the wizard. The *skimmer* can move at speeds up to 25 miles per hour (this approximates MV 70), and has manoeuvrability class A at speeds less than MV 21. The wizard is protected from acceleration, passengers are not. When stopped, the skimmer can rotate on a dime. The wizard has full cover from below. The skimmer can take 5 HP per level of the wizard. Ramming, it does (MV/3)d6 damage to both itself and the target. Only the wizard can control the *skimmer*; it hovers motionless if he is unconscious or dies. The skimmer is a stable casting platform. The material component of the spell is a drop of mercury.

Káldane's Eternal Sleep (Enchantment/Charm)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 round
 Area of Effect: Person touched
 Saving Throw: Special
 Author: Joshua Rosenfeld <emilus@u.washington.edu>

This spell will not affect lycanthropes, undead, enchanted creatures, or creatures from other planes. It will, however, affect elves. Creatures with Hit Dice or levels less than half of the caster's levels are not allowed a saving throw; otherwise a saving throw negates the spell's effects. When the person touched fails a saving throw, he immediately falls into a deep sleep, very similar to the *feign death* spell (especially with respect to poisons, paralysis, etc.). The sleep is permanent until a limited wish or wish spell is used to awaken him, or until the prescribed conditions set by the caster are met. These conditions must be reasonable (that is, possible). The material components are a handful of chamomile and a small amount of wine, in which is placed a ruby of no less than 500 gp value.

Kalessin's Spell Load (Evocation, Metamagic)

Range: Special
 Components: V, S, M
 Duration: Special
 Casting Time: Special
 Area of Effect: The caster
 Saving Throw: None
 Author: Tim Prestero <ez003387@george.ucdavis.edu>

With this spell, the wizard is able to "store" one spell for every three levels he possesses (i.e. two at fourth, three at seventh, etc.). The wizard "paints" the spells around himself as runes, in effect, casting them, a process taking one turn per spell. The spells are now "hung" around the wizard, and can be released by command, an action taking only one tenth of a round.

If the wizard concentrates, glowing runes representing the remaining spells in the load will appear about the wizard, visible only to the wizard. The wizard must specify in the casting of the load what the verbal or somatic commands are to be for the release of each spell. The wizard also determines the appearance of each representative rune. *Detect magic* will reveal the presence of the *spell load*, and *true seeing* will allow the wizard to see the rune representations of the spells in the load.

A *spell load* gets two saving throws versus any one *dispel magic* cast at it. First, it gets the wizard's saving throw versus death magic, and if that fails, it has a 100% chance of being dispelled, minus 5% for each level the *spell load* casting wizard has greater than that of the *dispel magic* casting wizard.

Releasing the spells by command takes only one tenth of a round for initiative purposes, and the wizard can release two spells per round, but if two spells are released, there is a 50-(wizard's level) percent chance that the *spell load* will be broken and they will all go off. No more than six spells can be set into a *spell load*.

Material components are a diamond tipped stylus, worth at least 1000 gp, and an amount of molten gold, with which the runes are painted. The gold is consumed in the casting of the spell, but the stylus is still usable. The runes are visible to all during the casting of the *spell load*, and they flare briefly when the spell they represent is cast.

Korel's Enchant Plant (Alteration, Enchantment/Charm)

Range: 0
 Components: V, S
 Duration: Special
 Casting Time: Special
 Area of Effect: Batch of 3d8 seeds touched
 Saving Throw: Negates
 Author: Edward Keyes <keyesea@ctrvax.vanderbilt.edu>

The necromancer Korel created this spell after seeing examples of magically enhanced plants within the ruins of Greyhawk Castle, evidently created by the archmage Zagig. This spell is very similar to *enchant an item*, except that the objects to be enchanted are living plants, not special items.

To use this spell, the plants to be enchanted must first be located. Different types of plants can hold different levels of magic. Common plants, like tulips, grasses, and oaks, can only be enchanted with cantrips or magic of the same order of strength. These effects are commonly used with the *colour* cantrip to produce blue roses, or with an *exterminate* cantrip to repel insects, etc.

Rarer plants, particularly those with medicinal or magical value, can be enchanted with 1st- or 2nd-level spells, either wizard or priest. These effects are commonly used to create berry bushes whose berries act as the spell *goodberry*, for instance, or flowers whose scent acts as *sleep*.

To enchant plants with higher level spells is possible, but it is necessary to seek out truly exceptional plants. In no cases can plants with intelligence of their own be enchanted with this spell.

To enchant a plant with a specific spell, it is necessary to research this new application of the spell as if it were a new spell. In the process, the DM and the player should collaborate on possibly altered

effects of the spell in question — for instance, if the spell is instantaneous, how often can the plant cast that spell, or under what conditions (when touched, when struck by sunlight, etc.).

This spell is cast on a batch of seeds. Up to 3d8 may be enchanted at one time. To prepare for the enchantment, the parent plants of the seeds must be grown with special care: special fertilizers, watered with pure spring water, no damaging weather, etc. The cost varies with the plant (an oak would require more fertilizer than grass, and for a longer period) but should never be less than 100 gp per parent plant. Each parent plant may produce many seeds, according to species. The seeds themselves, after the enchanting process, must be planted under the next full moon or the enchantment is lost.

The enchanting process is similar to *enchant an item*, with the caster required to be in proximity to the seeds during that time. The casting time is 10d6 hours, with a maximum of 8 hours a day. The spells to be enchanted must be cast within 24 hours of the conclusion of the enchanting process, and they require 1d6 hours per spell level. Continuing enchantment is possible, as with *enchant an item*. The seeds must roll a saving throw equal to the caster's unmodified saving throw versus polymorph — if successful, the enchantment took. If the saving throw was failed, the enchantment failed and the seeds are ruined. The caster is aware of the result of the saving throw.

If the process is stopped here, the seeds, when planted, will grow to plants that exhibit the spells they were enchanted with, but their seeds will result in plants of the normal form. If *permanency* is applied to the seeds within the 24 hours period, then the form of the plants are permanently changed — the offspring of the plants will also exhibit the magical properties, and essentially a new species of plant has been created, with all the associated potential for crossbreeding, etc.

Korel's Strength of Darkness (Necromancy)

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 turn
 Area of Effect: Undead touched
 Saving Throw: None
 Author: Edward Keyes <keyesea@ctrvax.vanderbilt.edu>

This spell, when cast on an already animated undead, presumably under the caster's control, strengthens both the body of the undead and the animating force holding it together. The result is an increase in most of the physical statistics of combat, producing an excellent skeletal bodyguard or elite troops.

The effects of this spell depend on the caster's level. Subtract 10 from the level of the caster and divide by two. This modifier (2 at fourteenth level, 3 at sixteenth level, 4 at eighteenth level) is applied in the positive direction to all of the following: THAC0, Hit Dice, Armour Class, and damage modifier. Thus, a 14th-level caster could strengthen a normal skeleton (THAC0 19, 1 HD, AC 7, no damage modifier) to an advanced model with THAC0 17, 3 HD, AC 5, and a +2 damage modifier.

Free-willed undead are not affected by this spell, nor are non-corporeal undead, since the spell strengthens the physical body of the undead. Skeletons, zombies, and ju-ju zombies are the typical recipients of the spell.

The material component for this spell is a pinch of dust from a normal undead of the new Hit Dice or higher (wraith at 5, mummy at 6, etc.) and a cup of blood from a fighter with the same THAC0 as the new level. These are mixed together and splashed on the undead to be affected.

Korel's Vampiric Strike (Enchantment, Necromancy)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 6
 Area of Effect: Weapon touched
 Saving Throw: None
 Author: Edward Keyes <keyesea@ctrvax.vanderbilt.edu>

This spell imbues one weapon with a shimmering black radiance that makes it function as a *weapon of vampiric regeneration* for the spell duration. That is, one half of any damage inflicted by the weapon (including bonuses for Strength, magic, backstab multipliers, etc.) is gained by the wielder, rounded down.

The spell enchants the weapon, not a person, so the weapon may be used by the caster or another person, or even by several people in succession within the spell duration. For the purposes of this spell, a weapon is defined as any non-living object through which damage is inflicted. Common weapons like swords and staves are obviously included, but the spell could theoretically be used to enchant a pair of gloves to regenerate punching damage. In a case like this, only the permanent damage is counted for determining how many points are regenerated.

Hit points may be gained by the wielder above the normal maximum, and excess points are treated as in a *vampiric touch* (fades after one hour). The material component of this spell is a pinch of dust from a level draining undead (wraith, wight, spectre, vampire), which is sprinkled over the weapon to be affected.

Lestat's Liteblade (Abjuration, Evocation)

Range: 0
 Components: V, S, M
 Duration: 1 round per level within 1d6 days
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: Lestat

The material component of this spell is a large crystal (for example a diamond), worth at least 1000 gp, mounted in a precious metal (platinum or better) on a handle constructed from a precious wood (ebony, for example). This construction is not consumed in the casting.

At the completion of the casting, the crystal starts glowing from within. When the material component is wielded, the wielder can summon the blade forth at will (if the wielder is not the wizard, or is not familiar with the spell, the wizard will have to explain how to do this; it takes approximately 1 turn to understand how to control the summoning of the blade, and the blade will be active for 2d6 rounds in the process), and a blade of 5 feet length will spring from the crystal.

This blade is primarily light, contained within a field of magical force, though this force is such that the blade can block another blade, including non-*liteblades*. The blade itself has no discernible weight, and thus is very fast, having weapon speed 1 and +3 to-hit (also determining what the blade can effect). By the same token, it is balanced differently than any other weapon, and unless the wielder has spent considerable time practising the *liteblade*, the wielder will suffer the normal weapon non-proficiency penalty. In game terms, this means the character has to be proficient in the *liteblade* (note this requires rather considerable access to *liteblades*).

The blade does 1d10 damage on a successful hit (this damage is primarily from light and heat, and creatures particularly resistant or vulnerable to such damage will take half and double damage respectively, and those immune will take none). Also note that the blade cauterises the wounds it creates, and thus no bleeding will result.

Optional extension: on a roll of a natural 19, the opponents weapon must save versus magical fire or be cut by the blade (if reasonable). On a roll of a natural 20, roll a 1d20 on the following table:

D20 Roll	Effect
1	Head severed
2-5	Arm severed
6-10	Hand severed
11-15	Leg severed
16-20	Normal damage

The blade will retreat to a state of inactivity within the crystal at the wielder's will, or if the material component is released.

Lich's Palm (Necromancy)

Range: 0
 Components: V, S
 Duration: 1 round per level
 Casting Time: 6
 Area of Effect: Creature touched
 Saving Throw: Special
 Author: Johnny Lydon <jensenjp@clutx.clarkson.edu>

This spell actually grants the wizard the ability to use the normal attack of a lich. A mere touch will cause 1d10 HP of cold damage and paralysis of the victim (a saving throw is applicable to avoid the paralysis).

Lorlovelm's Extradimensional Imprisonment (Alteration)

Range: 0
 Components: V, S
 Duration: 2d4 turn + 1 turn per level
 Casting Time: 5
 Area of Effect: Creature of size L or smaller touched
 Saving Throw: Negates
 Author: Phill Hatch <phatch@slc.mentorg.com>

Creates an extradimensional space into which the affected creature is sent. While there, no spellcasting or psionic use is possible. Occupant can be released on caster command, or expelled at the spell's end to suffer 1d6 points of damage (25% chance to end up on ethereal plane). The occupant can see and hear events around the area where they were when the spell was cast, but cannot alter them. This spell has been rather heinously ripped off from the *warp marble*: see the *Tome of Magic*, page 148.

Lorth's Stasis (Alteration)

Range: 0
 Components: V, S
 Duration: 1 turn per level
 Casting Time: 5
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: Aaron Sher <ars3_cif@uhura.cc.rochester.edu>

This spell was designed as either a sort of *temporal stasis* effect, or as a way of removing enemies without killing them. The creature touched is placed into its own extra-dimensional space, where no time passes. After one turn for each level of the wizard has elapsed, the creature will be returned to the prime material plane in exactly the same state it was when the spell is cast (including location).

If an object has been placed in the location from which the creature was sent, the subject will be displaced the shortest possible distance in any direction consonant with emerging in open space. For instance, if the tunnel has collapsed since the spell was cast, the creature might be displaced a few tens of yards up to the surface of the earth, if this is the shortest displacement that will allow the creature to be placed in an open area. However, if there should happen to be a cavity in the debris blocking the tunnel, the subject would most likely be deposited there.

Mage Lock (Alteration, Evocation)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 turn
 Area of Effect: Special
 Saving Throw: None
 Author: Roger Terrell <terrell@musky2.muskingum.edu>

This powerful dweomer causes the sealing of a thing with far greater effectiveness than that caused by a *hold portal* or a *wizard lock* spell. The *mage lock* can only be cast on certain things: boxes or chests made of iron, steel, or harder metals, or on doors made of the same and set into a wall at least as hard as hard stone.

When the *mage lock* is cast, the wizard chooses a single person — other than himself — who is to be able to open the sealed box, chest, or door. When the spell is done the item is sealed and only the individual who was named in the casting will be able to open it. The item will be unaffected by *knock* spells, *chimes of opening*, or similar magics, and will have a magic resistance of 25% with regard to other magics, and a +2 on all saving throws.

If the person named in the spell should die before the item is opened — for the spell holds only until the item is opened once — then the item cannot be opened by anyone until the caster of the spell is dead. If the item has not been opened by the time both the wizard and the person named die, the *mage lock* dissipates.

The material components of this spell are: a diamond, worth no less than 5000 gp, 4 small iron cubes, and a drop of blood from the person to be named in the spell.

Major Weaving (Alteration)

Range: 0
 Components: V, S
 Duration: 1 round
 Casting Time: Special
 Area of Effect: The caster
 Saving Throw: None
 Author: Kris <simonis@stpc.wi.leidenuniv.nl>

With this spell, *several* wizards can combine their magical abilities and powers to create greater spells. If several casters want to combine their efforts, they must first decide who will be the head weaver. This person is the centre of the spell: without him, the entire spell structure collapses. Also, if he loses concentration all the efforts are lost and the spells as well. Next, they must decide which spell they are going to create. To create this spell, they may use several different or all the same spells of weaker levels which, combined, give the desired spell. These spells must in some way be related to the desired spell. The DM should rule what spells can be combined.

To participate, all members of a "spellcloth" must roll their chance to learn spells: if they miss it, they lose the spell and their effort isn't counted into the whole of the spell. If the head weaver misses his roll, he made a mistake in the weaving of the spells into the new one and everything is lost.

To calculate how much energy is created, take the number of mages involved (specialists count as 1½ if they cast a spell within their specialty but as ½ if not) and divide this number by the total number of mages involved (specialist now count as one). If the resulting figure is larger than 1¼, make it equal to that number. Multiply this number by the total number of spell levels involved (i.e.: add all levels of the individual spells). Now add 1 to this number and round down. If the energy created by the cloth is not enough to form the desired spell, the next spell in line is created instead.

The experience level at which the spell is cast is the head weaver's level plus half the level of every other wizard involved. If this is lower than the minimum needed to cast the final spell then the spell is still cast, but at the casting level of this imaginary lower level wizard.

Because spell weaving takes a lot of time, spellweavers always lose initiative. Also, the weavers cannot be separated by more than 10 feet,

and no barriers may be between any individual and the head caster. The number of mages involved is also limited: 7 for a *major weaving*. Minor weavers count as ⅓ when included in a *major weaving* for the purpose of calculating the maximum number of mages. A major weaver counts as ⅓ if included in a *master weaving*.

Major weaving can only take 6th-level or lower spells to weave successfully (the desired spell can be of higher level).

Masol's Light Blast (Alteration)

Range: 15 feet + 1 foot per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 4
 Area of Effect: 15-foot radius
 Saving Throw: Special
 Author: Masol

This spell will instantaneously create a sphere of intense light, that will almost certainly blind any creature inside the area of effect. A saving throw versus paralysis at a -4 penalty is needed to avoid permanent blindness for those within the sphere. Those who do make their save are blinded for the next 2d8 hours. Creatures in the sphere will also take 1d2 per level damage due to flash burns, a successful saving throw results in half damage.

Also, any creature who looks at the light must make the same saving throw (without the penalty) or risk going blind for 2d8 hours. A successful saving throw — from this point — will result in no ill effects.

The material components are 10 fireflies enclosed in a crystal sphere of at least 500 gp. This is thrown and shattered at the impact area.

Mass Aura of Protection (Evocation)

Range: 10 yards
 Components: V, S
 Duration: 1 turn per level
 Casting Time: 6
 Area of Effect: One creature per four levels
 Saving Throw: None
 Author: François Menneteau <mennetea@acri.fr>

As *lesser aura of protection*, except that one target per four levels of the caster can be affected.

Mass Teleport (Alteration)

Range: 1 foot per level
 Components: V
 Duration: Instantaneous
 Casting Time: 3
 Area of Effect: Special
 Saving Throw: None
 Author: Unknown

This spell is basically a higher level version of the 5th-level *teleport*. The main difference lies in the amount of mass that can be transported by the wizard. In addition to the wizard, 1200 pounds per level over tenth level may be transported. Basically, this spell is for bulk rate transfers of material. The range simply refers to the maximum radius outward from the centre of effect (usually the wizard) that people and things can be teleported.

This was a very popular spell with parties of adventurers that had lots of money to spend on transportation. As such, the wizards who could cast this spell tended to charge through the nose for it. It's not an easy spell to find, but it is very, very useful. Of course, it's just a matter of time before somebody else (or a group of others) break into the action by researching a similar spell.

Master Missile (Evocation)

Range: 60 yards + 10 yards per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 3
 Area of Effect: One or more creatures in a 10-foot radius sphere
 Saving Throw: None
 Author: Phill Hatch <phatch@slc.mentorg.com>

This is basically an improved *magic missile*. It does not have a maximum number of missiles: you get one more every even numbered level, starting with three at twelfth level. When dealing with magic resistance, each individual missile get a roll of its own, and once one gets by the magic resistance, all remaining ones will as well (a "chink" in the armour has been found). Damage per missile is 1d4+2.

Merge Protection Inscriptions (Abjuration)

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 turn
 Area of Effect: Special
 Saving Throw: None
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

By means of this spell, the wizard may merge two or more inscriptions of protection such as *circle of protection*, a *spiritual triangle*, a *pentagram*, and an *elemental square* (q.v.). The material component for this spell is some rare incense, worth at least 1000 gp.

Micah's Shield (Abjuration)

Range: 0
 Components: V, S, M
 Duration: 1 hour per level
 Casting Time: 1 hour
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: Jeff Vogel <jvogel@jarthur.claremont.edu>

This spell can be cast by the wizard upon one person, not necessarily himself. While in effect, the area within 10 feet of the recipient becomes a scrying "dead area". When a scrying device (such as a *magic mirror* or a *crystal ball*) is directed at the area, all that will be seen in the dead area is grey mist. The information gathering spells *detect lie*, *locate object*, *clairaudience*, *clairvoyance*, *know alignment*, and any "detect" spells will return no information (which in itself will be quite peculiar). Finally, when a priest casts a *commune* spell and asks a question regarding events taking place within the dead area, the DM must make a secret saving throw versus death magic for each question asked by said priest, and a wrong answer should be given when the saving throw is failed.

Note that anyone can see into the area just fine, and no physical protection is given. The spell simply counters detection magic.

The material component for this spell is a finely crafted ball of layered onyx, gold, and lead. Such a ball costs 3000 gp, takes a month to make, and disappears upon casting.

Minor Accursed Rite (Necromancy)

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 hour
 Area of Effect: Living creature touched
 Saving Throw: Negates
 Author: Aki Taskinen <f35437c@saha.hut.fi>

This spell turns its victim into an undead. The type of undead is selected randomly from those between the power of a wight and a vampire. The undead is partially controllable by the wizard. This is a risky spell: each command given is a chance for the victim to become a fully free undead of the type, unless the wizard also is a member of the same type of undead. The thus created undead is free-willed, but may still be subject to other spells that remove this freedom, of course. The change takes place over a period of two weeks of gradually worsening illness in which time the spell can be dispelled by a *dispel magic*, *cure disease*, and *heal*, cast in any order any time during the two weeks, not necessarily one straight after the other. The DM should make up some appropriate material component.

Note: the spell can create some quite weird undead, such as vampire snakes. Controlling requires a common language and sufficient Intelligence on the part of the target. The spell in itself doesn't modify statistics such as intellect, even if the undead Strength of 18/00 on a vampire does apply to non-humanoids as well.

Minor Poltergeist (Conjuration/Summoning)

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 4 turns
 Area of Effect: Special
 Saving Throw: Negates
 Author: August Neverman <gitzlaff@uxa.cso.uiuc.edu>

When cast, this spell causes a creature's spirit to be bound to a specific area. The wizard may elect to have the spirit enter a building or just to wander about a certain area. The type of spirit depends on the bone used, which is the material component. The spell's duration is one month per level of the wizard. After this period, the spirit is free to do as it pleases, leave or stay.

The saving throw is made at half the level or Hit Dice of the creature to which the used bone once belonged.

Moloranis' Marvellous Map (Invocation/Evocation)

Range: Special (see below)
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1 turn
 Area of Effect: One sheet of paper
 Saving Throw: None
 Author: Moloranis

By casting this spell, the wizard is able to draw a fairly well detailed map of the surrounding terrain onto blank paper, which is the material component for this spell. The wizard casting this spell must give total concentration to the spell for the entire 10 minutes. If the wizard loses his concentration, the partially drawn map will fade from view and the spell must be repeated.

The range of this spell varies as follows:

- Above the ground: 1 mile per level of the wizard.
- Underground: 100 feet per level of the wizard.
- Inside a structure: the wizard will get a detailed map of the floor or level he is on. However, the map will show nothing beyond the outer walls. If the floor or level is bigger than the wizard's maximum radius, then follow the underground rule.

While this spell is very handy, it does have some drawbacks. Nothing on the map is labelled. Also, the map will not show people.

Wizard Spells (6th level)

For instance, the map will show where a town is (if it is in range) but it won't give you the name of that town and it won't tell you if there are any people in the town. In other words, this spell results in a terrain-like map.

The material component for this spell is a piece of paper (or something like that) and a writing instrument of some kind.

Morgwar's Undead Chaser (Abjuration, Necromancy)

Range: 10 feet per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 6
 Area of Effect: 10 feet per level square
 Saving Throw: Special
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell simulates the priestly power to turn undead. This effect happens under the same restrictions. The wizard has to approach the undead with his spell components in hand. The priestly effect of the turning is dependant on the alignment of the wizard casting the spell. If the wizard is good he destroys or turns the undead, if he is evil the undead are controlled, if he is neutral he can choose which effect is to happen. The effect is rolled on the priest's turning table with the following addition: if the level of the wizard is above the level that is absolutely necessary to turn the undead, the wizard gains a +1 bonus for every five levels above the necessary level. Thus, the lowly undead are almost assuredly under the control of a 12th-level wizard. If the wizard does not succeed with his roll to turn any kind of undead present then all undead are not turned or controlled: if the wizard faces 20 skeletons, 10 wights and one special undead and he fails only to turn the special undead, he automatically fails to turn all undead present (even the skeletons). Thus, this spell is not very useful with a congregation of undead, but it can be used to get some nice effects with lower level undead. The wizard can affect a maximum of one undead per level, beginning with the lowest powered ones.

The material component is a part of every type of undead the wizard wishes to turn or control. If that part actually was part of that specific creature, that creature is turned or controlled automatically.

Muier's Superior Flame Sculpture (Evocation)

Range: 30 yards
 Components: V, S, M
 Duration: 3 turns + 1 turn per level
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: Special
 Author: Calvin (Azrael)

This spell is a more advanced form of the 5th-level *flame sculpture*. The object or objects formed from the flames can be more complex, composed of large, moving parts, or have an edge or a point, but still must be fairly rigid. A wagon, quiver of arrows, shovel, sword, or wheel could all be created from the fire, but not a crossbow, spring, or coil of rope. Up to 8 cubic feet of flame per level of the caster can be created at once. All other respects of this spell are identical to the 5th-level spell except for one thing: combustible items brought into contact with the sculpture make their saving throws versus magical fire at -1.

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

Mystyk's Improved Backlash (Abjuration, Invocation/Evocation)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 6
 Area of Effect: The caster
 Saving Throw: None
 Author: Mystyk

This spell is identical to *Mystyk's backlash* except for the following: when the wizard is hit in melee, if he makes a successful saving throw versus rod, staff or wand, the attack only inflicts half normal damage (rounded down). Also, the energy bursts inflict an additional point of damage per level of the wizard, up to a maximum of 20; this damage is halved if the attacker successfully saves versus spell. For example, if a 14th-level wizard is hit with a melee attack for 12 points of damage, the wizard would suffer 12 points of damage, or 6 if the saving throw is successful; the attacker would suffer $12+14 = 26$ points of damage, or 13 if the saving throw succeeds.

The material component for this spell is the same as that for *Mystyk's backlash* except the gem must be worth at least 600 gp.

Northstar's Song of the Elves (Enchantment/Charm)

Range: 0
 Components: V, S, M
 Duration: 1 round + 1 round per level
 Casting Time: 3
 Area of Effect: Special
 Saving Throw: Negates
 Author: Steinar Bergstol (Jalander Northstar) <steinarb@stud.hedmarkdh.no>

When this spell is cast, the wizard raises his hands to the sky and starts singing. As soon as he does this, a choir of beautiful elven voices joins in the song and keeps singing for the duration of the spell, or until it is ended by the caster or dispelled.

Creatures within hearing range of the song (the volume is about as high as a normal choir) must make a saving throw versus spell with adjustments for high or low Wisdom, plus the following modifiers:

Creature is...	Modifier
within 10 yards of casting point	None
within 20 yards of casting point	+2 bonus
within 30 yards of casting point	+3 bonus
30+ yards from casting point	+4 bonus
elven*	None
human	-1 penalty
goblinoid (orc, goblin, hobgoblin, ogre, etc.)	+1 bonus
animal intelligence	+2 bonus
deaf	Unaffected
non-intelligent (0)	Unaffected

* Elves still get their magic resistance check.

The area of effect stays in the same spot as it was cast, and does not move with the caster if he decides to walk away. The maximum area of effect is as far as the DM decides it is possible to clearly hear the song. This is of course modified by weather conditions, noise in the area and anything else the DM thinks appropriate. For example it might be impossible to hear the spell beyond 5 yards in a storm, this would mean that nothing beyond 5 yards from the casting point would be affected, it would also here be appropriate to give the saving throw bonus of +4, or maybe even higher if the DM thinks it appropriate. The modifiers above assume relatively normal conditions.

A creature failing the saving throw stops whatever it was doing to listen to the singing. Anyone so affected who is attacked must make a saving throw versus spell with a -4 penalty. If he makes the saving throw, the spell is broken and he may act normally; if not, he still defends himself from his attacker, but only half-heartedly (no bonuses for Dexterity or Strength, but penalties still apply), the THAC0 of a character half his level (round down), thief skills function at half

effectiveness. And to cast a spell one has to make a saving throw versus spell modified by Wisdom, if it fails the caster fails to concentrate properly and the spell is wasted. All proficiency checks are made with a -4 penalty). Allies of the caster receive a +1 bonus to to-hit rolls, initiative, saving throws, proficiency checks and Armour Class.

At the end of the spell all enemies of the caster still affected by the spell makes another saving throw versus spell with a +4 bonus and adjusted by Wisdom. If they fail the saving throw they are affected as by a *confusion* spell for 1d6 rounds. The caster need not be singing for more than the first round. If he does continue though all saving throws are further adjusted by a -1 penalty (enemies) or a +1 bonus (allies) for as long as he keeps singing (within the duration of the spell). This takes concentration, so no other actions may be taken by the caster in that round.

The material component for this spell is a small platinum figurine of a songbird worth 100 gp. The figurine crumbles to dust at the moment the spell ends.

Noska Trades' Immortal Mount (Alteration, Necromancy)

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 turn
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: Noska Trades

This spell enables the wizard to convert his mount into a gruesome undead creature. The mount is allowed a saving throw versus death magic. If this saving throw fails the mount must make a system shock roll, and if it fails this roll it dies before the spell is completed, thereby negating the effects of the spell.

The mount turns jet-black with glowing red eyes and appears as if its skin was pulled tightly over its bones. The mounts skin becomes leathery, decreasing its Armour Class by 2. It acquires an additional Hit Die and retains its previous movement rate and form (i.e., flying mounts can still fly). The mounts maximum encumbrance increases by 200 pounds and it also never grows tired.

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

Object of Steel (Alteration)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 6
 Area of Effect: Object touched
 Saving Throw: None
 Author: Joe Colleran <jnc4p@uva.pcmail.virginia.edu>

This spell places the equivalent of an *improved stonewall* around any one object. Thus, the object cannot be cut, torn, or ripped, even by weapon attacks. The spell can be cast upon both magical and non-magical objects. The object cannot be bigger than 1 cubic foot per level of the spellcaster, nor can it weigh more than 10 pounds per level of the spellcaster. Further, the spell cannot be used to protect only part of an object so as to overcome the volume and weight limit (the spellcaster cannot use multiple spells to fortify the entire outer wall of his keep). The protection lasts until the object is hit a number of times equal to 1d4+1 per 2 levels of the spell caster. Further, the object saves versus spell as the equivalent of hard metal or hard stone, whichever is better. Note that if the object's natural saving throw is better than either of the above two, then it saves against that instead. All magical bonuses apply against whichever saving throw is used. The spell does not increase the damage inflicted by a weapon if it is cast upon one.

The material component is a small piece of steel, which is consumed when the spell is cast.

Orgasm (Enchantment/Charm) Reversible

Range: 50 yards + 10 yards per level
 Components: V, S, M
 Duration: 1 round per 2 levels
 Casting Time: 1 round
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Neil Rabideau <gitzlaff@uxa.cso.uiuc.edu>

This spell causes the affected creature to reach a complete state of physical elation. The *orgasm* may last for up to the length of the spell. The victim will be very noisy while under the effect of the spell, and is considered a prone target with respect to physical attacks.

Saving throws are at victim's level - wizard's level. A one is always considered a failure for the wizard and success for the victim. The reverse of this spell, *headache*, will instantly bring the victim back from a state of delirium to the harsh reality.

The material component for the spell is a drop of sweat, for the reverse it is a hammer, which is not consumed in the casting.

Orko's Acid Cone (Evocation)

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

When this spell is cast, it causes a cone shaped area, originating at the wizard's hand and extending outward into a cone, 5 yards long per level of the wizard. It drains coldness and causes 1d4 HP + 1 HP per level of the wizard of acid damage. Furthermore, every round hereafter, the remaining acid on the target causes an additional 1d6 HP of acid damage, that is reduced by 1 every following round.

The material component for the spell is a very small cone made of crystal, allot or glass.

Orko's Dragonfire (Evocation)

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

When this spell is cast, it causes a cone shaped area of fire, originating at the wizards hands and extending outward in a cone 30 feet in diameter and 35 feet + 5 feet per level of the wizard long. It melts ice and causes damage equal to the wizards hit points.

The component for this spell if a small golden cone (50 gp) which melts after the spell is completed.

Paithan's Fiasco (Enchantment/Charm, Alteration, Wild Magic)

Range: 10 yards
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 1 round
 Area of Effect: One creature
 Saving Throw: Special
 Author: Gary Dearman <gdearman@umiami.ir.miami.edu> and Orlando de la Cruz

This potent spell is an improved version of both *unluck* and *bestow curse*. It shifts the probability patterns into a dramatically negative pattern, causing bad results even when they would be highly improbable. The target of the spell gets one saving throw to negate the spell entirely. If the saving throw fails, the affected creature acts at -4 for the duration of the spell. This applies to everything: attack rolls, damage rolls, saving throws, proficiency checks, Armour Class, etc. The spell is cumulative with *unluck* and *bestow curse*.

Furthermore, the target must save every round for the duration of the spell or a fiasco will occur. If this happens, the target suffers horribly bad luck. The DM must judge what the absolute worst thing that could happen to the character that round is, and apply it. If the target fails a saving throw, he may suffer maximum damage possible. If he is in melee, his weapon may break. If he is casting a spell, it may backfire and affect him. Whatever the effect, it is drastically bad. At the very least, the target should slip and fall prone in front of his enemies.

Every time a fiasco occurs, there is a 10% cumulative chance that the spell breaks (if this happens, all *fiasco* and *unluck* spells affecting the target also break). In any case, when the spell ends, there is a 50% chance that the target will be affected by the reverse effect of *unluck* in the next round, as he "rebounds" from his stretch of bad luck.

The potency of this spell carries a risk with it. When cast, if the caster's Wild Magic Level Variation roll is below 4, a backfire occurs as follows:

D20 Roll	Effect
1	Caster affected by both <i>Paithan's fiasco</i> and <i>unluck</i>
2	Only caster affected
3	Caster and target affected
4+	Spell functions as normal

The material component of this spell is a bit of fur from a black cat.

Pilpin's Alignment Charm (Enchantment/Charm)

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

This spell causes a single person (as defined in *charm person*) to act as if he had a different alignment than his own. The specific alignment is the wizard's choice, but must be chosen when the spell is memorised. An affected creature will wholeheartedly embrace the new alignment, seeing the error or foolishness of his past ways. Alignment detecting spells (*detect evil* or *good*, *true seeing*, etc.) will detect the creature's true alignment, but spells such as *true seeing* will also reveal that the creature is charmed.

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

Pilpin's alignment charm is not affected by *dispel magic*, *remove curse*, or *heal*, but a *restoration* or (*limited*) *wish* spell will negate it. The material component of the spell is a small piece of wool soaked in the blood of a creature with the desired alignment.

Pilpin's Etherealness (Alteration)

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 6
 Area of Effect: The caster + 1 creature touched per 2 levels
 Saving Throw: Negates
 Author: Pilpin

This spell allows the wizard plus one other creature for every two levels of the wizard to enter the border ethereal, slowly disappearing from view, taking a round to fade away. Creatures in the border ethereal exist simultaneously in both the prime material and the ethereal plane. From the border ethereal the creature can enter the deep ethereal and travel to the inner planes (refer to the *Manual of the Planes*). Alternate prime materials cannot be reached through the ethereal plane because each alternate prime material has an alternate ethereal (travelling to alternate prime material planes can only be done through the inner planes or from the prime material). To enter the bordered plane the creature simply wills it so, and materialises in the adjoining plane in a few seconds.

Creatures in the border ethereal are invisible to those on the bordering plane, although they can be detected from that plane by means of *detect invisibility* and *true seeing*. Such a creature revealed would appear as a smoky, translucent shade. Creatures in the border ethereal cannot verbally communicate with the inhabitants of the plane they border, nor can they use equipment, items, or spells to attack creatures in the plane they border. Likewise, inhabitants of the other plane cannot attack beings that are in the border ethereal (with a few exceptions, like the gaze attacks of basilisks and catoblepases). *Phase door* and *dispel magic* will bring creatures out of the border ethereal.

Travellers in the border ethereal can move through the plane they are bordering without problem, moving vertically or horizontally without need for support. They travel at the speed they would on the bordered plane. Travellers in the border ethereal can move through solid matter in the plane bordered, except dense metals (gold, lead, etc.), living beings (above single celled), and certain spells that detect and ban the ethereal. Examples of spells that affect ethereal creatures are *glyph of warding* and *Mordenkainen's faithful hound*, which both detect and attack ethereal creatures.

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

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

Pilpin's Liquid Fire (Evocation)

Range: 10 yards + 10 yards per level
 Components: V, S, M
 Duration: Special
 Casting Time: 6
 Area of Effect: 15-foot radius sphere
 Saving Throw: ½
 Author: Pilpin

This spell is similar to *fireball*, except that it douses all creatures in a 15-foot radius sphere with an incendiary liquid. Everything and all within the area of effect will be engulfed in non-magical fire for 1d6 rounds. Any combustibles within the area of effect instantly ignite. A creature in the area of effect that fails its saving throw takes 1d4 HP of fire damage per level of the wizard on the first round, and the same damage each subsequent round, until it saves. The round the creature saves it takes half damage, rounded down, and the next round it takes none. All the creature's non-combustible possessions must save versus normal fire or be destroyed (the combustible ones don't get a saving throw). A creature that successfully saves on the

first round takes half damage for that round, and all its possessions (including combustibles) are unaffected.

For example, a creature failing its first saving throw against *Pilpin's liquid fire*, cast by a 12th-level wizard, takes 32 HP of damage (rolled on 12d4) on the first round. The creature fails its saving throw again on the second round and takes another 32 HP of damage. On the third round it saves and only takes 16 HP of damage and no damage on the fourth round.

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

Pilpin's Massmorph (Alteration)

Range: 10 yards per level
 Components: V, S, M
 Duration: Permanent
 Casting Time: 6
 Area of Effect: One 50-foot cube per level
 Saving Throw: None
 Author: Pilpin

This spell is exactly the same as the 4th-level spell *polymorph other*, except that there is no saving throw, it only affects creature with less than 8+3 HD, and it may affect many creatures simultaneously. Like *death spell*, the number of creatures that can be affected is a function of their Hit Dice.

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

If creatures of differing Hit Dice are polymorphed, roll 6d20 to determine how many creatures of under 2 HD are affected. If the number rolled is greater than the number of creatures under 2 HD, apply the remainder of the roll to the higher Hit Dice creatures by using the following conversion factors (see *Death Spell* for an example of this idea).

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

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

Pilpin's Transformation (Alteration, Evocation)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 6
 Area of Effect: The caster
 Saving Throw: None
 Author: Pilpin

Pilpin, a formidable fighter/mage, had no need for *Tenser's transformation*, so he altered it to suit his own malevolent ways. This spell causes the wizard to undergo an unnoticeable transformation, becoming an assassin. The wizard's hit points do not change, but his Dexterity does increase to 16, or if already 16, it becomes one higher, to a maximum of 18. The wizard's Armour Class is adjusted accordingly.

The wizard gains all the abilities of an assassin (pick pockets, open locks, backstabbing, assassination, etc.) of the same level as the wizard except for poison making, disguise, and spying. All attacks

are made using the combat values normally reserved for rogues, but the wizard can only use his normal weapons of proficiency.

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

Power Booster II (Alteration, Evocation/Invocation)

Range: 0
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 6 turns
 Area of Effect: The caster
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

Power booster is a spell that boosts the level of the caster for spell effects only. This version, *power booster II*, can boost spells of up to fifth level. For more information and an example, see the 4th-level spell *power booster I*.

The material components for this spell are rather expensive: one 6000 gp ruby plus one freshly taken drop of blood from the caster for each booster level, plus a single freshly ripped out hair from the casters head to be tied completely around each ruby.

Prismatic Dildo (Conjuration)

Range: 60 yards
 Components: V
 Duration: 3 rounds per level
 Casting Time: 6
 Area of Effect: Special
 Saving Throw: Special
 Author: Mario R. Borelli <mario.r.borelli.3@nd.edu>

This spell allows the caster to conjure up an opaque object within some orifice of a creature within range, providing the creature with seven different sexual stimuli. Any creature with a Constitution of less than 6 or fewer than 4 Hit Dice is immediately overcome by the sensation and falls orgasming and unconscious for 2d4 turns. Any attempt to remove the dildo only lodges it further, and increases the duration by 2 rounds. The seven colours of the shimmering cylinder function as follows:

Colour	Order	Effect	Spell Negated By
Red	1st	<i>Pornographic illusions</i>	<i>Disbelief, true seeing</i>
Orange	2nd	<i>Arousal</i>	<i>Disinterest</i>
Yellow	3rd	Expansion or contraction	<i>Hold person</i>
Green	4th	Enigmatic Enema	<i>Transmute water to dust</i>
Blue	5th	Ben-Wa Rotation	<i>Chill touch</i>
Indigo	6th	Vibration	<i>Irritation</i>
Violet	7th	Lubrication	<i>Dispel magic</i>

Each colour must be removed in order to negate the dildo before the end of its natural duration. The spellcaster also may dispel the dildo at will. It is rumoured that other variations of *prismatic dildo* exist, both in their effects and their negations.

Prismatic Ray (Evocation)

Range: 10 yards per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 6
 Area of Effect: One creature
 Saving Throw: Special
 Author: Max Becherer <becherer@sun0.cs.uiuc.edu>

This spell is a watered down version of *prismatic spray*. Only one ray of the wizard's choice is created. The colours available depend on the wizard's level. Only red is available at twelfth level, and one

colour is gained per subsequent level. Consult the table below for available colours.

Wizard's

Level	Colours Available
12	Red
13	Red, Orange
14	Red, Orange, Yellow
15	Red, Orange, Yellow, Green
16	Red, Orange, Yellow, Green, Blue
17	Red, Orange, Yellow, Green, Blue, Indigo
18	Red, Orange, Yellow, Green, Blue, Indigo, Violet

This spell has no material components.

Privacy (Abjuration)

Range: Special
 Components: V, S, M
 Duration: 1 hour
 Casting Time: 6
 Area of Effect: Special
 Saving Throw: Negates
 Author: Ally's Spellbook <knudsenm@wpsmtp.ohsu.edu>

This spell gives some protection against scrying. It uses the magical forces of the scrying to trace a path back to the caster and assault them. Upon the casting of this spell, a force of magical energy is sent back to the scryer.

If the scrying is being done by an object, it must make a saving throw against crushing blow or be destroyed. If the saving throw is made, that object's scrying power is locked to the spot (not the object) it is currently scrying for 1 turn per level of caster. If the scrying is being done by a creature (by spell or natural ability), the creature must make a saving throw versus spell or take of 1d6 points of damage per level of the caster (half damage if a saving throw is successful). The material component is a mirror.

Projectile (Evocation)

Range: 10 yards per level
 Components: V, S
 Duration: Special
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: Unknown

This spell creates an adamantine triangle measuring one inch per side in the immediate vicinity of the wizard. For as long as the wizard is able to maintain concentration, the triangle is under his complete control, accelerating at the rate of 2 inches per round per round per level of the caster. The triangle is half a centimetre thick at the centre and thins out to razor sharpness at the edges. The wizard guides the path of the triangle somatically, and must make a Dexterity check to hit a given object (with modifier for size, if any).

The amount of damage caused varies with the type of motion of the triangle. Eg., simply passing through an object will cause roughly the same damage as an arrow, whereas repeatedly raking an object can cause up to 1d12 points of damage per round. More imaginative uses can cause more serious injuries much more quickly. If the wizard loses concentration, or something interferes with the movements of his hands, the triangle will instantly be dispelled, and the wizard will take one full round to recover before being able to cast another spell.

Pyre (Evocation, Necromancy)

Range: 60 yards
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: 20-foot radius, 30-foot high cylinder
 Saving Throw: ½
 Author: The Warlord of Heaven <fsmtw1@alaska.bitnet>

This spell calls forth a blazing funeral *pyre* upon its victims, these flames of death inflict a gruesome 8d10 damage (undead aren't allowed a saving throw). The singing of unholy spirits can be heard from the fire, and bits of bone fly up to the sky. The material component for this spell is a hollowed rib filled with bone ash and sulphur.

Quicksilver (Alteration)

Range: 0
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: The caster
 Saving Throw: None
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

This is basically one of those piss-off-the-fighter-subclass spells. What happens is that, suddenly, at the moment of casting, the wizard is capable of casting half his level of spell levels. Because of the difficulty of this spell, the wizard must save versus spell or blow it big time. All spells cast with *quicksilver* are thus subject to special failure. DM's imagination or a nice spell failure table are required. The material component for this spell is a drop of mercury.

Quintessa's Slaying Spear (Evocation)

Range: 20 yards per level
 Components: V, S, M
 Duration: Permanent
 Casting Time: 6
 Area of Effect: One creature
 Saving Throw: Special
 Author: Liam P. Walker <pdwalker@hk.super.net>

When this spell is cast, light, that appears as a chromatic mass of intertwined rays bundled together in the shape of a spear, appears above the wizards head. The wizard goes through the motion of throwing the spear, without ever touching it, while speaking the name and race of the creature to be slain. The spear then flies towards its target and will kill the creature instantly if a saving throw versus death magic is failed. The *slaying spear* never misses.

If the saving throw is successful, the spear misses the creature's brain or central nervous system, and instead hits another part of the body causing 10d8 HP + 1 HP per level of the wizard damage. The surge of energy into the creature will also stun it for 2d4 rounds.

For the spell to work to its fullest potential, certain things should be known about the target: race, anatomy, true name (if applicable), and general background and history of the creature. If any of these are known (or not known) then the creature's saving throw is modified as follows:

Information	Information Known	Information Unknown
race	-1	+2
anatomy	-1 to -4	+3
true name	-4	+2
background	-1 to -5	+3

The total saving throw modifier because of knowledge of the creature's anatomy depends on how much the wizard has studied the creature's species. As a general guide, it would take about one month

of study, along with lots of specimens, to be completely familiar with a certain species' anatomy.

The saving throw modifier because of knowledge of the creature's background depends on how much and how deeply this specific creature's history and current life have been researched.

The material component for this spell is a copper spearhead and a glass or crystal prism. If the creature was killed because of a failed saving throw, then the spearhead will be found in the brain. If the saving throw was made, then the spearhead will be found in a random part of the body.

There is an additional -2 modifier to the saving throw if, for some obscure reason, the creature is re-subject to this spell with the same copper spearhead that was used the first time (the spearhead has learned where to go this time).

The prism disappears after the spell is cast.

Rape Trick (Abjuration, Evocation)

Range: Sight

Components: V, S

Duration: Instantaneous

Casting Time: 1

Area of Effect: One creature per 4 levels

Saving Throw: Special

Author: Brock Neverman <gitzlaff@uxa.cso.uiuc.edu>

When cast, this spell causes all armour (or clothing if that's all that is being worn) to be removed. This spell cannot be stopped once started. The saving throw is an ordinary saving throw versus death magic. If the saving throw is made, the effect is bounced back on the wizard. Clothing can be put back on as normal after the spell is cast. One person for every four levels of the wizard can be "unarmoured".

Rebels's Fly (Abjuration, Evocation)

Range: 0

Components: V, S, M

Duration: 2 turns per level

Casting Time: 20 minutes

Area of Effect: Creature touched

Saving Throw: Special

Author: Brock Neverman <gitzlaff@uxa.cso.uiuc.edu>

This spell is similar to the standard *fly* spell. However, it gives the recipient air manoeuvrability class A. It also allows the recipient to travel at speeds up to 50. The recipient of this spell can carry up to two times his body weight without losing manoeuvrability. For each additional multiple of bodyweight carried (three times, four times, and so on), the manoeuvrability class will be reduced by one. The spell can move at most one fifth ton at only hover level. The material component of this spell is a wing of any flying creature.

Rednog's Transposer (Alteration)

Range: 10 feet

Components: V, S, M

Duration: Instantaneous

Casting Time: 6

Area of Effect: One creature or object

Saving Throw: Negates

Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell allows the removal of an object (or organ) from within another object (or a creature), instantly replacing that object (or organ) with another of the same kind in the caster's hands. This works only with objects or organs the caster knows at least some facts about, and he needs to have the same kind of object (even if immeasurably less valuable) as a fresh carving of any kind from a fresh vegetable in his hand at the time of casting but it has to be the carving of a complete original. If the object to be replaced by the replica is within a person that person gains a saving throw versus death magic. In case a vital organ (like a heart, the brain, or the lungs) are transposed, a failed

saving throw results in the (almost immediate) death of the creature, unless you replaced it with a living replica. In that case it grafts itself into the place of the original. In the case of an object, it only receives a saving throw (of its creator) if it is magical and within a magical container. Otherwise, it is immediately replaced with the replica. The spell does not offer the caster any protection from corrosive or damaging effects of the replaced object (or organ). This spell can also be used to replace a liquid from within a container or creature: up to one cubic foot per level of the caster. But in that case, the caster needs a fluid which has almost the same coloration (not necessarily properties) as the replaced fluid. Another use for this spell is to replace part of an object within another object. Thus, it can be used to remove the cancerous part of an organ with the help of a replacement part held by the caster. It would thus be possible to replace an organ with a psionic item that simulates the effects of the organ but could also produce some other effects (this effect has been used to implant some psionic objects into the character which had the metamorphosis power plus some other psychometabolic powers to give him an almost virtual invulnerability to energy attacks).

The material component for this spell is either a small leather bag with a large button made of tin sewn on the outside, and a small button made of platinum on the inside, which is inverted in the casting. The bag and buttons are destroyed in the casting. For fluids use a waterproof version of the bag with the fluid on the inside.

Note: if the fluid version is used, the spell does not provide a container for the replaced fluid, so you might want to place a container under the wizard's hands, as that is the place the replaced fluid reappears.

Remove Flesh (Necromancy)

Range: 0

Components: M

Duration: Permanent

Casting Time: 6

Area of Effect: Creature touched

Saving Throw: Negates

Author: The Warlord of Heaven <fsmwt1@alaska.bitnet>

Victims of this spell must save versus death magic at -2 or lose 4 points of Strength and 2 points of Constitution, with the added loss of 30% body weight. If any statistic reaches 0 through this spell, the victim is skeletonized, and a *wish* is needed to revive him. Rest of one month restores one point of each statistic, and 10% of body weight. *Restoration* immediately restores both statistics. The material component of this spell is a vial of spoiled food.

Replay (Divination, Illusion)

Range: 60 yards

Components: V, S, M

Duration: 1 turn per level

Casting Time: 1 round

Area of Effect: 20-yard long square

Saving Throw: None

Author: Geoffrey Edward Fagan <gefagan@uokmax.ecn.uoknor.edu>

This spell causes past events to be re-enacted in the area of effect. The replayed events will consist of a three dimensional, semi-transparent image superimposed over the area of effect.

The wizard can freeze the action, reverse it, scan forward for a particular event, or skip to any time within the range of the spell as given in the table below.

Level	Time Range
12-14	1 day per level
15-17	1 month per level
18-20	1 year per level
21+	1 century per level

The speed of a search is determined by the event that is sought. The passage of an army would be easy to spot at a fast search rate, while searching for a pickpocket would require a real time search.

The material component for this spell is an hourglass.

Retroactive Dispel Magic (Abjuration, Alteration, Metamagic)

Range: 0

Components: V, S

Duration: Instantaneous

Casting Time: Special

Area of Effect: Special

Saving Throw: Special

Author: Jay <krzyston@garfield.cs.wisc.edu>

This spell lets you actually cast *dispel magic* to counter a spell already thrown at you. If you have memorised the spell, you can cast it at any spell or spell effect thrown that round, even if you have been killed or turned to stone, by the vagaries of initiative and the like. It is assumed that you were casting *dispel magic* as the other spell was being cast. This spell acts as *dispel magic* for chance of success based on level.

For example, you have Esmeralda cast *polymorph other*, which is lots faster than *dispel magic*. She has initiative all over Glamgon, the PC. He declares that he wants to cast retroactive *dispel magic*, so effectively as Esmeralda was gathering power for her spell, Glamgon was trying to drain it away. Glamgon had better succeed, lest he truly become a toad (the outcome of the *polymorph other*, should *retroactive dispel magic* not succeed).

Note that this spell cannot be cast by a specialised Abjurer or Transmuter, since it also belongs to his opposite school.

Rune II (Enchantment)

Range: 0

Components: V, S, M

Duration: Until discharged

Casting Time: 1 turn per spell level

Area of Effect: Special

Saving Throw: None

Author: Max Becherer <becherer@sun0.cs.uiuc.edu>

This spell allows the wizard to inscribe a rune containing the energies of one spell up to fifth level. Instructions of up to 1 word per level may be given to control the *rune*. The material component is 100 gp worth of gems and inks per level of the spell contained in the rune.

Sarius' Frost Giant Manifestation (Conjuration)

Range: 100 yards + 10 yards per level

Components: V, S, M

Duration: 1 turn per level

Casting Time: 6 turns

Area of Effect: Special

Saving Throw: None

Author: William T. South <tsouth@netcom.com>

This spell creates a golem-like creature which the wizard may direct to perform certain programmed actions. The creature is a temporary ice golem with no true Intelligence, and to most appears as an undead frost giant. The creature may be controlled up to a distance equal to the spell range but if it passes outside of this range, or the wizard is killed, the creature will explode in a 60-foot radius area doing damage equal to its current hit points (save versus breath weapon for half damage). The creature created mimics most of the actions of a frost giant, having AC 4, MV 12, HD 10+2, HP 52, AT 1, damage 4d6, special defenses: immune to cold, size: L (15 feet), Strength: 21. The creature can fight with its club only and has no ability to hurl rocks as a normal frost giant. It can inflict structural

damage points as a normal frost giant on a round to round basis (wood: 2, soft stone: 1, hard rock: ½).

The wizard is able to direct the creature to perform 3 individual actions plus 1 for every two levels of experience above twelfth. Each change in action will cause the creature to hesitate for one round before working to act out the next action. Actions can be classed as killing a group of orcs, killing a group of men wearing the same colours or armour, tearing down a stone wall, pulling up a tree, etc. Once the final action is completed the frost giant crumbles into small shards of ice, effectively making a circular area, 30 feet in diameter, very slippery. Against mind affecting spells, the creature is considered to have an Intelligence and Wisdom of 3 (saving at -3 against these attacks). If the creature is charmed or controlled by a mind affecting spell the wizard's concentration is totally disrupted causing the creature to dissipate and any other spells the wizard currently controls will become dispelled unless the wizard has no control over the spells in question after casting them, and any spell the wizard is currently casting will be disrupted.

This spell requires only the slightest mental control of the wizard to operate, allowing him to cast other spells normally that do not require his full concentration. Multiple castings of this spell will work, but all of the detrimental effects are cumulative. The material component of this spell is a small pouch (20 square inch) of leather containing a patch of fresh (not dried) frost giant hair mixed with diamond dust of no less than 500 gp value. The frost giant hair may be kept fresh with a *preserve* spell or similar effect.

Sarius' Platinum Platform (Alteration, Enchantment)

Range: 5 feet per level

Components: V, S, M

Duration: Special

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

Author: William T. South <tsouth@netcom.com>

This spell brings a magical force field into existence which resembles a dimly glowing platform made of glass-like material. The glowing platform (dimly visible up to 5 feet away in daylight) is capable of flying under the control of the wizard, who may carry himself and a certain amount of weight through airy and watery mediums. When casting this spell, the wizard may choose to create a 10×10 feet platform with 6-inch sidewalls or a 40×40 feet platform with 3-inch sidewalls. The 10×10 feet platform loses some of the abilities of the 40×40 feet one, but is 10% magic resistant and confers a 5% magic resistance to anything in physical contact with the platform. Both platforms have a localised gravity that aids in keeping materials on board and bonuses to Dexterity checks for falling from it. The differences between platforms and general flight powers are listed in the table below. Note that this spell uses the Intelligence of the creature casting the spell to determine usage (even thieves) and creatures with less than a 9 Intelligence may not effectively use this spell. Only wizards may create the 10×10 feet platform.

The platforms may only be destroyed by magical damage. Physical attacks, no matter how strong, will only be able to move the platform in relation to the force of the attack compared to the current speed or lift rate. Magical weapons will do damage equal to their magical plusses only. If area of effect attacks come from below that do not destroy the platform they will not affect the contents of the platform. Note that, even if the magic resistance of a 10×10 feet platform is bridged, it fails its saving throw, and takes full damage, unless it is destroyed the aforementioned effect holds true. The magic resistance passed onto objects touching the platform stay in effect for one round after it is destroyed. Breath weapons are considered magical attacks cast at the level of the Hit Dice of the breathing creature for determining magic resistance breach.

The 40×40 feet platform may sustain 3 HP per level of the originating experience level at which it was cast, while the 10×10 feet platform will take 4 times this amount of damage. The platform is immune to any attacks which use a primal force of the plane in which it is created (eg., fire in the elemental plane of fire) since it is

created from the forces of the current plane in which it resides. This also prevents the platform from crossing planar boundaries. In places where there is no localised gravity, movement rates are double the stated values in the table below. Spell duration in normal time is 1 turn per level for the 10x10 feet platform and 1 day per level for the 40x40 feet platform. The material component of this spell is a platinum plate (3x5x½ inch) with mystic runes etched into it. A jeweller is needed (unless the character has the skill) and he will charge no less than 500 gp to work the runes needed into the plate, the total price coming to 4000 gp for the plate. The wizard must use a wizard mark of his own to prepare the plate or it will only be able to create the 40x40 feet platform.

10x10 feet platform:

Int.	Max. Speed	Max. Weight	Max. Lift	Manoeuvr. Class	Falling Adjustm.
9	9	900	1	C	+1
10	10	1000	1	C	+1
11	11	1100	1	C	+1
12	12	1200	1	C	+1
13	13	1300	1	C	+1
14	14	1400	2	B	+2
15	15	1500	2	B	+2
16	16	1600	2	B	+2
17	17	1700	2	B	+2
18	18	1800	2	B	+2
19	19	1900	2	B	+2
20	20	2000	3	A	+3
21	21	2100	3	A	+3
22	22	2200	3	A	+3
23	23	2300	3	A	+3
24	24	2400	3	A	+3
25	25	2500	3	A	+3

40x40 feet platform:

Int.	Max. Speed	Max. Weight	Max. Lift	Manoeuvr. Class	Falling Adjustm.
9	4½	3600	½	E	+4
10	5	4000	½	E	+4
11	5½	4400	½	E	+4
12	6	4800	½	E	+4
13	6½	5200	½	E	+4
14	7	5600	1	D	+5
15	7½	6000	1	D	+5
16	8	6400	1	D	+5
17	8½	6800	1	D	+5
18	9	7200	1	D	+5
19	9½	7600	1	D	+5
20	10	8000	1½	C	+6
21	10½	8400	1½	C	+6
22	11	8800	1½	C	+6
23	11½	9200	1½	C	+6
24	12	9600	1½	C	+6
25	12½	10,000	1½	C	+6

Max. Speed: This is measured in feet per round indoors and yards per round outdoors. Incapacitating the controlling person causes the platform to freeze. Speed also directly converts to miles per hour when the platform is flown for that amount of time.

Max. Weight: This is measured in pounds.

Max. (Rate of) Lift: For every 100 pounds over the maximum weight limit the lift rate is reduced by 1 per round. Negative lift rates cause the platform to go down at a rate equal to the negative rating unless the current plane has no gravity. In this case movement rate is affected vice lift.

Manoeuvr. Class: This is the platform's manoeuvrability class.

Falling Adjustm.: This bonus is doubled for the wizard controlling the platform. Each +1 should be considered a pull each to one tenth of normal gravity in the current plane of existence. These plusses are specifically bonuses against falling off of the platform.

Selective Dispel Magic (Abjuration, Metamagic)

Range: 3 feet per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 6
 Area of Effect: 30-foot cube
 Saving Throw: Special
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

In addition to simulating the effects of the 3rd-level *dispel magic* spell, the caster may choose freely whatever is to be affected by the dispel magic spell and what is not affected by it. The caster may choose the schools of magic to be affected, the sphere (if used against priest spells), which persons, objects, or spells in the area of effect, whether his own magic is affected by it or not, etc. There may be many more possibilities what can be chosen to be affected. It is even possible to say that only a single spell among several is supposed to be dispelled on one person. The method of determining whether the dispelling attempt was successful or not is the same as in the 3rd-level spell.

Sertan's Certain Slaying (Necromancy)

Range: 6
 Components: V, S, M
 Duration: Permanent
 Casting Time: 6
 Area of Effect: One creature
 Saving Throw: Special
 Author: Max Becherer <becherer@sunao.cs.uiuc.edu>

This spell concentrates all the power of a *death spell* on one victim. A saving throw versus death magic is allowed. For every three levels the wizard exceeds the victim's level or Hit Dice, a -1 penalty is applied to the saving throw, and vice versa. If the saving throw is failed, the victim is slain immediately. If it succeeds, he is weakened for one turn per level of the wizard, suffering a -2 penalty to all rolls. This penalty is cumulative. A saving throw which succeeds by more than 10, or is critically made negates any and all effects of that casting of the spell.

The material component is a black pearl, and the lens from the eye of a catoblepas, costing a total of 1000 gp. Note: in some places, the lens may be hard to get, as its only known use (besides as a lens) is for death-dealing spells and poisons.

Sex Change [2] (Alteration, Evocation)

Range: 5 yards per level
 Components: V, S, M
 Duration: 1 week per level
 Casting Time: 6
 Area of Effect: One creature
 Saving Throw: Negates
 Author: John Daniel <c548285@umcvmc.missouri.edu>

This spell causes the victim's sex to change. Thus, a male becomes female and vice versa. A saving throw versus spell negates the effects. After the change, the victim will be confused for 1d10 turns. Also, he (or she) will have a percent chance equal to his (her) Constitution of going insane because of the trauma.

The DM must make sure the victim of the spell acts in the manner appropriate to the sex. If not, then the spell doesn't really seem powerful. The material component of this spell is an ivory tablet with a yin-and-yang symbol carved upon it.

Sillvatar's Surgical Strike (Invocation/Evocation)

Range: 10 yards + 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 6
 Area of Effect: One creature
 Saving Throw: ½
 Author: Allan J. Mikkola (Sillvatar) <allanm@vulcan.med.ge.com>

This spell provides the wizard with a method of attacking a specific target in the midst of a crowd; when this spell is cast, a flaming bolt shoots from the palm of the wizard towards the intended victim. Only one target may be chosen for this spell, and the bolt strikes this individual unerringly. The bolt will dodge obstructions and other creatures in its flight to the target; it will even round corners, if need be. As long as the spell's range is not exceeded, and there is some path to the target, it will be struck; even if the victim ducks behind an obstacle while the spell is being cast, the bolt will still strike home. The only stipulation is the target must be in sight when the spell incantations begin; the wizard may choose any target within sight (and range) but may not target such things as "the strongest member of the group" or "the orc leader" (see the description of *magic missile* for more details).

When the bolt impacts the target, it explodes in a burst of flames that engulf the victim; the flames conform to the shape of the target, so no other creatures are affected by the spell unless they are touching the victim. The effects of the explosion are identical to a *fireball* doing 10d6 points of damage. A successful saving throw versus spell reduces the damage by one half. If this saving throw fails, the target must save versus magical fire at -3 for all possessions; those that fail are destroyed.

Since its inception, this spell has become a favourite of assassins; because of this, Sillvatar has striven to remove it from circulation. Due to his efforts, this spell is not as common as it once was, although tens and perhaps even hundreds of copies still exist.

The material component for this spell is a handful of scales and the heart of a red dragon; these components are consumed when the spell is cast.

Skywrite (Alteration)

Range: Special
 Components: V, S
 Duration: 1 hour per level
 Casting Time: 4
 Area of Effect: One cubic mile per level
 Saving Throw: None
 Author: Unknown

This spell allows the caster to write messages in the sky, with but the wave of a finger. The messages are written in glowing smoke, and are visible at night or by day (caster's choice of colour). The caster may write up to one word per level, with a duration of one hour per level (halved in strong winds). All writing must be contained within a sphere of volume 1 cubic mile per level, centred on the caster, and at normal size, the writing is visible (and readable) at around 50 miles. If desired, the caster can reduce the number of words written, and increase the viewing distance proportionally (to a maximum factor equal to the radius of the area of effect).

Spell-link (Alteration)

Range: 0
 Components: V, S, M
 Duration: 3d4 hours + 1 hour per level
 Casting Time: 5 rounds
 Area of Effect: The caster
 Saving Throw: None
 Author: Unknown

By use of this spell, the wizard magically links 4 spells that are currently in his memory. The link is such that, upon uttering a trigger phrase, the linked spells are invoked almost simultaneously. That is, they are machine-gunned. In actual time: there is a one fifth round gap between the spells.

The spells that can be linked are, at most, one 1st-level, one 2nd-level, one 3rd-level and one 4th-level spell. The wizard must specify the order of the link (1-3-4-2, 2-1-3, etc.). Spells that are linked may not be cast. Any attempt to normally cast a linked spell has an 85% chance to fizzle, minus 10% per point of Intelligence above 15. Furthermore, the other spells linked to the cast spell are automatically lost.

The trigger phrase takes one round to use. At the end of the duration, which is secretly rolled by the DM, this spell and the linked spells are automatically lost.

Spell components are a braided platinum and copper chain, worth 500 gp, which is consumed by the spell, and — obviously — whatever is needed for the linked spells.

Spellcrystal VI (Conjuration, Invocation)

Range: 0
 Components: V, S
 Duration: 6 months + 2 months per level
 Casting Time: 6 rounds
 Area of Effect: One crystal, worth at least 600 gp
 Saving Throw: Special
 Author: Kris <simonis@stpc.wi.leidenuniv.nl>

Except as noted above, this spell is the same as the 1st-level wizard spell *spellcrystal I* (q.v.).

Spirit Legionnaire (Enchantment, Necromancy)

Range: 10 yards
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 hour
 Area of Effect: One mindless undead
 Saving Throw: None
 Author: The Warlord of Heaven <fsmwt1@alaska.bitnet>

This spell creates a completely obedient undead with the following statistics: AC 4 (better than usual), HP: as caster -5, attacks: 2 for weapon damage, Intelligence: 5, Strength: 16, MV: 6, Morale: 20. This spell permanently drains the caster of one hit point. The material components for this spell are a magical blade and a bit of the caster's blood (both consumed in the casting).

Staff of Light (Alteration, Evocation)

Reversible

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 6
 Area of Effect: Special
 Saving Throw: Special
 Author: Jay <krzyston@garfield.cs.wisc.edu>

By means of this spell, the wizard creates a powerful magical weapon which only he can wield. Wizards of good alignment can

create a *staff of light*; those of evil alignment can use the reverse of this spell to create a *staff of darkness*; those of neutral alignment (with respect to good and evil) can create either form of the spell, but with reduced effectiveness. The verbal component of this spell consists of but a single word, which creates in the wizard's hand a sphere of light (or darkness), a few inches in diameter; the remainder of the casting time is then spent carefully pulling and shaping this sphere into a full-sized staff. Spell duration is considered to begin on the following round, so that the wizard can make at least as many attacks as he has levels.

The glowing *staff of light* will brightly illuminate a 30-foot radius, and when cast by a good aligned wizard this illumination will be painful to supernatural evil creatures such as undead, demons, devils, etc. (these take 2 HP of damage per round, saving versus spell each round for half damage). A *darkness* cast in the area of the *staff of light* will eliminate this painful effect for the duration of the *darkness*, but does not actually make the area dark, rather the illumination is reduced to the level of dim torchlight.

Whether cast by a good or neutral wizard, the *staff of light* strikes as a *weapon*, +2 (for purposes of what can be hit by it; there is no actual to-hit bonus) and does a base damage of 1d6 points. This damage can be increased by 1d6 for each round of spell duration that remains; every such increase shortens the duration of the spell by one round. Intent to increase damage must be stated before the to-Hit Die is rolled, but spell duration is not affected if the attack is a miss. If the *staff of light* is used to strike a creature with a strong negative material existence (wights, spectres, xeg-yi, etc.) there is a 50% chance that the remaining spell duration will be expended as damage whether or not the wizard wishes it.

The *staff of darkness* sheds deep shadows in a 30-foot radius, through which only the wizard can see clearly; shades (the monster) and other wizards using *staff of darkness* are at -1 to-hit when within these shadows, and all others (even those with infravision) are at -3 to-hit and +3 to their Armour Class when in these shadows (note that two wizards within 30 feet of each other and each holding as *staff of darkness* will both be at -1 to-hit, but the effects of multiple staves are not otherwise cumulative).

In addition, when cast by an evil aligned wizard, this sphere of shadow will affect supernatural creatures of good alignment (shedus, lammasu, devas, etc.) as if they were affected by a *stinking cloud* (saving throw versus death magic reduces the effect to mild nausea, -1 to-hit and to damage; this penalty is cumulative with the -3 to-hit penalty for poor visibility). A *light* cast in the area of the *staff of darkness* will remove this nauseating effect and reduce the to-hit penalty to -1 and the Armour Class penalty to +1, but will not significantly brighten the area.

The *staff of darkness* strikes as a +2 weapon (for purposes of what can be hit), doing 1d6 points of damage. For each round of spell duration that remains, the wizard can choose to inflict numbing cold on his victim; this cold has a 5% chance per round of spell duration expended, cumulative, of causing loss of use of a limb for 1d6 rounds, and otherwise causes the victim to lose one point each of Strength and Dexterity per round of duration expended, also for 1d6 rounds; thereafter the lost Strength and Dexterity return at the rate of one point each per round, or the limb becomes usable immediately. Cold-resistant and cold-using creatures get a saving throw against this effect, and its duration is halved for them in any case.

If the areas of radiance and shadow of a *staff of light* and a *staff of darkness* intersect, the effects of both are negated in the overlapping region. If the staves are within 30 feet of one another, both cease to shed their light or darkness, but their powers are otherwise unaffected. Neither staff has any physical substance, and thus cannot be parried except by another staff of the opposite type or by a *rod of force*, *wall of force*, *forcecage*, or similar force barrier will stop a staff. If two staves of opposite type touch one another for any reason, both are destroyed in an explosion of 40-foot radius causing 1d6 points damage for each round of duration remaining in the two spells, cumulative. The wizards holding the staves automatically take full damage, all others within 40 feet save versus spell to take half damage.

The material component of this spell is a pearl (a black pearl for the dark version) of no less than 500 gp value, which is held in one

hand when the command word is uttered. The pearl is transformed into a small sphere of light or darkness; the somatic component is the stretching and moulding of this sphere into a staff. There is rumoured to be a variant of this spell that allows the sphere formed from the pearl to be hurled as a missile, but the specific details have been lost.

Store Passwall (Alteration)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 hour
 Area of Effect: One opal
 Saving Throw: None
 Author: Joseph DuBois (Scooby) <jdubo.wbst102a@xerox.com>

This spell is similar to *enchant an item* or *contingency*, in that it prepares a black opal of no less value than 2000 gp for the storage of a *passwall*. This spell will stay on the opal until the *passwall* is cast on it. Then, it will store the *passwall* for 1 day per level of caster. This spell must first be cast on the opal and then the *passwall* can be cast on it. The clock then starts clicking on how long the spell lasts. This is because the *passwall* starts eating the opal. After the elapsed time, the opal is totally consumed by the *passwall*, and both are wasted. If, before the time of expiration, the opal is touched to a surface and a command word is spoken (determined at time of casting *store passwall*), it activates the *passwall* in the direction that the opal is touching the surface. A caster may only have one *store passwall* for every six levels of the caster (a 12th-level caster can have two such stones prepared at one time). Also, since the time activation is not started until the *Passwall* is actually cast on the opal, a wizard could have two stones prepared with him and only when he thinks he might need one in the near future cast *passwall* on it. Then, within the duration, the caster can use it. He can also give it to another person, but must tell them the command word.

Super Mirror Image (Abjuration, Evocation)

Range: 0
 Components: V, S
 Duration: 3 rounds per level
 Casting Time: 6
 Area of Effect: 6-foot radius
 Saving Throw: None
 Author: Brock Neverman <gitzlaff@uxa.cso.uiuc.edu>

This spell is similar to *mirror image*, except in the following ways: the images can each take the wizard's level in damage before disappearing and the number of images is equal to the level of the wizard. When an image is destroyed it will apparently *dimension door* out of the area. The wizard may elect to control the actions of the images (the images can do no physical harm but are indistinguishable from the wizard).

Suppress Somatic Components (Alteration, Enchantment, Metamagic)

Range: 0
 Components: V, S, M
 Duration: 3 turns + 1 turn per level
 Casting Time: 1 hour
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell suppresses the need for somatic components in other spells cast in the duration given above. The caster may choose whether to suppress the somatic components or not. A spell with suppressed somatic components takes one additional unit of time to cast: one extra initiative modifier, round, turn, hour, day, etc. (depending on the spell's original casting time) The material

component for this spell are chain cuffs which have been used to chain a man over one year.

Teleport Trap (Alteration)

Range: 10 yards per level
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 1 turn
 Area of Effect: 10-yard per level radius sphere
 Saving Throw: Negates
 Author: Unknown

All people or things teleporting into the area of effect are, upon materialising, affected as if a *paralysis* spell had been cast upon them (as in the *Player's Handbook*). Thus, a wizard wishing to sneak into a place decides to teleport there. However, he doesn't realise that a *teleport trap* has been cast around the spot where he wishes to appear. Upon arriving, he must save versus spell or be paralysed. Those leaving an area under this spell will also be paralysed, wherever they appear.

Material components are a gem of not less than 5000 gp worth, smeared with the ichor of some paralyzing agent (ghoul's skin, for example).

Teleport via Fire (Alteration)

Range: Special
 Components: V, S, M
 Duration: 1 hour per level
 Casting Time: Special
 Area of Effect: One creature per 4 levels
 Saving Throw: None
 Author: Unknown

This spell allows the wizard to teleport himself or others from one area of flames to another (both fires must be at least as large as a small campfire). The wizard has two options: if the terminal fire is in sight, this is a *teleport without error* as per the spell of the same name; if the target fire is not in sight, then the teleport is subject to the success modifiers of a normal *teleport*. Obviously, the location of the terminal fire must be known (via scrying or prior knowledge). If this spell is used when there is no known target fire (i.e. there is no fire in sight and none are known to the wizard) the recipients are trapped on the elemental plane of fire (note that this provides a way of entering this plane on a planned basis, but the wizard will not know the location of the teleport beforehand, unless there is prior knowledge of the location on the plane of fire).

This spell will provide the recipients with a form of fire-resistance: this resistance lasts for one round per 2 levels of the wizard; it provides total protection for this time (but only for the two fires in question — the recipients are affected normally by other fires during this time).

It takes 2 turns to prepare this spell, but once prepared, it will remain in effect for one hour per level of the wizard, or until it is used. The creatures to be affected are named at the time of preparation. The spell has an actual casting time (i.e. to trigger the teleport) of 1.

This spell provides a method of escaping the effects of a *fireball* or similar spell: if the wizard makes the proper saving throw, and is not in the midst of some other activity (i.e. casting another spell or fighting), the teleport can be triggered instantly; the teleported creatures are unaffected by the *fireball* regardless of whether they make their saving throws or not. Of course, the normal stipulations are still in effect, so the wizard must still have a target fire, or be trapped on the plane of fire.

The material components for this spell are a candle and the replica of a small, wooden door; both are consumed with the casting.

Teleportal (Alteration)

Range: 30 feet
 Components: V, S, M
 Duration: Up to one round
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: None
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

This spell conjures a *dimensional door*, either on a solid surface or anchored by some sort of substance. Two hundred and fifty pounds per level of the wizard can enter through the door to another place, but the wizard must be the last person to pass through. The door will automatically extinguish itself in one minute if the wizard is not yet through. The door can lead to any location the wizard desires which is within fifty feet per level of wizard. The location may be either visualized from memory or may be given as directions if the wizard has no visual memory of the location. If the door leads into a solid object, material creatures and objects will not be able to pass through the door.

After the wizard has passed through, the doors will disappear. If the wizard does not pass through the door within one minute, the doors will disappear as well. In this case, all objects that have passed through will be lost to the ethereal plane, while creatures that have passed through will return to the location of the first door they have passed through.

Note that this spell does not enable individuals to teleport to or from magically sealed locations. The material components for this spell are a gem, worth at least 5000 gp and the tail of a rattlesnake.

Tharos' Starburst Attack (Conjuration/Summoning)

Range: 60 feet
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 7
 Area of Effect: 2-foot per level radius
 Saving Throw: ½
 Author: Tharos

By use of this spell the wizard causes a concentrated point of positive energy, from the material plane of energy, to build up to critical mass which takes one round. Once critical mass is reached the energy build up will cause an explosion doing 1d8 points of damage per level of the caster to all within the area of effect. All characters get a saving throw for half damage. The component for this spell is a perfect crystal of at least 2000 gp value, which is consumed in the explosion.

Thorndearth (Alteration, Necromancy)

Range: 10 feet per level
 Components: V, S, M
 Duration: 1 round per 3 levels
 Casting Time: 6
 Area of Effect: One creature
 Saving Throw: Negates
 Author: The Warlord of Heaven <fsmw1@alaska.bitnet>

Failing a saving throw (at -2) results in the bones of the victim growing massive bone spurs that tear out through the flesh for 1d6 per level damage, attempting to move (for spell duration) inflicts an extra point of damage per caster level per motion attempt. This is a spell I had cast on me once: it really sucks. *Elminster's evasion* saved me; I hope you never get hit with it. The material component of this spell is a bone rose sculpture.

Tyvek's Fabric Phantom (Necromancy)

Range: 10 yards
 Components: V, S, M
 Duration: 1 turn per caster
 Casting Time: 7
 Area of Effect: One phantom
 Saving Throw: None
 Author: The Warlord of Heaven <fsmtw1@alaska.bitnet>

This spell requires the death shroud or clothing of a historically important person of any type (wise man, king, loved nun) and a handful of grave dirt. It conjures into being a mindless undead with hit points equal to three quarters of those of the caster's. Its touch drains one level and it radiates a fear aura which must be saved against at -2, or the victims are affected by *fear* as if the caster had cast it upon them. The phantom is AC 0.

Tyvek's Forcebrace (Conjuration)

Range: 10 yards
 Components: V, S, M
 Duration: 1 day per level
 Casting Time: 2
 Area of Effect: One up to 3 feet per level radius brace
 Saving Throw: None
 Author: The Warlord of Heaven <fsmtw1@alaska.bitnet>

This spell requires a twig from a recently lightning struck oak and a white silk ribbon. Casting this spell brings into being a glowing 3 inch diameter pole shaped brace in the location the caster desires. No amount of force can destroy the brace, though dispel magic will work. Note that the brace extends some of its invulnerability to the object it holds up, so using it to hold closed a stone door makes the door fairly resistant to damage (granting a +4 to all saving throws).

Tyvek's Temporary External Strength (Enchantment)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 6
 Area of Effect: One person touched per 3 levels
 Saving Throw: None
 Author: The Warlord of Heaven <fsmtw1@alaska.bitnet>

This spell requires the sweat of a giant and a highly poisonous mushroom. The sweat is to be rubbed on the mushroom and ingested. The eater must make a Constitution check or take 3d12 damage in addition to the spell effects (you always get some good out of casting this spell). The eater gains the Strength of the type of giant that the sweat was taken from.

Undead Spell Carrier (Enchantment, Necromancy)

Range: 0
 Components: V
 Duration: Special
 Casting Time: 6
 Area of Effect: Special
 Saving Throw: None
 Author: The Warlord of Heaven <fsmtw1@alaska.bitnet>

This spell allows the caster to place an area effect spell on an undead that will be released upon the destruction of the undead. Only 6th-level or lower spells can be put upon an undead. No saving throw is granted for the undead, but when the spell ultimately goes off, the usual saving throws for the carried spell apply.

Vandergast's Armoured Forcetrapp (Invocation/Evocation)

Range: 10 yards per level
 Components: V, S
 Duration: Special
 Casting Time: 6
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Vandergast

This spell is identical to *Vandergast's forcetrapp* in appearance and effect, with the following exceptions: a bend bars attempt is useless against this spell; instead, enough damage must be inflicted on the bands to destroy them. This damage may be caused by weapons (piercing and slashing weapons only do half damage, blunt weapons inflict full damage) or spells. Also, only one target may be trapped by this spell. Finally, a *limited wish* will not affect this spell, although a *wish* will destroy it, and a *dispel magic* has the normal chance of success against the bands.

The bands have AC 0 and 5 HP for every level of the wizard. When the bands' hit point total has been exceeded, the bands are destroyed, and the spell ends. Each attack that inflicts damage on the bands will also inflict half that damage total (rounded down) on the trapped victim unless a successful saving throw versus paralysis is made (in which case, no damage is suffered). For example, if the bands are struck for 11 points of damage, they suffer the full 11 points, while the trapped victim suffers 5 points of damage, unless his saving throw was successful.

Whisper's Anonymity (Divination)

Range: 0
 Components: V, S
 Duration: Special
 Casting Time: 1 hour
 Area of Effect: The caster
 Saving Throw: None
 Author: Robert Johan Enters <whisper@wpi.edu>

This spell hides the caster's persona from the world. The use of this spell will make it so that as far as magical and mental forces are concerned, your psyche, your persona, does not exist. Divination spells such as *detect good*, *ESP*, etc., will come up blank, since as far as the spells are concerned the caster is simply not there. As a by-effect, this also renders all thought-related psionics useless. This is a two-way street, however. If the caster has psionic abilities, he will be unable to use his powers while under the influence of the spell, but enemy psionics will also be unable to find him or attack his mind in any way. Only such physical psionic effects such as *molecular agitation* still work, no attack modes do. This is highly useful combined with such spells as *invisibility*. The spell forms a sort of shield wall around the caster but this gets weakened with every attempt to breach it. Thus the spell will only remain active for twice the caster's level psionic attacks or divination spells directed at the caster, after which the wall will crumble completely.

Whisper's Damage Transference (Necromancy)

Range: 60 yards
 Components: V, S
 Duration: Permanent
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Robert Johan Enters <whisper@wpi.edu>

This powerful necromantic spell is designed for that wizard who has sustained a lot of damage, and would like to give it to someone else. The wizard utters the arcane words of the spell, and points at some creature. That creature will sustain all damage the wizard has sustained so far, and leaves the wizard without wounds. That is, if the creature fails its saving throw. Through this spell all the wizard's

wounds disappear, no matter what their origin or magnitude, only such wounds as severed limbs and the like cannot be healed. If the amount of damage is more than the creature can sustain, the creature dies instantly from the damage and the shock, even a creature who would not die from the wounds, but sustains more than half its hit points in damage, must roll a system shock, or die from the trauma anyway.

Whisper's Flakes of Death (Evocation)

Range: 120 yards + 20 yards per level
 Components: V, S
 Duration: 1 round per 3 levels
 Casting Time: 6
 Area of Effect: One 10-foot square per level
 Saving Throw: Special
 Author: Robert Johan Enters <whisper@wpi.edu>

When this spell is cast, it will begin to snow in the area of effect. However, these flakes are no ordinary flakes. They are acidic in nature, and damage creatures for 5d4 points of damage per round. If a successful saving throw is made, the creature will only suffer half damage, but this saving throw must be made anew every round. The acid is extremely corrosive, and all exposed items must save versus acid or be destroyed utterly, again every round. This spell is extremely powerful and will cause much loss in both hit points and items that the victims may be carrying.

Whisper's Instant Electric Shield (Evocation)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 turn
 Area of Effect: The caster
 Saving Throw: None
 Author: Robert Johan Enters <whisper@wpi.edu>

This protective spell can be cast in advance preparation. The shield itself will not spring into existence until a last command word is spoken. The speaking of this last word can be delayed as much as 1 day per caster level, and the effect then is instantaneous. A crackling and shimmering field of electricity will spring into existence around the caster, in a globe of 1 foot diameter per caster level. This shield is not solid, and missile objects have a 50% – twice the caster's level chance of penetrating the shield. All magical effects dissipate against the shield, though the after-effects could penetrate it. That is, a *fireball* exploding right outside the shield, will still send flames roiling into the sphere, but attempting to let the *fireball* explode inside the sphere will result into the dissipation of the magical energies of the *fireball*, rendering it harmless. Beings attempting to cross the boundary will suffer damage as if the caster cast a *lightning bolt* upon them, 1d6 per level. The duration of the shield itself will be one round per caster level. Only one of these spells can be held in reserve. The material component is a small copper rod.

Whisper's Instant Shielding (Abjuration)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 6
 Area of Effect: The caster
 Saving Throw: None
 Author: Robert Johan Enters <whisper@wpi.edu>

This spell will create a special shield that will jump into existence whenever the caster is being attacked by some form of magic, ranging from spells to breath weapons. The spell will last for up to 1d4 of such attacks plus one per level of the caster, shielding the caster completely, like a stonewall. The one drawback is that the shield will establish itself only once per round, and thus will protect the caster

for one attack per round only. If multiple magical attacks are made against the caster, all but one will get past the shield. However, the caster can mentally decide against whose attack to use the shield, and thus not waste a "charge" on an opponent he does not deem such protection necessary against. The material component is a small mithril shield (about the size of a coin) of 200 gp value.

Whisper's Major Lightning Strike (Evocation)

Range: 60 yards + 2 yards per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: ½
 Author: Robert Johan Enters <whisper@wpi.edu>

This powerful spell is similar in desired effect as the *chain lightning spell*. It is designed such that it can strike multiple targets. For this spell however, the targets are designated by the caster. The caster can designate one victim per level. The bolts will strike for 1d6 damage per two caster levels, one bolt per target, as desired by the caster. The bolts are not powerful enough to continue after hitting their targets, since upon hitting, all their energy is spent. If the caster so desires, multiple bolts could be targeted on a single creature. Essentially, the spell provides the caster with as many bolts as he has levels, at 1d6 HP per two levels of experience, leaving the targeting of those bolts up to the wishes of the caster.

Whisper's Reduce Magic Resistance (Alteration)

Range: 60 feet + 20 feet per level
 Components: V
 Duration: 1 round per level
 Casting Time: 6
 Area of Effect: One creature
 Saving Throw: None
 Author: Robert Johan Enters <whisper@wpi.edu>

This spell is designed to get rid of that pesky thing called magic resistance. The spell will reduce the target's magic resistance by half. The spell will only have to overcome half of the target's original magic resistance in order to function. Multiple spells can be cast on the same target for cumulative effect. I.e. after three successful such spells, the target will have only 1/8 of their magic resistance left.

Whisper's Rune of Healing (Necromancy)

Range: 0
 Components: V, S
 Duration: 1 day per level
 Casting Time: 4 turns
 Area of Effect: One creature
 Saving Throw: None
 Author: Robert Johan Enters <whisper@wpi.edu>

This spell creates a silver brightly glowing rune somewhere on the creature's body. This rune is a small conduit to the positive material plane. While in effect, the creature regenerates 2 HP per round, even if the creature had been slain (i.e., it can bring the creature back to life). The possibilities of removal are the same as for *Whisper's rune of protection versus weapons*.

Whisper's Vampiric Drain (Necromancy)

Range: 20 yards + 1 yard per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 3
 Area of Effect: One creature
 Saving Throw: ½
 Author: Robert Johan Enters <whisper@wpi.edu>

This spell is similar in effect to *vampiric touch*, except that the target does not need be touched. As long as there is an unobstructed path between the target and the caster, the caster can use this spell to drain the life energy from another creature. The caster can drain up to 1d6 HP per two caster levels from the creature, as long as the target creature has the hit points to "give". If the target makes its saving throw, then only half of the previously determined hit point amount is actually drained. Also, there is no limit to the amount that can be drained level-wise: a 20th-level wizard could possibly drain 10d6 HP.

A wizard draining more hit points than he originally has, gains the drained hit points anyway, but these excess hit points slowly ebb away at a rate of 1 HP per round. Damage taken after a drain with excess points, is first taken from those excess points.

Wimp (Enchantment/Charm)

Range: 30 feet
 Components: V, S
 Duration: 1 round per level
 Casting Time: 1
 Area of Effect: One humanoid
 Saving Throw: Negates
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

This spell reduces a humanoid's level of fighting ability to half normal, rounded up. This affects THAC0, number of attacks per round, extra damage for rangers, backstabbing, martial arts, etc.

Winthrop's Undead Summoning V

(Conjuration/Summoning, Necromancy)

Range: 30 yards
 Components: V, S, M
 Duration: 5 rounds + 1 round per level
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: None
 Author: Al Singleton (Isaac Winthrop) <eaay@catcc.bitnet>

This spell is like *monster summoning*, except that the spell is forgotten when the caster learns a higher-powered version of the spell. This causes the caster to lose the ability to cast this lower-level version and it even disappears from his spellbook (this spell is normally transcribed from a scroll). Any one of the following undead may be chosen to be summoned: 2d6 skeletons, 2d4 zombies, 2d4 ghouls, 1d6+1 shadows, 1d6+1 wights, 1d4+1 ghosts, 1d4 wraiths, 1d3 mummies, 1d2 spectres or 1d2 apparitions.

The undead appear at the end of the casting and fight to the best of their ability until slain, the duration expires, they are released, or they are further than 30 yards from the caster (the caster may not intentionally move out of range, nor may the undead for they are not free-willed while under the spell). At such time, they return to their point of origination.

The material component is a lit candle inside a small bag.

Wizard Watch (Alteration, Divination)

Range: 10 yards
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 hour
 Area of Effect: One room
 Saving Throw: None
 Author: James Davenport <davenport@cis.ohio-state.edu>

This spell creates a special version of the wizard's *wizard mark* to be placed in a room of the wizard's choice. This sigil will allow the wizard to view the room from any distance as if the wizard was scrying into the room with no chance of failure. The sigil itself does not do the seeing, but it only defines the room that can be viewed, thus the wizard can view the room from any viewpoint inside the room, but not from outside the room. The information received is limited to visual only.

Since the sigil is easily noticed, it can be hidden, or have its design mixed in with the décor of the room and be hidden that way.

If the sigil is created in an outside area, not bounded by walls, then the viewpoint can be anywhere within a 10-yard radius from the location of the sigil.

Any creatures that are in the room which is actively being watched will have a chance to detect the scrying of the owner as defined the *Dungeon Master's Guide*, page 141. If they use *dispel magic* to counter the scrying, then the sigil will remain inoperative for a period of one day (this does not mean that the wizard might not have more sigils in the room. As long as they remain inactivated, they will not be affected by the *dispel magic*).

The spell is permanent until the sigil is tampered with, or destroyed.

The material components for this spell are mercury and 1000 gp worth of carbuncle dust, mixed to form a glue base as well as a dragon scale with the sigil carved on it. The mix is poured onto the dragon scale "mould" and pressed against the area where the sigil is to be put. The spell is cast, and the new sigil remains in place.

Zhaida's Improved Identifier (Divination)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 10 hours
 Area of Effect: One object
 Saving Throw: None
 Author: Ådne Brunborg <brunborg@solan.unit.no>

This spell is a more powerful version of *identify*. The wizard may read one "plus" cast on the item per round, as well as one special effect per 2 rounds (a +5 sword requires 5 rounds to read; a flame tongue requires 9 rounds: 1 for the base plus, 2 for flaming and 3×2 = 6 for variable effects). Effects upon the wizard are as for the *Identify* spell. It will not reveal the exact Intelligence and ego of a sentient weapon, but may reveal some of its powers.

The material component of this spell is a gem of no less than 1000 gp value. Used in combination with *legend lore*, it may identify almost anything short of artifacts and relics.

If this spell is to be used by an NPC, employed to identify an item, it will cost 15,000 gp.

Zildjian's Energy Field (Evocation)

Range: 10 yards per level
 Components: V, S, M
 Duration: Permanent
 Casting Time: 6
 Area of Effect: 10-foot square per level
 Saving Throw: Special
 Author: Joe Collieran <jnc4p@uva.pcmail.virginia.edu>

Zildjian's energy field is a spell similar to the various Wall spells and also to the various *Otiluke's screens*. The spell creates a shimmering energy field. The field can be between 1 and 10 feet thick and encompasses up to 10 square feet per level of the spell caster. The spell caster specifies the dimensions and may adjust them to fit the required area, but with a minimum of 1 foot on each side. At least one side of the field must contact a solid or liquid surface, though not necessary the bottom side. All of the *energy fields* are permanent, unless dispelled, disintegrated, anti-magiced, cancelled or annihilated. The spell caster can also bring them down at will, either permanently or for a specified amount of time. A *knock* spell cast by a magic-user four or more levels higher than the original caster will bring down the field for 1 round (cf. *wizard lock*). The four different types of fields and their effects are noted below.

Violet Field — This field causes a more powerful version of the *sleep* spell to affect anyone coming in contact with the field. All creatures with up to 10 HD are immediately put to sleep for 1 turn per level of the spellcaster, no saving throw. All creatures with over 10 HD are immune to this spell as are undead and creatures that never sleep (DM's discretion). The material component for this field is a small amount of sand sprinkled as the spell is cast.

Red Field — This field is a searing wall of flames, doing 1d4+2 points of damage per level of the spell caster to any who come in contact with it. A successful saving throw versus spell reduces the damage to half. The material component for this field is a small vial of flammable oil. If *oil of fiery burning* is used as the material component, the damage becomes 1d6+2 HP per level.

Green Field — This field is a wall of poisonous energy. All who come in contact with this field must save versus poison or be affected by the field. The precise effects depend on the type of poison used as the material component. The spell requires 3 drops of any poison. All saving throw modifiers are added on for particularity weak or deadly poisons.

Blue Field — This protective field acts as a *wall of force* in preventing anything from penetrating it and further does 1d4 points of electrical damage per level of the caster to anyone touching it. Characters in metal armour take one additional hit point per die of damage. A successful saving throw reduces the damage by half.

The material components are a small glass bead and a bit of fur.

Seventh-Level Spells

Altar of Protection (Evocation)

Range: 0
 Components: V, S
 Duration: 1 turn per level
 Casting Time: 7
 Area of Effect: The caster
 Saving Throw: None
 Author: François Menneteau <mennetea@acri.fr>

As *lesser aura of protection*, except that the target seems like a minor god, and the subtraction is 5 from all attacks. This spell also grants a +3 bonus to the caster's saving throw for any targeting attacks.

Animate Dead II (Necromancy)

Range: 10 yards per level
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 round per level
 Area of Effect: Special
 Saving Throw: None
 Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

This more powerful version of *animate dead* creates 1 HD of undead per level of the wizard. Any undead not possessing energy drain up to 5 HD can be created with this spell.

The material component is identical to that of *animate dead*, with the inclusion of a pinch of dust from each of the undead types to be created.

Anti-Psionics Shell (Abjuration)

Range: 0
 Components: V, S, M
 Duration: 5 rounds per level
 Casting Time: 7
 Area of Effect: 1-foot diameter sphere per level
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell causes a moveable shell to spring up in which no psionics work (not the caster psionics (if he has any) nor anybody else's powers). The caster does not need to concentrate on the shell to keep it up. It has a diameter of 1 foot per level of the caster. Anything not completely inside is not protected: a character that pokes his arm out of the sphere is completely unprotected. This shell does not protect against anything else. It is possible to bring down the *anti-psionic shell* with *dispel magic* or through psionic combat with a power score versus the level of the caster. In this case, both characters have to roll: the psionic creature versus its power score and the caster has to roll versus his level up to a maximum of nineteenth level. The one with the higher successful roll wins. If the caster wins, the shell remains in effect and the psionicist cannot use his power within the shell. If the psionicist wins, the shell collapses and all psionics can be used within the former shell's area.

The material component is a pinch of powdered mind flayer and intellect devourer brain.

Aura of Panic (Illusion/Phantasm)

Range: 0
 Components: V, S
 Duration: 1 round per level
 Casting Time: 7
 Area of Effect: 20-foot radius
 Saving Throw: Special
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell creates a 20-foot radius of fear around the caster. Any creature who enters this area must save versus spell or flee in blind terror for 2d4 rounds. Creatures affected have a 75% – 5% per level (minimum 25%) chance that they will drop whatever they are carrying. Any creature prevented from fleeing will fight as a berserker whomever is restraining them. A new saving throw is required each round spent in the aura.

Blood to Dust (Necromancy)

Reversible

Range: 60 yards
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: One creature or 1 cubic yard per level
 Saving Throw: None
 Author: Joe Colleran <jnc4p@uva.pcmail.virginia.edu>

The *blood to dust* spell converts blood instantly to an inert substance (dust). This spell will instantly kill any one creature upon which it is cast. Note that this spell is only effective upon creatures which have blood or which need blood to survive. All undead, constructs (including flesh golems), creatures from other planes, and any other monsters that do not need blood to survive are not harmed by this spell. Casting it upon them will only change their appearance to dried up, mummy-like husks. Further, all creatures with 12 HD or more are immune to this spell. Any creature slain by this spell must first have the reverse of the spell, *dust to blood*, cast on them before being raised. A *heal* spell will accomplish the same thing, and a *resurrection* spell negates the need for either.

When cast at a free standing pool of blood, the spell acts like the 6th-level priest spell *transmute water to dust*. The spell destroys 1 cubic yard (3 cubic feet) of blood per level of the caster. The reverse of the spell creates 1 cubic yard of blood per level of the caster when cast at an open area.

The material components of this spell are a pinch of dust and a drop of the caster's blood.

Body Fire (Alteration, Evocation)

Range: 50 yards
 Components: V, S, M
 Duration: Special
 Casting Time: 7
 Area of Effect: Up to 4 creatures in a 40-foot radius
 Saving Throw: Special
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell causes the victim's body to start burning from within. Unless the victim saves versus death magic with a -3 penalty he will be subject to the flames, taking 2d10 points of damage per round. Two rounds after the flames start, and every two rounds thereafter, the victim is allowed another saving throw, with one less on the penalty per time (-2 on round 3, -1 on round 5, and no penalty thereafter).

The flames can also be halted by a successful *dispel magic*, or a *protection from fire*, which works automatically. If the flames burn for three or more rounds, all items on the victim must save versus magical fire or be destroyed. If the flames burn for 5 or more rounds, the items save with a -2 penalty. Any creature not naturally resistant to magical fire can be affected by this spell, even those without solid bodies, such as shadows and spectres. The material component is a red gemstone of any type worth 500 gp.

Cacofiend (Conjuration/Summoning)

Range: 10 feet per level
 Components: V, S, M
 Duration: Special
 Casting Time: Special
 Area of Effect: Special
 Saving Throw: Special
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This perilous exercise in dweomer-craft summons up a powerful tanar'ri — any true tanar'ri, depending upon the fiend's name known to the wizard. Note that this spell is not of sufficient power to bring a tanar'ri of greater power, and lesser sorts are not called as they have no known names. In any event, the spell caster must know the

name of the fiend he is summoning. As the spell name implies, the fiend so summoned is most angry and evilly disposed. The spell caster must be within a circle of protection (or a thaumaturgic triangle with protection from evil) and the tanar'ri confined within a circled pentagram, if he is to avoid being slain or carried off by the summoned fiend. The summoned fiend can be treated with as follows:

- The wizard can require the monster to perform a desired course of action by force of threat and pain of a *spiritwrack* (or similar) spell, allowing freedom whenever the fiend performs the full extent of the service, and forcing the fiend to pledge its word upon it. This is exceedingly dangerous, as a minor error in such a bargain will be seized upon by the monster to reverse the desired outcome or simply to kill and devour the summoner. Furthermore, the fiend will bear great enmity for the wizard forever after such force of obedience, so the spell caster had better be prepared and powerful.
- By tribute of fresh human blood and the promise of one or more human sacrifices, the summoner can bargain with the fiend for willing service. Again, the spell caster is well advised to have ample protection and power to defend himself, as the fiend might decide that the offer is insufficient — and it is easier to enjoy the summoner's slow death — and decide not to accept the bargain as offered. Although the fiend will have to abide by a pledge, as its name is known, it will have to hold only to the exact wording of the arrangement, not to the spirit of the agreement. On the other hand, only highly evil wizards are likely to attempt to strike such a bargain, and the summoned fiend might be favourably disposed towards such a character, especially if he is also chaotic.
- The summoned fiend can be the object of a *trap the soul*. In this case, the wizard will not speak with or bargain for the fiend's services, although the fiend might be eager to reach an accord with the wizard before it is forced into imprisonment. The trapping of the fiend is risky only if proper precautions have not been taken, for failure to confine the monster usually means only that it is able to escape to its own plane. Once trapped, the fiend must remain imprisoned until the possessor of his object breaks it, and this requires one service from the now freed monster. If the individual freeing the fiend fails to demand a service when the monster asks what is required of him, the fiend is under no constraint not to slay the liberator on the spot, but if a service is required, the creature must first do its best to perform it, and then return to the Abyss. The duration of service of any fiend must be limited unless the fiend is willing to serve for an extended period. Any required course of action or service which effectively requires an inordinate period of time to perform, or is impossible to perform, is 50% likely to free the fiend from its obligations and enable it to be unconstrained in its vengeance upon the wizard if he is not thereafter continually protected, for a fiend so freed can remain on the plane it was summoned to for as long as 666 days.

The fiend summoned by this spell will be exceptionally strong (8 hit points per Hit Die), due to the magical processes involved in the summoning.

Casting time is half an hour per Hit Die of the fiend. If there is any interruption during this period, the spell fails. If there is an interruption while the fiend is summoned, it is 10% probable that it will be able to escape its boundaries and attack the wizard, this percentage rising cumulatively each round of continued interruption.

Each fiend is entitled to a saving throw versus this summoning spell. If a score higher than the level of the wizard summoning is rolled with 3d6 (4d6 for balors), that particular spell failed to bring the desired fiend. When this occurs, it is certain that the named fiend is imprisoned or destroyed, or the name used was not perfectly correct, so the spell caster will have to call upon another name to bring forth a fiend.

The components of this spell are five flaming black candles; a brazier of hot coals upon which must be burned sulphur, bat hairs, lard, soot, mercuric-nitric acid crystals, mandrake root, alcohol, and a piece of parchment with the fiend's name inscribed in runes inside a pentacle; and a dish of blood from some mammal (preferably a human, or course) placed inside the area where the fiend is to be held.

Celestarion's Warding (Abjuration)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 7
 Area of Effect: 10-foot radius sphere
 Saving Throw: Negates
 Author: Celestarion

This spell is designed to ward off undead creatures and creatures from the lower planes. When cast, all such creatures within 10 feet of the wizard are subject to a saving throw versus spell at -5 , taking into account their magic resistance. Those failing their saving throw are thrown out of the area by a tremendous force, and land 20 feet away. Thereafter, the creatures cannot enter the sphere, or use their powers on creatures within the sphere. Spells and attacks can still be cast at these foul creatures from within the sphere.

The material component of this spell is a glass ball or a marble made of crystal.

Channelling (Alteration, Metamagic)

Range: 0
 Components: V, S
 Duration: 1 turn per level
 Casting Time: 1 turn
 Area of Effect: The caster
 Saving Throw: None
 Author: David Kelk <fs337203@sol.yorku.ca>

When cast, this spell draws upon extra magical energy to make the next spell cast more efficient and powerful. For every 5 levels of the caster the following effects occur:

- +1 per die of damage (maximum of +3);
- -1 on saving throws;
- +50% on range and duration;
- -5% on target's magic resistance.

Charm Dragon (Enchantment)

Range: 60 yards
 Components: V, S
 Duration: 1 week per 10 levels
 Casting Time: 2 rounds
 Area of Effect: One dragon
 Saving Throw: Negates
 Author: James Bray <jbray@acad.bryant.edu>

This spell is the same as the *Player's Handbook's* spell *charm monster*, applicable to all dragons (including gold, platinum, and even Tiamat if you're stupid enough to try). The dragon's saving throw is modified by one up or down per 2 HD of the dragon above or below 15.

Charm Man IV (Enchantment/Charm)

Range: 16 feet
 Components: V, S
 Duration: 1d10+4 turns
 Casting Time: 1
 Area of Effect: 1d10 men per level of 6 HD or less
 Saving Throw: Special
 Author: John Daniel <c548285@umcvmb.missouri.edu>

Except as noted, this spell is the same as the 1st-level spell *charm man I*. If a successful saving throw is made by a group's leader, the effects of this spell are reduced to those of the 5th-level spell *charm man III* (make another saving throw for the leader). If a leader of a group fails his saving throw, the spell works on him, but all other members of the group still get to make a personal saving throw to negate the effects.

Cloud of Death (Necromancy)

Range: 60 yards
 Components: V, S
 Duration: 1 round per level
 Casting Time: 7
 Area of Effect: One 30x30-foot cloud, 20 feet high
 Saving Throw: Negates
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell creates a black cloud of acidic smog. The cloud is stationary, and restricts vision as a darkness spell. However, the cloud also has a horrible life draining effect. Any in the cloud when it was created must save versus death magic or be drained of 1d2 levels. This draining only occurs on the instant after the cloud is created, but is permanent.

Cobaltas's Crack of Doom (Evocation)

Range: 0
 Components: S
 Duration: Instantaneous
 Casting Time: 3
 Area of Effect: 20-foot radius half circle
 Saving Throw: Special
 Author: Bladehawk <igacork@irtcork.bitnet>

To cast this spell, the wizard raises his hands above his head, palms together. He then brings them down, out and back up again to meet above his head with a flash and a bang, combining the effects of *thunderflash* and *thunderclap* (q.v.). Effects are saved against separately.

Conjuration Enhancer (Conjuration/Summoning, Metamagic)

Range: 0
 Components: V
 Duration: Special
 Casting Time: 1 round
 Area of Effect: One spell
 Saving Throw: None
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This one word spell is cast immediately before any one *monster summoning* spell. It allows the wizard to choose from the applicable list what creatures are summoned. The two spells must be cast in subsequent rounds; the enhancer does not add any time to the casting of the *monster summoning* spell.

Contingent Polymorph Other (Alteration)

Range: 5 yards per level
 Components: V, S, M
 Duration: Special
 Casting Time: 7
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Kenneth C. Jenks <kjenks@gothamcity.jsc.nasa.gov>

This spell will polymorph one creature (as per *polymorph other*) into another until some set condition occurs, eg. polymorphing a toad into a prince until he is kissed by a woman, or polymorphing a fighter into a dragon until he (it) says "I wish I were human", etc. The change from the polymorphed form back into the normal form takes place gradually over 1 round, so it is impossible to crush someone by polymorphing a hippo into a flea, putting it on his head, then triggering the contingency. The material component of the spell is a bit of honeycomb.

This spell was researched by Esmerelda.

Create Mummy (Necromancy)

Range: 0
 Components: V, S
 Duration: Permanent
 Casting Time: 4 hours
 Area of Effect: Corpse touched
 Saving Throw: None
 Author: Geoffrey Edward Fagan <gefagan@uokmax.ecn.uoknor.edu>

This spell creates one mummy from the corpse of a human of at least 7th-level fighting ability. The mummy follows orders to the limit of its low Intelligence, but it must remain within one mile of its place of origin, so it is primarily useful only as a guardian. The corpse of the potential mummy must be properly embalmed with the appropriate proficiency (q.v.).

Create Throne Room (Conjuration/Summoning)

Range: 10 feet
 Components: V, S, M
 Duration: 3 hours per level
 Casting Time: 1 turn
 Area of Effect: 1000 square feet per level
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell creates the interior of an opulent throne room. This includes one or two softly padded thrones of over 10 feet height standing on a tier made up from one step per level (each half a foot high), a large (red) carpet leading from the entrance of the room to the tier in the straightest way possible, one large chandelier per full 5 levels holding one hundred lit candles each (which burn for the duration of the spell), one large banner per level with the appropriate heraldry, two large trumpets per level, one lute per level, and one harp per 2 levels, a large court table with hammer and gavel, 10 seats (not too comfy, if desired) per level, and either one or two crowns, one or two regal apples, one or two sceptres, and one or two sets of royal clothing (furs, satin, atlas, silks, etc.). This spell creates only the interior of the room; it doesn't create the walls, floors, or ceilings.

The material components are one 1 foot square piece of a satin rug, a 1-foot square slab of marble (3 inches thick), one 1 foot cube expensive hardwood, one small diamond, emerald, ruby, sapphire, and topaz each (no less than 50 gp each), one piece of each type of fur or clothing to be included in the royal clothing, one 1 foot untarnished cube of mountain crystal, one pure bee's wax candle scented with royal jelly, one piece of brass, and one harp string. The effects of selling and combat possibilities are as with the other room spells.

Create Undead (Necromancy)

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 day
 Area of Effect: Human corpse touched
 Saving Throw: Special (see below)
 Author: Unknown

The material components of this spell are a human corpse (not older than 3 days), myrrh (500 gp worth) and a special balm made of certain rare herbs, personally prepared by the necromancer. Ingredients for this balm cost 500 gp, and one uninterrupted week spent by the spell wizard. The balm only stays good for 3 days.

This spell forces back the soul of the corpse, and turns it into either a wight, a spectre, or a wraith. The wizard has a percentage chance equal to twice his level of choosing which is created. Otherwise, roll on the following table, adding the level of the wizard, plus a 5 bonus if the wizard is a necromancer specialist. Also, if the corpse was a person of level 0, subtract 30 from the roll (if the adjusted roll is below 0, the spell fails and the corpse is destroyed).

D100 Roll	Created
1-60	wight
61-90	wraith
91-00	spectre

The corpse gets a saving throw versus death magic, at a level equal to the corpse's level before death, with the following bonuses:

Person was	Modifier
a good priest	+4
a non-good priest	+2
good non-priest	+4
neutral non-priest	+1

If the saving throw is made, the corpse is destroyed and the spell fails. If the saving throw is failed, the undead is created. Said undead will be under the control of the necromancer for one year, following any order that is not obviously suicidal. At the end of the year, or upon such time as the undead receives a suicidal order, it is freed from the necromancer's control and gets a saving throw versus death magic. If it fails, it must leave and may never attack the necromancer unless attacked first. If it succeeds, it becomes free-willed, and might attack the necromancer if it was sufficiently mistreated.

Note that after the year is up, the undead may continue to serve the necromancer, if it was sufficiently prosperous and receives a sufficient bribe. This is a DM call.

A necromancer can only control one undead in this matter at a time. At the end of the year, or when the undead dies or becomes uncontrolled, the spell may be used again. Should this spell be used during the year, it will work, but the fresh undead will immediately attack the wizard.

Finally, a created undead starts out the same alignment as the corpse from which it came. However, due to what these creatures must feed on (i.e. people), an unstoppable shift begins towards the undead's normal alignment. There is a 10% chance per month (cumulative) of the alignment decaying one step. After a switch, the chance returns to 0 and begins building again.

Darklight's Force Armour (Alteration, Evocation)

Range: 0
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 7
 Area of Effect: The caster
 Saving Throw: None
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell is a modified version of *wall of force*, with several distinct changes in its operation and the addition of a slight alteration component to the magic. The shape of the force is contoured to surround the caster at a distance of one inch (including possessions); the shape shifts to accommodate the wizard's movements, so that the caster is not held in one place. It is also visible as a slightly yellow glow, which is brighter at the "joints" when the caster is moving. The caster is reduced to half his movement rate by the spell, and it does reduce the wizard's Dexterity while active, both because of its slight awkwardness. It is airtight and completely insulating (as energy cannot penetrate in either direction), but the alteration component of the spell keeps fresh, comfortable air quality and temperature constant within the armour. Therefore, not only is *force armour* an effective defensive spell, but it is also the ultimate environmental suit, as it can withstand volcanic lava, the pressure of the sea floor, the positive material plane, and so on. Falling damage is also negated by the armour. However, a wizard in *force armour* cannot cast spells through it at all. Note that sound cannot pass through it either, so unusual means must be used to facilitate communication. It allows a normal level of light to pass through, but not in amounts bright enough to blind or damage. Note that the wizard's weapons are not enhanced by the force' coating. Rather, they are blunted and do less damage if normally piercing or bladed (-2 damage, with a minimum

damage of 1 point). In all other respects, it acts as a regular *wall of force* (to determine what attacks can dispel it).

The material component is a diamond cut so as to resemble a miniature person.

Darklight's Planar Plume (Conjuration, Wild Magic)

Range: 10 yards

Components: V, S, M

Duration: 5 rounds

Casting Time: 1 round

Area of Effect: Special

Saving Throw: Special

Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell creates a violent plume of planar energies which erupt from a solid surface within range. Each plume has a base 2 yards across, and shoots 5 yards into the air. The energies last for at least 5 rounds, but may remain if of a solid, stable nature. Creatures in the area described suffers the effects of the plume, as detailed below. The plane whose energies are called upon is determined by random roll (it is wild magic) on the table below:

01-60. Elemental plane. Roll 1d4 to determine which:

- Air.** This plume manifests as a titanic surge of swirling wind, much like an upended tornado. Its force is directed upward, however, and does not trap creatures. Creatures making a saving throw versus breath weapon are thrown 3 yards horizontally for 3d6 damage; those failing are hurled high into the air. Large and greater creatures only thrown 10 yards upwards, while medium and small or tiny creatures are thrown 20 yards straight up, and may suffer appropriate falling damage. It has double effect on earth or rock based creatures. This disperses upon the duration's end.
- Earth.** This plume manifests as a tapering column of solid stone which impacts forcefully through anything in the area. It does 6d10 impact damage (half if a creature saves) and creatures failing their saving throw fall off the column (taking appropriate falling damage in all probability). It does double damage to gaseous or aerial creatures, but these are of course not subject to falling damage. The stone summoned is relatively permanent.
- Fire.** This plume is a tremendously hot column of roaring fire. It does 8d8 flame damage to all within its area (save for half damage). Those who fail a second saving throw are overcome, and remain trapped for another 2 rounds of damage, at the end of which they obtain a third saving throw. The fire does double damage to liquid, water-based, or cold-using creatures.
- Water.** This plume is a vertical, gushing stream of pressurized water. Creatures weighing less than 3 tons are carried up to its apex and must save versus breath weapon or be thrown off. Creatures hit take 7d4 impact damage and may take falling damage if their saving throw is failed. It soaks adjacent areas with water, extinguishing normal fires and generally causing all the problems which a massive inflow of water would normally cause. It does double damage to fire-based creatures.

61-75. Para-elemental plane. Roll 1d4 to determine which:

- Ice.** This plume is a glittering, edged spire of ice. Creatures in its area upon conjuration must save or become trapped inside the forming ice. Creatures trapped are unable to escape without outside help (unless of Strength 20 or greater), and take 2d4 freezing damage (and suffocation) per round. Creatures who make their saving throw take 2d6 cold and cutting damage as the spire slashes by them. The ice remains as long as it does not melt (in normal climates, this is actually several days, making it imperative to free trapped companions immediately). It does double damage to earth-based and air-based creatures.
- Magma.** This plume sends a column of red-hot lava and half molten rock shooting into the air. Creatures within the area suffer the combined effects of the fire and earth plumes, without the danger of becoming trapped. However, creatures remaining on its apex continue to take full fire-plume damage unless they leap free. It does double damage to water-based or air-based creatures.

- Ooze.** This plume is a colossal stream of mud and slime. It has the negative side effects of a water-plume (filling the area with ooze), and does 6d4 impact damage. Creatures who make a saving throw are thrown clear (from 50 feet up), but those who fail are entrapped in the stream of ooze (which is less rapid than the water-plume). Entrapped creatures must make a Constitution check at -5 each round or take 2d6 drowning damage. It does double damage to fire-based and air-based creatures.
- Smoke.** This plume is a gale-force blast of smoke. It has the throwing damage potential of an air-plume, but begins to fill the area with thick, black smoke. In an open area, the smoke rises and simply creates a huge cloud of smoke in the sky, but in an enclosed space, it fills a 15x15-foot area with smoke per round, which spreads as far as possible. Smoke-filled areas may cause blindness and suffocation (see the *Manual of the Planes* for smoke inhalation). It does double damage to water or earth-based creatures.

76-85. Quasi-elemental plane (positive). Roll 1d4 to determine which:

- Lightning.** This plume is a massive column of crackling lightning, which emanates a strong smell of ozone upon its appearance. Any creature takes 8d8 electrical damage if hit by it. It knocks a creature back up to 15 yards (depending on size) if they are caught near its centre, with a clap of thunder and 4d10 extra electrical damage. It does no damage to electrical beings, but can do double damage to metallic, earth-based, or water-based creatures. It is transmitted by 2d6 arcs to any large source of metal or magnetism (anything larger than a longsword) within 20 feet of its area.
- Minerals.** The plume is a huge agglomeration of multi-hued crystals and minerals. It impacts as an earth plume, albeit with an extra 1d20 cutting damage from sharp angles, but a creature failing their saving throw must save again versus polymorph or otherwise become petrified. It does no damage to crystalline or mineral creatures normally, but does double damage to air-based or particulate (dust or sand) creatures.
- Radiance.** This plume destroys mindless undead or shadow creatures, and does double damage and turn any greater creatures of these types. Normal creatures caught in it are blinded for 5d10 rounds and take 3d10 burn damage. It emits shimmering, multicoloured light out to a 10-yard radius. It does no damage to creatures of light or radiance.
- Steam.** The plume has the throwing damage potential of an air plume, but a creature failing a second Constitution roll pass out from heat exhaustion, taking 4d8 extra damage. It emits 15x15 feet full of steam per round (which does not retain the immense heat as above). It does no damage to mist or vaporous creatures normally, but does double damage to flame (not purely heat-based) creatures or to cold (not purely water-based) creatures.

86-95. Quasi-elemental plane (negative). Roll 1d4 to determine which:

- Ash.** The plume has a chance of entrapping a creature as an ice plume, but does not cause cutting damage. It has identical cold properties (due to its heat-leeching effect) and does 2d8 impact. It lowers the temperature in a 12-yard radius by 40°F every round (except the caster's body temperature). It does no damage to ash-based creatures, but does double damage to flame or heat-based creatures.
- Dust.** The plume simply does 3d20 deterioration damage to anyone caught in it. Fine dust spreads over a 140-foot area nearby, possibly obscuring vision. Prolonged contact with solid material breaks down 6 cubic yards of such per round, leaving behind only fine dust. It no damage to particulate (sand or dust) creatures normally, but does double damage to crystalline, rock, or earth-based creatures.
- Salt.** The plume does damage as a minerals plume, except that creatures failing their saving throw versus polymorph take 2d10 desiccation damage from water loss. If organic materials are left in contact with it, the plume desiccates them completely in 1 round. It does no damage to salt elementals normally, but does double damage to water-based or liquid creatures.

4. *Vacuum*. The plume sucks everything within 8 yards towards its centre with a Strength of 20. Creatures caught within it upon formation suffer 7d6 decompression damage. It sucks fifteen 1-yard squares per round full of air into oblivion, creating gale-force winds and having worse effects in enclosed spaces. It does no damage to creatures of vacuum normally, but does double damage to air-based creatures.

95-00. Strangeness. A border planar, positive or negative material planar, outer planar, or demi-planar plume. The DM must determine which plane, and what exactly the energy from the selected plane will do.

The material component is a pot containing residue collected from slain creatures from three separate planes.

Deflect Magic Weapon Attacks (Abjuration)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 7
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Unknown

This spell is similar to the 5th-level *deflect normal weapon attacks* with the following exceptions: the forcefield's Armour Class is 2 and it has 7 HP per level of the wizard. It affects all attacks made via a magical or non-magical melee or missile weapon. A non-magical weapon cannot affect or penetrate the barrier in any way. If a magical weapon strikes the barrier, the target's saving throw (to determine penetration or deflection) has a penalty applied to it, equal to the bonus of the weapon (i.e. a *weapon*, +2 that scores a hit on the barrier inflicts a -2 penalty on the protected creature's saving throw). Also, if a magical weapon is reflected back at the attacker (when the barrier is not hit), the weapon bonus is not applied to the reflected attack.

In addition to its other powers, this spell may affect *magic missile* attacks. It does not automatically negate them as a *shield* does, but causes the attacker to make a to-hit roll against the barrier. If the attack succeeds, the barrier automatically takes damage (the recipient earns no saving throw); if the attacker fails to score a hit, the *magic missile* has no effect. Other spells will pass through the barrier, without affecting it. The material component for this spell is a powdered black sapphire which is consumed when the spell is cast.

Delayed Blast Snowball (Evocation)

Range: 100 yards + 10 yards per level
 Components: V, S, M
 Duration: Special
 Casting Time: 7
 Area of Effect: 20-yard radius sphere
 Saving Throw: ½
 Author: Unknown

This spell creates a *snowball* (q.v.) with a +1 on each of its dice of damage. The spell will not release its burst for one tenth of a round up to 5 rounds, according to the command upon casting. In other respects, this spell is the same as the 3rd-level *snowball* (cf. *delayed blast fireball*).

Detect Individual (Divination)

Range: 10 yards per level
 Components: V, S, M
 Duration: 2 hours per level
 Casting Time: 7 rounds
 Area of Effect: One specific creature
 Saving Throw: None
 Author: Max Becherer <becherer@sun0.cs.uiuc.edu>

This is actually not so much a spell as it is a class of spells. *Detect individual* spells are keyed to detect the presence and location of one specific being, and must be researched as new spells for each being. To successfully cast *detect individual*, a piece of the being is required. This spell will penetrate nearly all forms of invisibility or non-detection.

When found, 95% of the time, the characters will happen on a spell written for some being. 5% of the time, a set of guidelines and notes will be found which can cut the research time in half.

Devolution (Alteration, Divination)

Range: 10 yards
 Components: V, S, M
 Duration: Permanent
 Casting Time: Special
 Area of Effect: One creature
 Saving Throw: Special
 Author: William T. South <tsouth@netcom.com>

This spell is capable of returning a creature down the evolutionary scale to a form which would be considered a base ancestor of the creature. It can only be cast in a laboratory situation where the caster has no outside influences and the creature is constrained or confined.

The spell scans the creature for any and all aspects which can be described as a product of evolution or environment in any form, whether normal or magical. This includes Strength, Intelligence, Wisdom, Constitution, Dexterity, organizational habits, activity level, diet, alignment, natural Armour Class, movement speeds and forms, Hit Dice, natural fighting skills (THACO, number of and attacks and the damage per attack in game terms), special attacks, special defences, magic resistance, size, grow patterns (for example, a frog begins as an egg, becomes a tadpole, polliwog, and finally a frog), and spellcasting ability. Also, the caster is able to determine what the lowest base form of the creature would be like if all abilities were reverted back to the most common ancestor of a varied species. So, all dragons would eventually become some prehistoric lizard, horses would become miniature prehistoric ponies, etc.

The casting time is one round plus one round for every single item listed above which the wizard would like to discover (though DMs may want to expand on this). During this time no saving throw is allowed to avoid the analysis of the creature in question, although, the creature must be held in relative security so that the wizard will not be disturbed by any distractions during the casting. An initial check against any magic resistance either avoids the entire spell or allows it to function.

At the end of the analysis the wizard may force the creature to revert back to a base form of its evolutionary scale. However, the surgical abilities of this spell allows the wizard to selectively alter the above listed aspects of the creature to conform to his analogy of what he would like removed. For example, if a wizard somehow captured an adult dragon and was able to analyze it, he would reduce its strength to that of a small lizard, but then he would have the problem of a multi-tonnage creature who was unable to life its own weight unless he also reduced its size. The caster is able to alter 1 aspect for every 3 levels of experience at a rate of 1 per round. Any interruption of the spell during the alterations leaves the creature at the state it retained in the previous round. The creature in question receives a saving throw versus spell every round a reversion is attempted (although, saving throws based upon Hit Dice may change during the casting of this spell). Success versus a change in one round does not prevent the wizard from attempting the same change the next round.

Surgical removal can be very selective. Ability scores may only be lowered and reversions should never change more than a single aspect or attribute per round. Movement requiring wings may be stripped in one round, but the wings would take another round to remove. Ability scores can be reduced by 1 per round. Size may be reduced by a maximum of 10% per round. Hit points could not be affected, though Hit Dice could, therefore lowering the hit points of a creature. Claw attacks could be altered so as to cause a mere 1 point of damage per strike, or removed altogether (the creature simply forgets the attack form ever existed). The spell makes no moral alterations and cannot change attitudes concerning a certain idea. But, alignments can be altered one step per round towards a neutral aspect. The final product does not register as being a *polymorphed* creature (it is a true creature of the form it now embraces) and as such is unaffected by *dispel magic*. *Devolution* can also tell if a creature has been the target of the 7th-level *evolution* spell or any other genetic advancing spells. It may be used to specifically counteract these effects, essentially returning a creature to its normal state. DMs should be free to play with the sanity of experiment subjects.

The material component of this spell is a vial of *aqua vitae* (the essence of life), which can only be made by a master alchemist. *Aqua vitae* may be purchased at the nominal price of 10,000 gp per vial due to its rarity and usefulness in creating artificial life forms. Laboratory, for means of this spell, simply means a non-combat situation. The source of this spell is the Telnorne Mageocrat.

Dheryth's Energy Net (Evocation)

Range: 10 feet + 1 foot per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 3
 Area of Effect: One creature
 Saving Throw: None
 Author: Jim Gitzlaff <gitzlaff@uxa.cso.uiuc.edu>

Note that the casting time of this spell is 3 tenths of a round, not just an initiative modifier of 3.

When this spell is cast, the wizard spreads apart his hands, and a brilliant net of positive energies streaks forth to engulf the target. Damage is equal to 1d6+1 point per level of the wizard, with no saving throw allowed. Furthermore, the target is stunned for the rest of the round. The maximum number of dice is 16.

Dheryth's Spell Analysis (Divination)

Range: 20 feet
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1 turn
 Area of Effect: One object or 12-foot cube
 Saving Throw: None
 Author: Jim Gitzlaff <gitzlaff@uxa.cso.uiuc.edu>

When *spell analysis* is cast on an object or area, it lets the caster determine what other spells are operational there. In order to correctly identify each spell that is in effect in the area being analyzed, the caster must make a successful Intelligence check. Thus, if there were three spells in effect in the area in question, the wizard would have to make three Intelligence checks. If he were to make two of the three rolls, he would learn about two of the three spells. The Intelligence checks are modified as follows:

- Two to four different spells +1 to roll
- More than five different spells +2 to roll
- Non-detection type spell +3 to roll

"Different spells" does not mean multiple spells of the same type. For instance, seventeen *magic mouth* spells cast on a single statue would require 17 Intelligence checks but none would be penalized. But if four magic mouths and a permanent illusion were cast on the

statue, the wizard would make five Intelligence checks, each at a +1 penalty (only 2 different spells).

"Non-detection type" spell indicates any spell whose primary function is to make other divination spells work incorrectly — *non-detection*, *mind blank*, *screen*, etc. This does not include generic abjuration spells like *protection from evil* or *globe of invulnerability*. Multiple non-detection spells do not have cumulative penalties: each +3 penalty applies only to the roll for analysis of the non-detection type spell.

If a spell is not successfully analyzed, then the caster knows that the spell is there but neither learns its name nor its properties. If the caster makes the Intelligence check but has never encountered the detected spell before, then he learns its name and its basic effects.

Dheryth's spell analysis will also reveal some basic information about "triggered" spells in the area. This is limited to simple triggers only — some examples are listed below:

Simple Triggers	Complex Triggers
Opening the book	When an elf opens the book
Entering the door	Entering the door without saying "ay"

If the trigger is complex, the caster of analysis discovers only the simplified portion of it. Furthermore, if the spell is a simple timed one (*delayed blast fireball*, for example) then the caster learns only that it is "about to go off" or "far from going off" or something like this, DM's discretion.

Finally, for spells that have several versions (*symbol* or *glyph of warding*, for example), the caster of analysis may attempt another Intelligence check at an additional penalty of +1 to determine exactly which version is active.

The material components of this spell are a tortoise shell and a book, both of which are consumed in the casting.

Disintegration Protector (Alteration, Enchantment)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 7
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell offers a touched creature absolute protection from one failed saving throw versus disintegration per 5 caster levels. The spell lasts until all protections offered by this spell are absorbed.

The material component a very dense statue of the creature to be protected.

Disrupt Spellcaster II (Alteration, Metamagic)

Range: 5 yards per level
 Components: V, S
 Duration: 1 day per level
 Casting Time: 7
 Area of Effect: One spellcaster
 Saving Throw: Negates
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This is an improved version of the 3rd-level *disrupt spellcaster*. The only change is the increased duration. It makes the victim incapable of casting spells for the duration, one day per level of the wizard. This spell actually makes spellcasting impossible by disrupting the magical energy of memorised spells. Thus, the victim could still cast a spell from a scroll, and innate spell-like abilities are not affected. There is a saving throw versus death magic to avoid this. The only way to remove this spell is with a successful *dispel magic*.

Dissension (Enchantment/Charm)

Range: 10 yards per level
 Components: V, S
 Duration: 2 rounds per level
 Casting Time: 7
 Area of Effect: 30-foot radius
 Saving Throw: Negates
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell causes all those in the area of effect to be filled with contempt and hatred for all others in that area. Those that save versus spell are not filled with these emotions, but they might still be the target of hatred. There is a 75% chance that creatures affected by this spell will immediately attack their new enemy. Their targets will either be those most different from them (another race, another class, from another country or clan, etc.), or chosen at random. These attacks will continue until all the affected creatures are dead (or one is the only survivor), or the spell duration ends. Leaving the initial area of effect does not end the spell. If there is no initial attack, there will be insults and other slights. This could easily degenerate into fighting, at the discretion of the DM, depending on other events and the nature of those affected. For creatures that are normally hostile to each other, the chance of immediate attack rises to 90%. Lawful creatures save at +1 versus this spell, as do good creatures. Chaotic ones save at -1. These bonuses and penalties are cumulative. If those affected by this spell are directly attacked by another enemy (one that was not in the initial area of the spell), there is a 50% chance that they will turn on this new attacker, afterwards resuming their old attack.

Dissolve Greater Quasi-Elemental (Abjuration)

Range: 30 yards
 Components: V, S
 Duration: Permanent
 Casting Time: 7
 Area of Effect: One creature
 Saving Throw: Negate
 Author: François Menneteau <menneteau@acri.fr>

This spell cause a greater radiance, lightning or mineral quasi-elemental to lose its internal integrity: the lesser quasi-elemental dies.

Ditan's Demolition (Alteration)

Range: 120 feet
 Components: V, S, M
 Duration: Permanent
 Casting Time: 5
 Area of Effect: 10 feet per level
 Saving Throw: None
 Author: Ditan

By means of this spell, the wizard may demolish a dwelling as if it were done by an expert demolition team. Unless the dwelling is magical, the spell will totally destroy the building. The nice thing about this spell however is, that when the spell is finished and the dust clears, all that will be left (nicely stacked and reusable) are the following: 75% of the wood, 50% of all stone, 10% of any metal and 10% of any other odd structural material.

The material component is a perfectly smooth disc of black onyx which must be smashed during spell casting.

Ditan's Everdeep Pocket (Alteration)

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 6
 Area of Effect: One pocket
 Saving Throw: None
 Author: Ditan

By use of this spell, the wizard endows one pocket with half the holding capabilities of a *bag of holding*. The pocket has all the abilities and restrictions of a *bag of holding* listed in the *Dungeon Master's Guide*.

The material components for this spell are a pinch of fairy dust, and a pocket.

Ditan's Minor Nullify (Alteration, Necromancy)

Range: 20 feet + 10 feet per level
 Components: V, S, M
 Duration: 1 day
 Casting Time: 7
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Ditan

With the casting of this spell, the wielder calls into being a sphere of negative magic energy. This sphere is then hurled at one creature with spell casting abilities. Unless a saving throw at -6 is made, the creature is affected by this spell. If the creature hit is a wizard, the wizard forgets the spells he had memorised for the day, and cannot seem to memorise any more for the remainder of the day. If the creature hit is a priest, they seem to have lost contact with their deity for the remainder of the day, and cannot cast prayers. The effects of this spell can only be cancelled by a *limited wish*, *wish*, or divine intervention; *dispel magic* is not effective against the effects of this spell.

The wizard has a 10% chance of being affected by this spell as well, since he must hold the sphere before it is launched.

The material component for this spell is a one foot long, one inch in diameter rod of pure obsidian.

Ditan's Portable Quarters (Alteration, Conjunction)

Range: Special
 Components: V, S, M
 Duration: 1 day per 9 levels
 Casting Time: 5 rounds
 Area of Effect: Special
 Saving Throw: None
 Author: Ditan

When this spell is cast the wizard enchants one doorknob-shaped gem (of 1000 gp value or more) per five levels of the wizard's experience. Once the doorknob is enchanted it will remain so for one day for every nine levels of the wizard, and a number will appear on the doorknob informing the owner on how many days it will function (this number changes as days pass).

From this moment on, until the end of the duration of the spell, the owner of the doorknob may use it to enter a magical room. The owner simply holds the knob as if it were attached to a door, pushes, and an outline of a door will appear and the door will open into a 30x30x30 feet room. The room that it opens onto depends on the person using the doorknob (examples: a male fighter turns the knob and finds a comfortable room, with weapon cleaning apparatuses, like a sharpening stone and weapon oil; and weapon stands, while a priestess opens it and finds a plush, comfortable room, with an altar to her deity and a place to clean up. All rooms include a bathroom and washing area). The rooms will never have any magic items in them when created, just normal items.

The owner may have up to two other people in the room at a time. Once the door is closed the only way to open it again is with the doorknob, and it will always open at the very spot at which the character entered. Time passes normally while inside these rooms. The owner may leave things in this room and they will be safe as long as the spell is in effect, but if the material is still in the room at the time of the spell's end, the materials are gone forever. Any person in the room at the end of the spell's duration will reappear where the door was last opened or closed.

There is no way anyone can contact or reach someone in a room once the door is closed, since the outline disappears. This doorknob will only work for the owner: if it is given away, taken, or stolen, it will not work.

The material component for this spell is the appropriate number of gem doorknobs, a pint of dragonblood, and a bit of unicorn horn.

Eldron's Second Chance (Alteration)

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 2

Area of Effect: Creature or object touched

Saving Throw: Negates

Author: The Wizard <ier101@psuvm.psu.edu>

This spell allows a caster to send an object or creature back in time in accordance with the below chart. Once in the past, an opportunity to relive and even alter that portion of his existence is presented. Upon travel, however, the creature or object returns to the state it was at that time, ignoring any gains made from that time forward, and any losses. If what is sent back is sentient, all memory is retained in spite of this regression and changes can be made. When the time at which the spell is cast is reached once again, the spell ends and time continues as normal with the exception of any benefit or curse which has occurred because of changes made. This spell can be cast on any given creature only once within a one week time period. Roll on the following travel table:

D100 Roll	Travel Result
01-10	Spell Failure
11-20	2d8 hours back
21-50	24 hours back
51-70	1d10 + 24 hours back
71-99	48 hours back
00	48 hours + 1 hour per level back

The material component of this spell is either an hourglass with sand from limbo (not destroyed in the casting) or diamond dust of at least 600 gp in value which is consumed in the casting.

Electrosphere (Evocation)

Range: 10 yards per level

Components: V, S, M

Duration: Instantaneous

Casting Time: 7

Area of Effect: 3-yard per level radius sphere

Saving Throw: 1/2

Author: Paul D. Walker <pdwalker@hk.super.net>

This spell is a more potent version of the 2nd-level spell *shocksphere*. This spell is quite similar in its effects, but the effects are much more spectacular, and far more deadly.

When this version of *shocksphere* explodes, the little *lightning bolts* are much more powerful, being able to push or throw objects around during the moment that the spell lasts. Therefore, not all the damage is caused by the electricity, one quarter of the damage caused is caused by the force of the blows of the *lightning bolts* (this means that creatures with protection from electrical attacks will still take damage from this spell).

If there is a creature which is the target for the spell, its saving throw will be at -4 and it will take $(2d4 + 1)$ per level of the wizard damage from the lightning when the spell "explodes". All other creatures in the area of effect will take $1d6+1$ damage per level of the wizard in hit points if they fail a normal saving throw versus spell. If a creature does fail its saving throw, then all their objects must make their saving throws versus the worst of either lightning or crushing blow.

If this spell expands in an area which is smaller than its diameter, it will conform to the volume it occupies, filling a volume of $\frac{4}{3} \pi \times (\text{level}/4)^3$ cubic feet. Refer to the following table for the volume filled by the spell:

Level	Volume
14	180
15	221
16	268
17	322
18	382
19	449
20	524

Unlike *shocksphere*, this spell will do structural damage to any man-made or natural structure in the area of effect. It will do 1 point of structural damage to wooden constructions, half that to those of soft stone, and only one quarter that to those of hard stone per level of the wizard.

The material components of this spell is a small chunk of flesh from a blue dragon, or any other similarly powered creature that uses electricity for its principal attack, and a small wand of gold (50 gp value). Both these materials disappear after the spell is cast.

Energy Shield (Abjuration)

Range: 0

Components: V, S, M

Duration: 1 round per level

Casting Time: 7

Area of Effect: One creature

Saving Throw: None

Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

When cast, this spell will absorb 6 HP of damage per level of the wizard. The spell will protect against all spells which inflict direct (hit point) damage, and physical attacks. Gases and magics which do not directly harm their victims (*charms*, *polymorphs*, etc.) are unaffected.

For magics which slay instantly, such as *disintegrate* and *death spell*, subtract the recipient's maximum hit points from the *energy shield*. If the shield cannot absorb them all, the recipient suffers the remainder in damage.

The material component is a miniature adamantite shield with a diamond set in the centre worth not less than 3000 gp. This shield is lost in the casting.

Evolution (Alteration, Divination)

Range: 10 yards

Components: V, S, M

Duration: Permanent

Casting Time: Special

Area of Effect: One creature

Saving Throw: Special

Author: William T. South <tsouth@netcom.com>

This spell is used to advance the target up the evolutionary scale of development, whether real or imaginary. It can be only cast in a laboratory situation where the caster has no outside influences and the creature is confined or constrained.

The spell will scan the creature for any and all aspects which can be described as a product of evolution. This includes Strength, Intelligence, Wisdom, Constitution, Dexterity, organizational habits, activity level, diet, alignment, natural Armour Class, movement

speeds and forms, Hit Dice, natural fighting skills (THAC0, number of and attacks and the damage per attack in game terms), special attacks, special defences, magic resistance, size, grow patterns (for example, a frog begins as an egg, becomes a tadpole, polliwog, and finally a frog), and spellcasting ability. Also, the caster is able to determine what intrinsic capabilities could be improved to change the creature through an advancement of possible evolutionary development. This means that lizards could become dragons (of a sort), ponies could become horses, horses could become griffins, hippogriffs or pegasi.

The casting time is one round plus one round for every single item listed above which the wizard would like to discover (though DMs may want to expand on this). During this time no saving throw is allowed to avoid the analysis of the creature in question, although, the creature must be held in relative security so that the wizard will not be disturbed by any distractions during the casting. An initial check against any magic resistance either avoids the entire spell or allows it to function.

At the end of the analysis the wizard may force the creature to move forward upon a possible evolutionary scale which could alter or develop characteristics not previously owned. The possible changes are immeasurable. DMs need to assure that changes are built upon a reasonable framework. While giving a bird the powers of a phoenix may be nice, unless the wizard has prior specific knowledge of a phoenix's extraordinary powers (through use of this spell's analysis) he has no chance of duplicating the abilities. The caster is able to alter 1 aspect for every 3 levels of experience possessed at a rate of 1 per round. Any interruption of the spell during the alterations leaves the creature at the state it was in on the previous round. The creature must make a successful saving throw versus spell against the change as it happens: each change requires a saving throw. Success versus a change does not mean that the wizard cannot try the same change the next round.

Using the bird for an example, let's say that we have a large bird that normally fishes for its food by diving at the water for fish. Based upon the imaginary possibilities we could give the bird the ability to breath water or flight through water to make fishing a little easier. The wizard would have to effect two separate changes to achieve both effects. Now, if we had a human subject that lives in a faerie woodland we could give him the ability to use aspects of other creatures in the woods. If we knew that the dryads in the woods had the ability to *plant door* we could even apply this ability to the human in question. If we changed a horse into a pegasus, though, simply giving it wings does not give it the ability to fly. That instinct requires another aspect slot to be used.

Changing a creature does not necessarily cause it to be *charmed* or *enthralled* by the caster. Even if you turn it into a slobbering idiot or a genius the creature will not automatically become loyal to the caster. Although, an inventive wizard could make the creature fixated with a ritual or concept which would make the wizard the central aspect of the creature's heritage (such as a totem or deity), thereby assuring the creature is predisposed rather well to the wizard's commands.

This spell can also tell if a person has been the target of the 7th-level *devolution* spell or any other genetic retarding or decreasing spells. It may be used to specifically alter the effects, essentially returning the creature to a normal state. Also, no ability score may be raised more than 2 points above the previous racial maximum and never more than a score of 20.

The material component of this spell is a vial of *aqua vitae* (the essence of life), which can only be made by a master alchemist. *Aqua vitae* may be purchased at the nominal price of 10,000 gp per vial due to its rarity and usefulness in creating artificial life forms. Laboratory, for means of this spell, simply means a non-combat situation. The source of this spell is the Telnorne Mageocrat.

Eye of the Beholder (Evocation)

Range: Special
 Components: V, S, M
 Duration: Special
 Casting Time: 7
 Area of Effect: Special
 Saving Throw: Special
 Author: Unknown

In order to cast this spell, the wizard must have in his possession an eye stalk from a beholder. The stalk is pointed at the intended victims, and after the incantations are complete, one of 10 possible effects shoot forth from the eye stalk towards the targets. The exact result (including saving throws, range, duration, etc.) are determined at random from among the 10 functions of a beholder's eye stalks, as given in the *Monstrous Compendium*. The eleventh eye function (anti-magic ray) is never one of the spell results.

The only material component for this spell is the eye stalk, which is used up when the spell is cast. In order to achieve different effects, an eye stalk from a spectator, gauth, or an eye of the deep may be substituted for the beholder's stalk.

Feather Fall Field (Alteration)

Range: 0
 Components: V
 Duration: 1 turn per level
 Casting Time: 1
 Area of Effect: 10-yard radius
 Saving Throw: None
 Author: Kenneth C. Jenks <kjenks@gothamcity.jsc.nasa.gov>

When this spell is cast, a magical field surrounds the wizard and moves with him. This field slows free-falling or free-flying objects as per the 1st-level *feather fall*, subject to a weight limit of 2000 gp weight plus 2000 gp weight per level. This spell will affect all missiles, including giants' boulders, but weight beyond the maximum limit will not be affected.

Feldegast's Alter Appearance (Alteration)

Range: 0
 Components: V, S
 Duration: Permanent
 Casting Time: 1 day
 Area of Effect: The caster
 Saving Throw: None
 Author: Ron <rsm58307@uxa.cso.uiuc.edu>

This spell alters the caster's appearance, but the change is a permanent alteration: the change is not illusionary. *Dispel magic* will not change back the appearance. Note that this never changes the character's Comeliness, if this optional statistic is used.

Fellstar's Flame Fog (Evocation)

Range: 10 yards
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 7
 Area of Effect: 40-foot wide, 20-foot high, 20-foot deep cloud
 Saving Throw: ½
 Author: Fellstar

This spell creates a fog resembling that produced by a *cloudkill*; the cloud may be created up to 10 yards away, and moves 10 feet per round as directed by the caster. Strong winds will move the cloud in another direction, but will not disperse it, nor will they move the cloud back towards the caster. Thick vegetation will break up the cloud in 3 rounds. The fog itself is not harmful, and has no other effect besides obscuring vision. During any round after the spell is

cast, the caster may ignite the fog with a single word. When this is done, the entire fog cloud becomes a roaring sheet of flames inflicting 5d10 points of damage, plus 1 point per level of the caster (up to a maximum of 5d10+20) to those caught inside. A successful saving throw versus spell reduces the damage by half. Those victims who fail their saving throws must roll for all their possessions versus magical fire; those items that fail their saving throws are destroyed.

If any type of fire comes into contact with the fog cloud, it ignites immediately; if a *fireball* or similar spell is cast into the cloud, the damage inflicted is cumulative, and a saving throw for each effect must be made separately. The material components for this spell are several strands of hair from a cloud giant, and the scales of a red dragon; all components are consumed when the spell is cast.

Fiction (Alteration)

Range: Special
 Components: V, S, M
 Duration: 1 round
 Casting Time: 7
 Area of Effect: Special
 Saving Throw: None
 Author: Mark the Malkavian <kp25@maristb.bitnet>

This spell allows the caster to control the action in a combat round. *Fiction* takes effect the round following the casting.

Any person must reroll any rolls they have made during the round if the caster wishes it. The roll could be anything: THAC0, damage, saving throws, and ability checks. The caster can only have the person reroll something once, although he can affect all the rolls made that round.

In all cases, except in instances where the caster wants to reroll a personal toss, the second roll is taken. If the caster wishes to reroll one of his own tosses they pick which result they want.

The material component is a leaf that is showing its autumn colours.

Flesh Box (Alteration, Necromancy)

Range: 0
 Components: V
 Duration: Permanent
 Casting Time: 7
 Area of Effect: Item touched
 Saving Throw: None
 Author: The Warlord of Heaven <fsmwtw1@alaska.bitnet>

This spell enables the caster to store an item of smaller size than he inside of his body. The item remains unusable and ineffective while stored this way. Only one object can be stored at any time. Reduction in size of the body past that of the item size will kill the caster. Only the caster can remove the item.

Fog of Nightmares (Illusion/Phantasm)

Range: 10 yards per level
 Components: V, S
 Duration: 2 rounds per level
 Casting Time: 7
 Area of Effect: One 10x10-foot cloud, 30 feet high
 Saving Throw: Special
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell creates an area of heavy fog where the nightmares of the victims are given form in much the same manner as *shadow monsters* and *phantasmal killers*. The fog blocks all sight (as darkness) and infravision. It is heavy and magical; wind does not move it and fire will not burn it away. It automatically extinguishes normal fires in the area.

Those in the fog must save versus spell or suffer feelings of dread and fear. Any under these feelings suffers -2 to-hit and damage. As

well, anyone trying to leave the fog must save versus spell at -3 or become disoriented and wander around for another round. There is a 75% chance on each round (starting on the first) that a monster will attack a creature in the fog (rolled individually for each creature). This monster is either a *phantasmal killer* (25%) or a *shadow monster* (Hit Dice equal to 1/3 the caster's level, rounded up; the caster can choose the form of the *shadow monster*). New *shadow monsters* can be of different types.

Shadow monsters and *phantasmal killers* will leave the fog, but no new monsters will attack the victims unless they reenter the fog.

Gate Lesser Fiend (Conjuration/Summoning)

Range: 10 yards
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: Special
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This is the first of a series of risky spells developed to try and harness the power of the fiends of the lower outer planes. Obviously, any spell dealing with these evil creatures entails a good deal of risk and the potential for controlling a lot of power. With this spell, the wizard can gate in a number of lower-powered fiends. These fiends get a saving throw (with a -2 penalty). Magic resistance is not effective against this spell. If the saving throw is successful, then they are free willed and will attack the wizard and his allies. If the saving throw is failed, then they will obey the wizard. However, before the spell is ended, the fiends must kill one creature each, or they will remain behind at the end of the spell's duration, and become free willed. Fiends with an average or higher intelligence or 5 or more Hit Dice must kill an intelligent humanoid creature (human, demihuman or human-sized goblinoid). If the wizard attacks the fiends, they automatically become free willed. Fiends always can defend themselves against attack. Because this is a *gate*, not a summoning, *dispel magic* will not send the fiends back where they came from; a *dismissal* or similar spell is required. Gated-in fiends cannot use their gating abilities. They can perform tasks other than fighting if the wizard requests this. The following types of fiends can be gated in with this spell: 3d10 lemure (they collectively only need to kill one creature to avoid becoming free willed), 3d12 nupperibo (they too only collectively need to kill one creature), 2d6 spinagon, 3d10 manes (they collectively need to kill one creature), 1d6 rutterkin. Free willed fiends are automatically expelled from the prime material plane after 10 turns. Casting this spell is an evil act, and will result in a change of alignment for good or neutral wizards.

The material component for this spell is a holy symbol from any good faith (minimum value 500 gp; it must have been made by that faith) which is broken as the spell is cast.

Gem Store (Alteration, Enchantment/Charm)

Range: 10 feet per level
 Components: V, S, M
 Duration: 1 week per level
 Casting Time: 1 turn per 100 pounds
 Area of Effect: 100 pounds per level, or 10 cubic feet per level
 Saving Throw: Special
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell causes unliving, non-undead, non-animated material of any kind to be reduced in size and to be transported into a gem. No material with any intelligence nor any kind of animating or life force may be contained within the gem. Any material can be stored at any time that the wizard has the gem in hand (the gem must still have the required capacity) and the wizard has *read gem* active. If all these requirements are met, the wizard may add to or take from the gem anything he desires. This gem contains the material in its structure. It is not in itself magically stored. It thus cannot be changed by *dispel magic*, *anti-magic shell*, or *Mordenkainen's disjunction*. If the gem is

somehow destroyed or alter significantly, the items inside it will be destroyed. The gem can only be accessed by someone with a *read gem* active. The gem can hold a maximum of 1 pound per gold piece. If its "volume" is too small to contain a caster's ability, it shatters. If the duration of the spell runs out the structure of the gem changes back into its normal structure over the course of 1 week per 100 gp worth. Any items in it are destroyed after it has changed back over half of its worth.

If the gem is not filled to capacity, there is a chance that items stored within it will not be destroyed if the gem is altered or destroyed. This chance depends on the state the gem is in and on the amount of space still left within the gem. The chance is a base 100%, minus 1% per percentage of storing ability used, minus 1% per fragment of the gem (two large pieces -2, many small splinters probably -2000%).

The material components are two gems of the same kind, size, price, colour: everything. One gem then has to be enlarged with an enlarge spell. The gem has to be cut in half, hollowed out, and one half filled with enough potions of reduction to be completely filled. For every 100 gp worth, one potion is required. The gem the has to be sealed with ultimate glue. Once this is done, the whole gem has to be reduced again to its original size. Now it can be used as a material component for the actual storing gem.

Impregnate (Necromancy)

Reversible

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 7

Area of Effect: Creature touched

Saving Throw: Negates

Author: Mario R. Borelli <mario.r.borelli.3@nd.edu>

This spell creates life and, according to some mythos, a new soul, in a creature capable of bearing young. Its reverse, *abort*, destroys unborn life. The casting of these spells upon a male, though theoretically possible, would produce unpredictable effects, although male pregnancy is not impossible. Casting this spell on an undead is rumoured to result in the gruesome death of both undead and caster. Both of these spells, especially *abort*, are highly controversial both for good and for lawful creatures. The material component for both is an arrowhead dipped in rabbit's blood.

Improved Alacrity (Alteration, Metamagic)

Range: 0

Components: V, S, M

Duration: 3 rounds per level

Casting Time: 7

Area of Effect: Creature touched

Saving Throw: None

Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is an improved version of *alacrity*. It reduces the casting time of all spells up to and including seventh level by half (round down if an initiative modifier unless below 1). Casting times of 1 round are reduced to an initiative modifier of 5; casting times of more than 2 rounds are halved with any fraction giving the modifier in the last round of casting (a 7th-level spell with 7 rounds of casting is affected, it has 3 full rounds of casting with an additional modifier of 5 in the fourth round). It is not possible to reduce casting times to zero with this spell, but it might be combined with other time reducing spells. Any spells up to seventh level cast during the duration of this spell are affected by the reduction of casting time. It is not possible to affect more than one spell per round with this spell. Thus, even if *speed casting* is used, only one of the two spells may be reduced in its effective casting time (but it might be halved and then reduced by 2 for the *speed casting*).

The material components is one hour glass which was created by mistake so that its sands run a lot faster than normal (lets say by a

factor of 10 minimum). This hour glass has to be made from diamonds so it costs no less than 5000 gp.

Improved Conjure Elemental

(Conjuration/Summoning)

Range: 60 yards

Components: V, S, M

Duration: 1 turn per level

Casting Time: 3 rounds

Area of Effect: Special

Saving Throw: None

Author: Peter Gourlay <gourlay@slais.ubc.ca>

This is an improved *conjure elemental* designed to lower the risks of that spell. In most respects, it is similar to the 5th-level spell. However, the elemental will have 12 HD, and there is only a 1% chance per round that the elemental will break free of its control. As well, the wizard can maintain concentration even if wounded or grappled if he can save versus breath weapon. Finally, every three rounds the wizard can cast another spell and still maintain control of the elemental.

Increase Helm Power (Alteration)

Reversible

Range: 10 feet

Components: V, S, M

Duration: 1 day per level

Casting Time: 3 rounds per additional ton of ship

Area of Effect: One ship's helm

Saving Throw: Negates

Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell causes the towing capability of a helm to be increased. The casting time is dependent on the ship's weight in tons which exceed the normal towing capacity of the helm. It is possible to increase the towing capacity of a helm by multiple castings of this spell (at once or in sequence does not matter). Thus, it would be possible to significantly increase the towing capacity of a helm. Thus, if a casting time of 3 hours were to be used it would be possible to increase the towing capacity of a minor helm to 110 tons (20 tons per hour). It does not increase the helm's speed.

The reversed spell, *decrease helm power*, causes the towing capacity of a helm to be reduced by 1 ton per three rounds casting time. If the towing capacity of the helm falls below the ship's tons it does not function. It can be dispelled with a *dispel magic*.

The material component is the bone of a giant and a *potion of giant strength* for each ton of ship to be increased. For the reverse, a scroll with one *enfeeblement* spell per ton is needed.

Invulnerability (Abjuration)

Range: 0

Components: V, S, M

Duration: 2 rounds per level

Casting Time: 7

Area of Effect: The caster

Saving Throw: None

Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell protects the wizard from all forms of weapons. The spellcaster is totally immune to non-magical weapons. Magical weapons only inflict damage equal to their plus, no strength or specialization bonuses apply. Natural weapons (claws, bite, etc.) inflict -3 hit points per die of damage (with a minimum of one point). This spell offers no protection against spells or special attack forms, or even weapons created by spells (*Mordenkainen's sword*, for example). The material component of this spell is a normal metal weapon of any sort.

Item Protector (Abjuration)

Range: 10 feet
 Components: V, S, M
 Duration: Special
 Casting Time: 7 rounds
 Area of Effect: One person's items or one item
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell offers items carried by someone the possibility to survive any failed saving throws as long as this spell is in effect. It offers protection for one failed saving throw per 2 levels of the caster. It includes all effects of saving throws like those against *fireball*, *lightning bolt*, *disintegration*, *meteor swarm*, crushing blow or any other saving throws which the carrier fails to save against except *dispel magic*, *Mordenkainen's disjunction*, and *sphere of annihilation*. The effects above have their normal chances to affect or destroy the items as usual.

The spell may also be used to protect items which are not carried by someone. In that case the spell has to be placed on the item directly. It cannot benefit from additional protection by an additional casting of this spell on the caster (if the item is protected, it does not gain the protection of the spell on the carrier, but it still has to save only when the caster fails to save). If the spell is cast on an item directly, it protects from one failed item saving throw per 7 levels of the caster (two at fourteenth to twentieth level, three at twenty-first to twenty-seventh level, etc.). Once these protections are used up the item will not receive additional spells of the same kind for one month per failed saving throw.

The saving throws are used up one by one by failed saving throws. The items do not need save if their carrier saves unless the spell or effect normally requires them to save (the carrier falls 500 feet which causes all items to save versus crushing blow).

Both types of the spell last until the last protection is used up or until 100 days per caster level have passed.

The material component is a perfect sphere of adamantite with no hinges which contains a single sheet of paper. On this sheet are written all the items which are to be carried and protected by this spell. This can be done even with conditions under which new items may be picked up by the carrier so that they are also protected. This paper has to be written in the freshly taken blood of the caster (or the carrier) as the spell is cast. Thus, it is a very rare spell to have around during the normal adventuring time.

Jadwin's Deceiving Forgery (Illusion)

Range: 0
 Components: V, S, M
 Duration: 1 turn + 1 round per level
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: Jadwin

By means of this spell, the wizard may disguise his mental signature to be identical to another wizard's. All in-place spells react to the wizard as if he were the other wizard. For instance, the wizard would be able to pass through another's *wizard locked* door, or use another's *passwall*. The wizard would even be able to travel through a priest's *glyph of warding* or *forbiddance*, provided that the password is known.

Note that some in-place spells such as *prismatic sphere* are not designed for access by two persons. Powerful, in-place, wizard specific spells will not be fooled by the *forgery* if their real wizard is present. While this spell allows the wizard to walk into another one's unoccupied *prismatic sphere*, should the wizard attempt to enter an occupied sphere the attempt will fail, resulting in the wizard taking the full consequences of such an attempt. The caster of the *prismatic sphere* will never have a problem entering, however if the caster of the sphere enters after the caster of the *forgery*, the sphere will no longer be deceived by the *forgery*. If the caster of the *forgery* then comes in contact with the sphere he will take the full consequences.

Less powerful, in-place, wizard specific spells either are not specific enough to exclude two mental copies of the wizard or will refuse the second access attempt even if it is the caster of the original spell.

This spell does not foil active detection spells such as *know alignment* and *true seeing*, only in-place ones. Also, the wizard is not recognised by his own in-place spells for the duration of the *forgery*.

The material component of this spell is an ivory plaque on which is inscribed the name and magic symbol of the wizard whose aura is to be duplicated.

Jamye's Flesh to Toast (Alteration)

Range: 10 yards
 Components: V, S, M
 Duration: Permanent
 Casting Time: 7
 Area of Effect: One creature
 Saving Throw: Negates
 Author: D.J. McCarthy <dmccart@modl01.intel.com>

This spell turns the flesh of any creature affected into a golden-brown piece of hot yummy toast. Only the victim is affected; anything the victim may be wearing (or non-organic items ingested) will not be turned into toast. The resultant toast is subject to any forces normal toast is subject to (slicing, buttering, eating, whatever). One cubic foot of toast will satisfy the appetites of four humans, although they may get tired of toast way before then.

The material components of this spell are a small pat of butter or cream cheese, and 1 foot of steel wire. The steel wire will not be consumed in the casting.

Note that this spell is not reversible. The effects can only be countered with a *wish* or *limited wish*.

Jamye's Improved Armour Reversal (Abjuration)

Range: 0
 Components: V, S, M
 Duration: 1 round per level, minus 7 rounds
 Casting Time: 7
 Area of Effect: Creature touched
 Saving Throw: Special
 Author: D.J. McCarthy <dmccart@modl01.intel.com>

This spell is an improved version of the 5th-level *Jamye's armour reversal*. With this spell, bonuses to-hit by the attacker are added to the die roll (thus working against the attacker) instead of subtracted. For example, a 10th-level fighter attacking an AC 5 wizard with *improved armour reversal* would need a die roll of 5 or less to hit the wizard; if the fighter had a Strength of 17 (+1 to-hit) and a +2 weapon, he would now need a die roll of 2 or less (5 minus 1, minus 2) to hit the wizard.

This spell also affects missile weapons in the same way it affects melee weapons, unlike the 5th-level spell. Also, whereas *armour reversal* can be dispelled by a subsequent casting of *improved armour reversal* on the same subject, *improved armour reversal* cannot be so dispelled by the weaker spell. If *armour reversal* is cast upon the subject of a previous *improved armour reversal*, the *armour reversal* is wasted and has no effect.

The spell components for this spell are a small magnet, a piece of black silk of no less than 20 gp value, and a diamond of no less than 250 gp value.

Jimmy's Ultimate Sight (Divination)

Range: 0
 Components: V, S
 Duration: 3 rounds + 1 round per level
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: The tiger <ma3tcb@sunlab1.bath.ac.uk>

This combines *wizard sight*, *read magic* and *detect magic*. The wizard can detect auras of spell casters and enchanted objects normally visible to the wizard, and can detect through one foot of stone, inch of metal and yard of wood. Any visible magical writing may be deciphered. The wizard can see whether anyone is casting any spells and gain information on the spell being cast as well. For example, he could determine the potential and power of a wizard's aura, whether it is a cleric or mage (or specialist priest or wizard), school and sphere, etc. The wizard's eyes become blue and show up as magical.

Kiri's Mega Magic Missile (Invocation/Evocation)

Range: 60 yards + 10 yards per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One or more creatures
 Saving Throw: None
 Author: David Kelk <fs337203@sol.yorku.ca>

In all respects, this is the same as the 1st-level *magic missile*, except that an unlimited number of missiles can be created and fired at multiple targets (cf. *Snilloc's major missile* in the *Forgotten Realms' Handbook*).

Kiri's Spell Container (Alteration, Metamagic)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 1 round
 Area of Effect: Item touched
 Saving Throw: None
 Author: David Kelk <fs337203@sol.yorku.ca>

The purpose of this spell is to turn an item (a cloak pin, for example) into a container for a second spell. The second spell must be cast while the container still persists or it will fade away and be wasted. After the second spell is cast, it becomes "trapped" inside the enchanted container. It can be released any time later when the command word is spoken that was specified during the casting. The released spell is then under the control of the user of the container.

Note that instantaneous spells like *fireball*, *magic missile*, power words, symbols, etc., cannot be placed in a container.

The material component of this spell is a platinum infinity symbol worth at least 100 gp. It is destroyed in the casting of the spell.

Korel's Wisdom Beyond Death (Necromancy)

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 turn
 Area of Effect: Undead touched
 Saving Throw: None
 Author: Edward Keyes <keyesea@ctrvax.vanderbilt.edu>

This spell imbues a formerly mindless undead (typically a skeleton or a zombie — free-willed undead cannot be affected by this spell) with Intelligence. In the casting of this spell, the subject's brain, or the remains thereof, is removed and replaced with a specially prepared gem.

The crystalline structure of the gem acts as a focus to draw together and intensify the dark forces already present in the undead, giving it an Intelligence of its own, determined by the size and perfection of the gem (see the table below). In no case can the Intelligence of the undead meet or exceed the caster's Intelligence at the time of casting.

Although the undead has Intelligence, it does not have free will — it is still subservient to its master (usually the caster). However, the added Intelligence enables it to remember and carry out more complex commands and, within certain limits, even display some initiative. The undead have access to the minds of the countless deceased to some extent, so other skills appropriate to the Intelligence level can be possessed, particularly if the living person whose animated body is affected displayed them.

For example, the animated body of a deceased general would almost certainly retain an understanding of battlefield strategy if given enough Intelligence. Likewise, an animated warrior would retain his fighting prowess, and therefore his original THAC0. Psionic or spellcasting abilities are not retained, however, since they either require living flesh or have to be extensively adapted to the new relation to the negative material plane.

Gem Value	Intelligence	Skills (cumulative)
10 gp	1-2	One immediate command
20 gp	3-4	Command activated by condition
50 gp	5-6	Simple strategies, like ambush
100 gp	7-8	Multi-step, conditional commands
200 gp	9-10	Average servant skills (cook, clean)
500 gp	11-12	Can command other undead with permission
1000 gp	13-14	Effective use of mid-sized group
2000 gp	15-16	Effective command of troops
5000 gp	17-18	Impersonation of humans
10,000 gp	19-20	Extremely cunning

In any event, general Intelligence is gained, along with the ability to speak with a hollow, sepulchral tone (the gem is emitting the sound, which echoes in the otherwise hollow skull). The undead can perform at a level given by the table above. They can display initiative within their orders, but no more: an animated general given the order "take these troops and defeat that army", would do so to the best of his ability, utilizing appropriate battlefield tactics. However, he would not break off the attack to inform his master that the army is actually composed of allies.

At the higher levels of intelligence, there are rumours that the undead gain levels of self-consciousness. They are forbidden by the spell from disobeying their orders in the slightest or taking actions not supported by orders, but they can use badly formulated orders to the disadvantage of their master. In the former example, for instance, a very intelligent undead general might order his troops to concentrate on the leaders of the friendly army, knowing them to be friends of the caster. Nevertheless, the draw for necromancers to create such undead is immense, since they can be given very general commands — a super-genius skeleton (especially a disguised one) single-mindedly pursuing the goal of killing a single person can do so in unbelievably cunning ways.

Should the caster die, the undead affected by this spell gradually gain their own free will, retaining the Intelligence, over a period of one year. Defeating one of these undead in battle has a 30% chance of smashing the skull of the undead, therefore destroying the gem in a backlash of energies. Otherwise, the gem may be extracted and reused.

The material component of this spell is a gem of the appropriate size that has been soaked in the blood of a creature with at least the Intelligence desired for 24 hours. Some casters, with compunctions against killing other sentient creatures, use their own blood, but this rapidly becomes impractical.

Layla's Seductive Shapechange (Alteration, Divination)

Range: 10 yards per level
 Components: V, S
 Duration: Special
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: Special
 Author: A.C. <ac001@freenet.carleton.ca>

This spell discerns the nature of what the victim would consider most sexually and physically attractive. The spell will make a number of attempts to uncover this information equal to the level of the caster, or until the information is procured. Each attempt takes one round, and the victim receives a saving throw against each attempt. Regardless of whether or not he makes his saving throw, he will under no circumstances notice this aspect of the spell.

This information will be relayed to the caster, who may then opt to activate the second half of the spell, which is to shapechange into the form the information would dictate. If the caster does not, he may apply the unused attempts against someone else, or give up the spell. If the caster does, the new form can be assumed for at most one week per attempt left.

Example: Layla wishes to infiltrate a party using this spell. She casts against the Dirdan the fighter first, and he fails his saving throw on her second attempt. She finds he prefers dirty half-orc women — a really distasteful idea. Since she is seventeenth level, she has fifteen more attempts to direct against the rest of the party. On attempt seven, she finds that Alex the wizard would really like a six-foot tall snow elf who was wearing black leather. Layla finds this more acceptable, forgoes her remaining eight attempts, and changes shape into a snow elf. The spell makes her clothing into black leather (without destroying or altering any of its previous properties) and makes her staff into a bull whip. After three weeks, she gets bored of Alex, and ends the spell, changing back to her normal self. Since she had 8 attempts left when she decided to change shape, she could have remained a snow elf for five more weeks, had she wanted to.

Lestat's Legion (Evocation)

Range: Special
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: Lestat

This spell creates one clone, plus one for every five levels of the wizard, of the wizard. Each clone has hit points equal to the wizard's level, and all physical (non-spell) abilities of the wizard. The clones are completely loyal to the wizard (as their minds overlap in a way, with his own) and can carry out reasonably complex tasks (DM discretion). The clones are created wreathed in simple illusions which mimic the wizard's possessions, though they serve no other purpose, and can be discarded at the clone's will (as the clone may have real clothes or the like available). Due to the mental overlap of the clones with the wizard, while any are within 100 meters of the wizard, the following is possible:

- The wizard can communicate telepathically with the clones.
- The wizard will sense where the clones are, regardless of sight etc.
- The wizard can cast memorised spells through a clone — the spells are cast normally, with the wizard himself performing all actions necessary to the casting (the clone can mimic these if desired), the only difference being the spell's point of origin, which is a clone (all effects use that clone as the caster).
- The wizard can map a clone's senses onto his own, but when doing so, the wizard's sense that is being mapped over is not available (eg.: if the wizard maps a clone's sight over his own for five minutes, then he cannot see through his own eyes for those five minutes).

The material components are a number of pearls (each worth at least 500 gp) equal to the number of clones to be created (the number

of clones created is equal to the number of pearls used, with an upper limit of one plus one for every five levels of the wizard), and a drop of the wizard's blood upon each pearl. At the completion of the spell, the bloodied pearls are flung from the wizard, and where each lands, a clone forms out of it.

Lestat's Lieutenant (Illusion, Necromancy)

Range: Special
 Components: S, M
 Duration: 1d6 turns + 1 turn per level
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: Lestat

This spell creates a clone of the wizard. The clone has hit points equal to the wizard's level (eg.: 14 HP for a clone of a 14th-level wizard), and all physical (non-spell) abilities of the wizard. The clone's mind overlaps with the wizard's, though the clone's is by no means complete. The clone can carry out reasonably complex tasks (DM's discretion), and is essentially an extension of the wizard.

The clone is created wreathed in simple illusions which mimic the wizard's possessions, though they serve no other purpose, and can be discarded at the clone's will (as the clone may have real clothes or the like available). The clone itself is a magical construct, and is detectable as such in the normal ways (eg., *detect magic* or *true seeing* will reveal its true nature). Due to the mental overlap of the clone's mind with the wizard's, while within 100 meters of the wizard, the clone has the following properties:

- The wizard will sense where the clone is, regardless of sight and the like (similar to the sense of where one's arm is).
- The wizard can communicate telepathically with the clone (silently and accurately convey concepts, as if talking to oneself).
- The wizard can cast memorised spells through the clone. The spell is cast normally, with the wizard performing all actions necessary for the casting (the clone will reflexively mimic the non-material components), the only difference being the spell's point of origin, which is the clone: all effects, not including side effects, use the clone as the wizard ("side effects" include such things as the ageing caused by certain spells).
- The wizard can, at will, swap the clone's senses with his own. For example, the wizard can swap sight with the clone, and see through the clone's eyes (and the clone would see through the wizard's). The wizard can of course swap back to his normal sight at will.

The material components consist of a representation of the wizard (a carved figure or a clay model, for example) coated with the dust of a crushed pearl (made of a perfectly round pearl, worth at least 1000 gp), and a drop of the wizard's blood. When the spell is cast, the figurine is placed where it is to appear, and it transforms into the clone (when the clone disappears at the end of spell duration, the figurine is gone).

Optional extension: the spell has a $(25 - \text{wizard's level})\%$ chance (with a minimum of 1%) of creating a sentient clone, i.e.: the clone is under the control of the DM. The clone is in all other ways the same as a normal clone, though should the wizard die, the clone will gain full abilities of the wizard. Sentient clones have the same personality and memories as the wizard (and thus know the spell effects, the fact that they will expire, etc.). Basically, a DM can enjoy some interesting roleplaying here.

Link to the Planes (Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 month per level
 Casting Time: 1 month per crystal sphere and plane linked
 Area of Effect: One 1-foot per level radius sphere
 Saving Throw: Negates
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell causes a link to a specified plane to spring up. This link allows the caster full access to the energies of that plane. This spell even causes the link to extend into the phlogiston. Thus, it would be possible to access the astral, ethereal, the elemental, or the outer planes with this spell if the spell caster of these additional spells are within the area of effect (caution: do not conjure a fire elemental into the phlogiston: it causes quite big explosions). It is possible to also access such items as *portable holes*, *bags of holding*, etc. in the phlogiston or on other planes if this spell is in effect. The casting time states that it takes a casting time of one month per crystal sphere and plane linked. This means that the shells and planes to be linked have to be named (and see components below) individually. Thus, if one shell is to be linked with ten planes, it takes ten months casting time, ten shells with ten planes takes one hundred months, etc. The effect causes only the sphere around the caster to be able to access those planes. If a summoned or conjured creature that cannot normally enter the plane or the phlogiston leaves the shell they have to make a saving throw versus death magic each round or be sent back immediately to their respective planes. Anything not completely inside the shell is considered to be outside the shell and all effects that happen at this time are witnessed upon the creature or object.

The material component is the distilled liquefied essence of the plane to be accessed (astral luminaries, ethereal radiance, liquefied elemental fire, etc.). In addition, one magic item per shell has to be destroyed for the link to be brought about. This item has to be completely immersed into a diamond cylinder which is made from a single diamond. Then the liquefied essence of the planes has to be added and the cylinder has to be plugged with a stopper made from a carved *king's tear*.

Lizard's Dragonform (Alteration)

Range: 0
 Components: V, S
 Duration: 1 turn per level
 Casting Time: 5
 Area of Effect: The caster
 Saving Throw: None
 Author: Lizard

This spell is a modified version of *shapechange*, except that it is limited to dragon-like forms only. The dragon-forms created by this spell will be perfect in all details, undetectable by other dragons, who will of course, depending on their alignment, either greet or attack the caster. All attributes of the dragon are as listed in the *Monster Compendium, volume 1*, except for Intelligence, Wisdom, and alignment. This spell allows transformation into any age area except great wyrm. This spell was devised by a dragon named Lizard for his elf companion Ditan, may thousands of years ago and has only recently been allowed to be distributed in the Tower of the Realms.

Llewlynn's Wall of Force (Evocation)

Range: 30 yards
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 7
 Area of Effect: 10 square feet per level
 Saving Throw: None
 Author: Llewlynn

This spell is equivalent to the 5th-level wizard spell *wall of force* (q.v.) in all respects save one: the wizard is able to manipulate the force wall. The following variations are possible:

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

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

The material components for version one are a pinch of diamond dust and a pinch of ruby dust. The material components for version two are a pinch of diamond dust and a pinch of sapphire dust.

Lorlovelm's Mistaken Alignment (Illusion/Phantasm)

Range: 0
 Components: S, M
 Duration: 1 week per level
 Casting Time: 7
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Phill Hatch <phatch@slc.mentorg.com>

For purposes of magical detection, this spell changes the apparent alignment of the victim. It can be negated with a successful disbelief only by someone who knows the victim well enough that they believe without a doubt that they are of a different alignment. This spell is not detectable with *detect magic*, and cannot be dispelled by *dispel magic*. Only a full *wish* can remove its effect before duration ends. The spell cannot be used on those of demigod status or higher. The material component is an item from the victim (hair, toenail, blood, etc.).

Luck (Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 1 round
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: August Neverman <gitzlaff@uxa.cso.uiuc.edu>

This spell gives the person affected a bonus to all rolls of +1 for the duration of the spell. Rolls include to-hit rolls, saving throws, ability checks, proficiency checks, etc. Also, the recipient's Armour Class is improved by one. As material component for this spell various things can be used, like a four-leaf clover, a rabbit's paw, or a horse-shoe. The material components are consumed on a roll of 1 on a six-sided die.

Magic Quench (Abjuration, Alteration)

Range: 5 feet per level
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: 1-foot per level radius sphere
 Saving Throw: None
 Author: Allan J. Mikkola <allanm@vulcan.med.ge.com>

This spell creates a sphere that has all the properties of a *Forgotten Realms* dead magic area (see the *Forgotten Realms Adventures* for details). The area of dead magic is permanent until destroyed (it may only be destroyed as per a dead magic area). The sphere of dead magic is non-mobile.

The material component for this spell is a pint of blood from any recently slain magic using creature. The blood is consumed when the spell is cast.

Mind Find (Divination)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 1 round
 Area of Effect: 100-foot radius sphere
 Saving Throw: None
 Author: Unknown

This is an extremely powerful version of *true seeing* combined with a form of *clairvoyance*. Like *true seeing*, it allows the wizard to exactly locate people that are displaced, invisible, polymorphed, changed, enchanted, or masked by an illusion. However, the spell affects the mind, not the eyes of the wizard, so the wizard can, in addition, see through fog, around corners, trees, etc. (anything within the 100-foot radius).

About the only things that will block the penetration power of the spell are *non-detection* (the recipient of a *non-detection* gets a saving throw to see if the *mind find* worked), lead walls, or *walls of force*. The spell also confers the ability to perceive minds in any direction, including up or down. Thus, the wizard could locate the mind of someone 80 feet above him and behind him. Needless to say that backstabbing someone who knows exactly where you are is impossible.

However, this spell cannot locate objects or things without minds, thus it could not locate anything that had less than zero Intelligence. The drawback to this spell is that it makes the wizard more susceptible to mind-affecting spells: save at -2.

The material component of this spell is a whole mind flayer brain.

Muier's Phantom Stalker (Conjuration/Summoning)

Range: 10 yards
 Components: V, S, M
 Duration: Special
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: Calvin (Azrael)

This variation on the more common invisible stalker calls forth a phantom stalker (see the Fiend Folio for information on this monster) from the elemental plane of fire. The creature obeys and serves the caster in performing whatever tasks it is assigned, most commonly to serve as the caster's bodyguard. However, like its cousin the invisible stalker, the creature resents its servitude and seeks to twist its master's instructions whenever possible, anxious to return to its native plane.

There is one explicit instruction inherent in the summoning of the phantom stalker. If the caster is ever killed with a phantom stalker in his service, the stalker will immediately vanish, and reappear 1d4 hours later, having tracked their summoner's killer from the ethereal plane. The stalkers only gain this ability once their summoner is

killed, and the ability vanishes as soon as the summoner's slayer has been tracked.

The material component of this spell is a piece of clear glass.

Multiply Interstellar Helm Speed (Alteration) Reversible

Range: 10 feet
 Components: V, S, M
 Duration: 1 week per level
 Casting Time: 3 turns
 Area of Effect: One helm
 Saving Throw: Negates
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell can be used to increase the interstellar speed of spelljamming helms. It does not increase the tactical combat speed (it does not increase the SR). The increase is dependent on the level: ×2 at levels 14–16, ×3 at levels 17–19, +1 to the multiplier per 3 levels above 19.

This spell can be cast multiple times on the helm depending on the level of the caster. The spell may be cast on the helm once for every full 20 levels (only once at levels 14 to 39, twice from 40 to 59, etc.). The speed which is multiplied is always the current speed at which the helm is travelling at the time. It can be made permanent only once on a given helm, but the temporary version may be cast on the helm as often as described above.

The reverse, *reduce interstellar helm speed*, will reduce the speed of a helm to a fraction of its interstellar speed. This reduction will not be apparent until the affected ship drops out of its first interstellar journey in which it was affected and notices that it has not travelled as far. The speed reduction is a fraction determined by taking the factor given above and creating the reciprocal out of it. Thus, a 17th-level caster could reduce the speed to 1/3. The helm only gets a saving throw against this spell if it has been used within the last hour, or if it is an artificer-including artifact. It then gets a saving throw versus spell like its latest user. If failed, the spell takes effect; otherwise, the spell is wasted. The spell can be negated with *dispel magic*, but there is a possibility of negating the helm for a while, too. If the helm is freed from this spell by a roll of 20 on the *dispel magic* table, then the helm is also affected for the duration of the *reduce interstellar helm speed* spell. During this time it does not produce any locomotive force for the ship.

The material component of the spell is the distilled essence of ten quicklings per factor. The quicklings must have given up their lives willingly (without magical or psionic coercion) for the caster. An additional component is one *potion of speed* for every factor increase over the current speed.

Nancy's Quiet Little Fireball (Alteration, Evocation)

Range: 100 yards + 10 yards per level
 Components: V, S, M
 Duration: Special
 Casting Time: 7
 Area of Effect: 20-foot radius sphere
 Saving Throw: 1/2
 Author: Brian Graham <graham@oyster.smc.edu>

This spell creates a *fireball* as the 3rd-level wizard spell, with the added benefit of silence within the area of effect. The silence neutralizes the explosive noise of the *fireball* itself, and lasts for 1d4 rounds after. However, after the silence is dissipated, noise returns to normal, including cries of those not killed outright by the blast. This spell was created by an Evoker who often found himself trying to sneak in the back door. The materiel components of this spell is a tiny ball of bat guano, sulphur, and a small, muffled, silver bell worth not less than 100 gp.

Nearthia's Combat Spell (Abjuration, Alteration, Divination)

Range: 0
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 7
 Area of Effect: The caster
 Saving Throw: None
 Author: Nearthia

This spell prepares a fighter/mage for combat. It provides the benefits of the following spells: *detect invisibility*, *fly*, *minor globe of invulnerability*, *protection from normal missiles*, *shield*, and *strength*.

It also provides 25% magic resistance and 4 temporary fighter levels. (i.e. +4 to-hit and 40 HP). This spell can only be cast by fighter/mages (or triple classed characters with both classes). The material component for this spell is a magical weapon, which is consumed in the casting.

Nearthia's Spell Vortex (Evocation)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 1 round
 Area of Effect: One vortex around the caster
 Saving Throw: None
 Author: Nearthia

Once this spell is cast, a faintly visible 1d4+6 feet tall vortex appears around the wizard, centred on his feet. The vortex is a container for spell energy. It can store up to 1 spell level per level of the wizard. The wizard may place any spell he wants into the vortex. He also has a chance equal to his magic resistance of catching a spell cast at him with the vortex.

After the spell's energy is stored in the vortex, the wizard may use the energy to fire other spells from the vortex. He may only fire spells he has "taught" the vortex though (the ones he put into the vortex himself). Shooting a spell from the vortex may be accomplished once a round, plus one may be fired at anyone who casts a spell at the wizard that round. The wizard may do anything except spell casting and still be able to fire all his spells each round.

The material component of this spell is a small golden box, worth at least 1000 gp.

Nikki's Berserker (Conjuration/Summoning, Wild Magic)

Range: 100 feet + 10 feet per level
 Components: V, S, M
 Duration: 1d10 rounds
 Casting Time: 7
 Area of Effect: Special
 Saving Throw: None
 Author: Steve Bartell <stevebar@wordperfect.com>

This spell, created by the wild mage Nikki Kell of Greyhawk, brings forth a human berserker fighter as the ultimate melee weapon of the wizard. The berserker will battle endlessly until destroyed or the spell expires — after which it will just simply vanish from existence. The berserker cannot be dispelled by any magical means, and cannot even be dismissed by the wizard. The level of the berserker is determined randomly: 1d10 + 1 per 2 levels of the caster (round up). The berserker will have ability scores of 18/00 Strength, 18 Dexterity, 18 Constitution, Intelligence, Wisdom, and Charisma scores are irrelevant, as the fighter will be in a mindless rage and will not stop or communicate under any circumstances. Hit points are determined randomly. The berserker will have a natural Armour Class of 4, with a -1 bonus for every full 2 levels of the caster up to a maximum total Armour Class of -10. The berserker will appear with a weapon, which can be decided by the wizard. The weapon will be a magical *weapon*, +3, which will disappear with the berserker.

The berserker is immune to all mind affecting spells and saves at +4 to all other spells. Due the berserker rage, the fighter gets a +1 bonus to-hit and a +3 damage bonus — along with magical weapon and Strength bonus.

Of course, there is a catch to this wild magic spell. The berserker will attack endlessly until the spell expires. If the wizard's foes are killed before the spell expires, the berserker will turn upon the caster and his companions. As stated above, the wizard cannot end this spell by choice, and the berserker cannot be magically dispelled. The material component is a small, sharp piece of metal.

Noska Trades' Feign Dust (Conjuration, Necromancy)

Range: 0
 Components: V, S
 Duration: 3 hours + 1 turn per level
 Casting Time: 1
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Noska Trades

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

Creatures feigning dust are unaffected by any attack form other than scattering by magical means (*wind wall*, *gust of wind*, *polymorph any object*, etc.), which cause 1d6 HP damage per level of the caster of the scattering spell. Attempts to remove the dust by other means will not succeed.

Orko's Magic Resistance (Abjuration)

Range: 10 yards per level
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 5
 Area of Effect: One creature
 Saving Throw: None
 Author: Orko

Upon the utterance of the spell, the wizard creates an effect that drastically increases the target's health so that he will be able to resist the effects of magic. The base magic resistance is 10% + 5% per level of experience. The effects of the spell are identical to that of a person that would naturally have the resistance. All rules concerning magic resistance apply to this spell.

The material component for this spell is a pinch of platinum in the form of dust.

Orko's Petrifying Gaze (Evocation)

Range: 5 yards per level
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 7
 Area of Effect: Personal
 Saving Throw: Negates
 Author: Orko

While this spell is in effect, the wizard may use a gaze attack, exactly like that of a basilisk, against one opponent every round. The gaze is in addition to normal attacks and requires but 6 seconds to complete. The victim must save versus petrification or be turned to stone. The gaze attack extends into the ethereal plane, and the wizard is subject to the effects of his own reflected gaze.

The material component is an ointment that includes powdered basilisk scales.

Orko's Spell Extension (Alteration)

Range: 0
 Components: V
 Duration: Special
 Casting Time: 7
 Area of Effect: Special
 Saving Throw: None
 Author: Orko

This spell is similar to the 4th-level spell *extension I*, except that it quadruples the duration of 1st- to 3rd-level spells, triples the duration of 4th- and 5th-level spells, doubles the duration of 6th- and 7th-level spells, and extends the duration of 8th-level spells by 50% of the indicated duration.

Permanent Charm (Enchantment/Charm)

Range: 5 yards per level
 Components: V, S
 Duration: Permanent
 Casting Time: 4
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell is identical to *charm monster*, except that only one creature can be affected, and any creature that fails its saving throw can never break the spell itself, unless it is abused by the wizard. *Permanent charm* can be dispelled normally, and poor treatment of the charmed creature by the wizard could allow another saving throw. The initial saving throw versus this spell is at -2 due to its great power.

Phantasmal Force III (Illusion/Phantasm)

Range: 100 feet
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 2
 Area of Effect: 5-foot per level radius
 Saving Throw: Special
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

By use of this spell, the wizard creates an illusion which may attack all believing creatures within a radius of five feet per level of the illusion's centre which itself must be within 100 feet of the wizard. Creatures within this radius must make both a modified Intelligence check and a saving throw versus spell in order to avoid the illusion's effects.

The illusion may cause up to 1d8 damage per creature for every round such creatures are within the radius. The wizard must maintain minimal concentration on the illusion, being unable to cast spells but able to otherwise act normally (or abnormally for that matter). Furthermore, the wizard may move the epicentre of the illusion at will. Finally, the illusion may persist in a reiterative form for 1d4 rounds after the wizard breaks off concentration either by leaving the range of the epicentre or casting spells. The material component for this spell is a bit of fleece.

Pilpin's Acidball (Evocation)

Range: 100 yards + 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 7
 Area of Effect: 20-foot radius globe
 Saving Throw: Half damage
 Author: Pilpin

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

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

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

Pilpin's Ravaging Spheres of Fire (Evocation)

Range: Special
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 1 round
 Area of Effect: One 3-foot radius sphere per level
 Saving Throw: Negates
 Author: Pilpin

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

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

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

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

Pobithakor's Placer (Alteration, Divination)

Range: Special
 Components: S
 Duration: Special
 Casting Time: ½
 Area of Effect: Special
 Saving Throw: None
 Author: Paul D. Walker <pdwalker@hk.super.net>

This spell is similar to *Pobithakor's tracer*, for not only does it allow the two-way scrying, but the wizard has the additional option of pulling the scrying creature through the two-way portal right next to the wizard's current location. The creature gets no saving throw and the process occurs almost instantly. Unless special measures are taken, the wizard has no control over the creature when it arrives.

This was another spell used by the paranoid wizard when he felt his defenses being compromised.

Power Word, Disrupt (Evocation)

Range: 120 feet
 Components: V
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: Special
 Author: David E. Brooks Jr. and Elizabeth H. Brooks
 <dbj@central.keywest.mpgn.com>

This spell has the single-minded purpose of fouling spellcasting. The target creature, as long as he is under twelfth level of experience, cannot complete any spell that is currently being cast. Spellcasters of twelfth or higher level are able to keep their concentration, assuming a saving throw versus death magic is successful. The timing of *power word, disrupt* is crucial — it must be cast during the time the target creature is casting a spell. Therefore, the caster must have gained initiative during the round for this spell to be effective.

Innate spell-like abilities, command words for magical items, and psionic powers are not affected by this spell. Any spell disrupted by use of this spell is wasted.

Prevention of Transmutation from Rock to Mud

(Alteration)

Reversible

Range: 10 yards per level
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 turn
 Area of Effect: 40 cubic yards per level
 Saving Throw: None
 Author: Kenneth C. Jenks <kjenks@gothamcity.jsc.nasa.gov>

This spell prevents the successful use of a *transmute rock to mud* in the area of effect, unless a successful *dispel magic* is cast first. The reverse totally negates this spell. The material component is a brick, or a sponge for the reversal.

This spell was researched by Shoogar. Use this when building your next castle. A long study of the attack strategies of high level parties reveals the need for this spell.

Prismatic Beam (Abjuration, Conjunction/Summoning)

Range: 0
 Components: V, S
 Duration: Instantaneous
 Casting Time: 7
 Area of Effect: 70-yard long beam; 35-yard at end, 3-yard at base wide
 Saving Throw: Special
 Author: Unknown

This spell is like *prismatic spray*, but all 7 rays hit the same target. Great for zapping dragons, demons etc.

Protect Atmosphere (Abjuration, Alteration)

Range: 10 feet per level
 Components: V, S, M
 Duration: 1 week per level (or 1 turn per level)
 Casting Time: 5 rounds per ton (or 1 round per foot)
 Area of Effect: One ship's atmosphere (or one 1-foot radius per level sphere for one creature per level)
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell exists in two versions: one ship-bound version and one person-bound version.

The ship-bound version causes the atmosphere of a ship to be protected from the effects of external sources of pollution. Thus, it

does not allow the atmosphere of two ships to mingle that touched each other with their air envelopes (even if that would be desired). This also causes the phlogiston to stay out of the area of effect. Thus, it would be possible to light fires within the phlogiston or to cast fire-based spells within the area of effect without the atmosphere to explode. It is possible to open this shell around a ship if the caster desires such an opening. This opening of the shell takes one round per ton of ship to be opened. Thus, it would still be possible to exchange air through the air envelopes. This shell does not offer protection from other effects with the exception of gaseous spells that are cast from the outside of the air envelope of the ship: they are completely negated if they are cast across the border of the shell. Even if two ships touch each other their air envelopes still do not mingle; thus, it would not be possible to cast a cloud kill from one ship to the other if the caster is not on the other ship, respectively.

The material component for this version of the spell is a perfect model of the ship in a 1:1000 size including any rooms to be made. This model is lit and burned within a sealed bottle which contains pure elemental air from the plane of air. The bottle has to be large enough to contain the unshrunk model of the ship. The bottle has to be sealed with a single diamond carved into a stopper.

The person-bound version allows the affected creatures to enter any area which contains either dangerous gases or no gas at all without negative effects. The effects are completely negated even if cast inside the sphere around each creature. Thus, it protects the creature inside the sphere from any gas attacks, even those of an incredibly high wind. The notes within parentheses pertain to this version of the spell.

The material component for this spell is one hollow, perfectly round sphere of blown glass for each creature to be affected.

Read Mind (Divination)

Reversible

Range: 0
 Components: S
 Duration: Special
 Casting Time: 3 rounds
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: August Neverman <gitzlaff@uxa.cso.uiuc.edu>

By means of this spell, the wizard can read knowledge or memory of the victim. Only conscious knowledge and memory can be read, i.e., *forget* can hide information from this spell, while *remember* can recall information for this spell. The victim may be conscious or unconscious. A successful to-hit roll must be made on unwilling victims, which, if conscious, also get to make a saving throw. Time required depends on the information that is required, but is typically the time it would take to relate the information wanted.

The reverse of this spell, *mind shield* (abjuration), protects the recipient from the effects of *read mind* for 1 day per level of the wizard.

Rednog's Identifier (Divination)

Reversible

Range: 1 foot
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 1 round per detection desired
 Area of Effect: One effect per level maximum
 Saving Throw: Special
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

With this spell it is possible to positively identify functions, keywords and even curses on items — even those items where the curses are normally undetectable. Note that curses are detected first. This spell forces the wizard to save once per try to identify one of the above. If failed, the wizard loses one hit point permanently and the item has to save versus disintegration. If this saving throw fails as well, it explodes in a circle of raw magical energy with the force of

a 10d6 fireball in a 20-foot radius. There is no saving throw nor will magic resistance help to reduce the effect — not even a *scarab of protection* will work. If the wizard succeeds, he first determines the curses, then the weakest to the most powerful functions and then the key and trigger words for the functions (again, from the weakest to the most powerful). If he fails to save but the item is not disintegrated, but he cannot try to identify that specific function in that specific item again until he has earned a new level. The wizard has up to one try per round to determine abilities. He can try to identify several different items. He cannot move around after casting this spell, so he has to have all items to be identified within easy reach of him (as they have to be within 1 foot of him when he casts the spell). Note that they do not have to be touched, so no bad effects happen to the character unless the item explodes. Note also that artifacts cannot be destroyed with this spell: the character is only shifted to the creator or to an outer plane if he tries that (note that on some planes, like Ravenloft, this does not work).

The reversed version of this spell, *hide*, causes any kind of magic identification or even of normal kind (such as bardic knowledge) to fail utterly. The material component is a complete and unbroken eggshell in which the yolk has been replaced with a 1000 gp diamond.

Rednog's Protection Increaser (Abjuration) Reversible

Range: 0
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: The caster
Saving Throw: None
Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is for those of you who dislike it when you don't get enough bonuses together to make your saving throw. This spell provides you with one +1 bonus for every 3 caster levels which you may apply after you have failed a saving throw. These bonuses can be stored until they have been used up in saving throws. The caster can choose when to use these bonuses. If he chooses to use them he needs to use as many as he would need to push his failed saving throw roll to his base saving throw as if he had no other bonuses, including race, specialism, or any other bonuses. These bonuses can be used to make even a failed saving throw with a roll of 1 a succeeded saving throw, but you need three times as many bonuses to bring it up to the base saving throw as explained above. Examples: a 16th-level wizard with a base saving throw of 7 versus dragon breath fails his saving throw against our favourite red dragon with a roll of 4 (and he has only a ring of protection, +2), he can choose to push up his rolled number of 4 to the number 7 by using 3 of his bonuses (of a maximum of 5 bonus points). If a 19th-level wizard with a base saving throw of 3 versus spell fails his saving throw versus disintegration by rolling a 1, he could choose to use up his maximum of 6 bonus points to succeed with his saving throw (which he probably does). The spell lasts until all bonuses have been used up. This spell is cumulative with itself up to a maximum bonus of one plus per level of the caster.

The reversed form, *Rednog's protection decreaser*, needs a to-hit roll in combat. The person to be affected gains a saving throw versus spell. If succeeded, nothing happens. If failed, the person has the same number of negative modifiers as above. These modifiers are to be applied to the next life-and-death saving throws. If possible, these modifiers will try to push the saving throw to a failed result. Only the necessary number to cause the next saving throw to fail will be needed. For example, a 19th-level wizard casts this spell and hits an opponent with it. The opponent, an 8th-level fighter, fails his first saving throw. A short while after this fight, the fighter again has to save versus spell. He normally has a saving throw of 5 versus spell, with all bonuses he has acquired per magic protective items. He rolls a 7 and is really happy to have made his saving throw, but suddenly the reverse kicks in: a 19th-level wizard causes a full 6×-1 points to be applied to the next saving throws of our fighter. Now we deduct

three of those points to reduce the roll to a 4 and cause the saving throw to fail. The reversed spell is still in effect with only another -3 points for the next saving throw(s).

The material component is a solid, perfect sphere of hizagkuur metal (see the *Dwarves Deep* book), encased in a perfect ball of adamantine, which is again encased in a perfect sphere of mahogany wood. The ball of hizagkuur metal stays intact and can be reused after the casting, but the two outer casings vanish. Any wizard can own a maximum of one of these hizagkuur balls for every level at once. After each casting they need a full month of reattuning time to attune to the character as the casting destroys this careful balance. The two outer casings have to be without seams or hinges. Thus, it is not a material component to be had in generous amounts.

The material component is the same sphere only in the reversed order and an additional cover of greased paper to prevent damage from the hizagkuur metal. The wizard can have as many of these reversed spheres as he can afford.

Resist Magic (Abjuration)

Range: 0
Components: V, S, M
Duration: 1 turn per level
Casting Time: 7
Area of Effect: Creature touched
Saving Throw: None
Author: Max Becherer <becherer@sun0.cs.uiuc.edu>

When cast on a willing being, this spell confers 2% magic resistance per level of the wizard. If the being already has magic resistance, it is increased, but will never exceed 90%. This spell is not cumulative, i.e. you cannot cast two on one person. The first must expire before the second can be cast. The material component is the dried heart of a mind flayer.

Rock's Talons of the Glabrezu (Alteration, Enchantment/Charm)

Range: 0
Components: V, S, M
Duration: 2 rounds per level
Casting Time: 7
Area of Effect: The caster's hands
Saving Throw: None
Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell causes the caster's hands to transform into claws similar to a glabrezu's. They cannot be affected or dispelled by any form of magic (short of a *wish*). *Mordenkainen's disjunction* works with the same chance as for artifacts. The hands can be targeted by an opponent with weapons at the Armour Class of the caster. Each claw can absorb double the caster's maximum hit points. If they take that amount of damage, the caster loses the hand as the claw crumbles to dust. They can be regenerated. Each hand has 7 digits, and each digit has 5 inch fingernails. The THAC0 is equal to the wizard's but the claws can penetrate any armour (or Armour Class) on an 18 or better on 1d20. They are considered to be a *weapon*, +5 only for the purposes for what can be hit. The +5 bonus does not count towards the THAC0. They can hit any creature, even those that require special weapons like cold iron, silver, etc. For each claw that hits roll 1d6+1. This is the number of digits which cause damage. Each digit causes 5 points of rending damage. In addition to this damage, each claw which hits forces the target to save versus poison at -1 per digit. If the saving throw fails, the victim dies within 8 rounds (minus one per digit) unless it receives a neutralise poison spell within this time. The victim might still take damage as described below. Any hit points lost due to poison are still lost. If the victim succeeds with its saving throw it takes still another 2 points poison damage per digit.

If both claws hit, the caster has the chance to rend his opponent: the die roll to determine how many digits penetrate gains a +3 per die, up to the maximum of 7 digits per claw. If maximum damage is dealt the creature has to succeed at a third saving throw versus

poison at -14 (due to the amount). If failed, it dies immediately. If the saving throw succeeds, it still takes 20 points additional damage (in addition to those described above).

The caster cannot shorten the duration of the spell in any way except with a full *wish*. The caster cannot cast any other spells during the duration of this spell as it interrupts the necessary concentration and the manual dexterity is not high enough with these claws.

The material component is a complete set of claws from a glabrezu which are encased in a platinum sheath. This sheath has to be forged as to contain a small set of poison reservoirs containing a single dose of type E poison. The whole set costs no less than 10,000 gp per set. Where to get a set of glabrezu claws and finding the jeweller to sheath them in platinum and outfitting them with the poison is the character's job.

Sarius' Fire Giant Manifestation (Conjuration)

Range: 100 yards + 10 yards per level

Components: V, S, M

Duration: 1 turn per level

Casting Time: 7 turns

Area of Effect: Special

Saving Throw: None

Author: William T. South <tsouth@netcom.com>

This spell creates a golem-like creature which the wizard may direct to perform certain programmed actions. The creature is a temporary fire golem with no true Intelligence and to most appears as an undead fire giant. The creature may be controlled up to a distance equal to the spell range but if it passes outside of this range, or the wizard is killed, the creature will explode in a 70-foot radius area doing damage equal to its current hit points (save versus breath weapon for half damage). The creature created mimics most of the actions of a fire giant, having AC 3, MV 12, HD 11+3, HP 58, AT 1, damage 5d6, special defenses: immune to fire, size: large (12 feet), Strength 22. The creature can fight with its sword only and has no ability to hurl rocks as does a normal fire giant. It can inflict structural damage points as a normal fire giant on a round to round basis (wood: 2, soft stone: 1, hard rock: ½).

The wizard is able to direct the creature to perform 3 individual actions plus 1 for every two levels of experience above fourteenth level. Each change in action will cause the creature to hesitate for one round before working to act out the next action. Actions can be classed as killing a group of orcs, killing a group of men wearing the same colours or armour, tearing down a stone wall, pulling up a tree, etc.

Once the final action is completed the fire giant crumbles into a pool of hot sulphur, effectively making a circular area, 30 feet in diameter, full of sulphuric acid (which will kill all vegetation in the area and causing 1d3 HP of damage per round to any organic creature in the area. Against mind affecting spells, the creature is considered to have an Intelligence and Wisdom of 3 (saving at -3 versus these attacks). If the creature is charmed or controlled by a mind affecting spell the wizard's concentration is totally disrupted causing the creature to dissipate and any other spells the wizard currently controls will become dispelled unless the wizard has no control over the spells in question after casting them, and any spell the wizard is currently casting will be disrupted.

This spell requires only the slightest mental control of the wizard to operate, allowing him to cast other spells normally that do not require his full concentration. Multiple castings of this spell will work, but all of the detrimental effects are cumulative. The material component of this spell is a small pouch (2 inches squared) of leather containing a patch of fresh (not dried) fire giant hair mixed with ruby dust of no less than 1000 gp value. The fire giant hair may be kept fresh with a *preserve* spell or similar effect.

Sarius' Temporal Demi-Plane (Conjuration, Evocation)

Range: 10 yards per level

Components: V, S, M

Duration: 1 hour per level

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

Author: William T. South <tsouth@netcom.com>

This spell uses the magical forces of the astral or ethereal planes to create a small demi-plane. This demi-plane is connected to the current plane of the wizard through a special (10×10 feet) gateway which is invisible to all creatures except the wizard unless they are able to use *true seeing*. When cast, this spell causes astral or ethereal stone to form into a 10-foot cube. This cube houses the physical structure of the demi-plane, but the interior is a distorted dimensional area with a volume equal to 10 cubic feet of space per level of the wizard. In its drab, grey interior, the demi-plane is governed by the physical and magical laws of the plane in which it is created (astral or ethereal), but does have a localised gravity which is under the control of the wizard (normally equal to what the wizard is used to at the prime material plane but it may be lowered all the way to 0 G at a rate of 0.1 G per round).

There is no need for air or nutrition since characters are governed by the normal astral or ethereal laws. The wizard may change the interior form, but may not decrease or increase the volume of the demi-plane. Volume form is changed in 10 foot cubic blocks, and it is impossible to make any area smaller than 10 cubic feet, though, pits and similar obstacles can be created. Also, the normal temperature in the demi-plane is 68 degrees Fahrenheit and may not be changed.

A wizard must touch someone for them to see and enter the gateway, but, once inside, anyone may freely exit the demi-plane. If someone is able to see the gateway through the use of *true seeing*, and he is a wizard familiar with the *wizard lock* or *temporal demi-plane* spells, he may attempt to enter the gateway by using his willpower to negate the need for the casting wizard's touch. In game terms this means a successful percentile roll with a base 50% chance modified plus or minus 5% for every difference in level from the wizard in an upward or downward progression, respectively. A wizard seeing the gateway and meeting the stated prerequisites will automatically know that this is possible. Otherwise, only spells of a *wish*-like nature will be able to discern the entrance, though creatures with senses that extend into the astral or ethereal planes will be able to see the large block of stone that makes up the external surface of the demi-plane area and psionic characters may be able to use probability travel to gate into the demi-plane if they are familiar with it.

The demi-plane does not allow access to the astral or ethereal planes unless it is destroyed, or if the wizard creates the demi-plane while on one of these planes, in which case the entrance to the demi-plane is actually entered on the plane in which it resides and not a connecting outer or elemental plane. When the spell is initially memorised the wizard must determine whether he will cast the astral or ethereal variant of this spell. It is impossible for both to be used in the same area of effect (on the prime material plane) due to conjugations of magic energies required in maintaining the spell.

The structure containing the demi-plane is able to withstand 3 HP of structural damage (versus hard stone) before it is disrupted. The ethereal cyclone will inflict 1d100 HP of structural damage every time it passes over the area of the demi-plane and the psychic winds of the astral plane automatically inflict damage equal to half the current structural hit points of the demi-plane's shell. The nature of the demi-plane causes it to stay in one spot so it may be used as a reference point if the spell duration is long enough (through the possible use of a permanency type spell). But, no matter what spells are applied to the demi-plane, it will always disrupt when its structural hit points are brought to 0 or less. The contents of the demi-plane are then thrown into the plane of creation and all creatures must save versus spell at -6 or be knocked unconscious for a period of time equal to one hour of time on the plane in question (not subjective time). If cast on the ethereal plane the spell duration is extended by a factor 10 and on the astral plane the duration is

extended by a factor 1000. The material component of this spell is a miniature platinum ziggurat embedded with peridots and having a finished value of at least 1000 gp. The ziggurat must weigh at least 5 ounces.

Schmuk's Spell Exchange (Alteration, Enchantment)

Range: 0
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 7
 Area of Effect: The caster
 Saving Throw: None
 Author: The tiger <ma3tcb@sunlab1.bath.ac.uk>

This enables the caster to re-memorise a spell of higher or lower level. He may exchange multiple lower level spells for one higher level spell. The total number of spell levels of the lower spells must exceed the level of the spell re-memorised by at least 2 levels. Alternatively, he may exchange one higher level spell for one other spell, which must be at least two levels lower. *Schmuk's spell exchange* must be cast in the morning, before other spells are being memorised. The material component for this spell is a golden balance, worth at least 5,000 gp.

Seduction III (Enchantment/Charm)

Range: 100 yards
 Components: V, S
 Duration: 12 hours
 Casting Time: 1
 Area of Effect: One person of 20 HD or less
 Saving Throw: Special
 Author: John Daniel <c548285@umcvmb.missouri.edu>

Except as noted, this spell is the same as the 1st-level spell *seduction I*. If a successful saving throw is made, this spell functions exactly as the 4th-level spell *seduction II* (make another saving throw).

Serrel's Modified Enchantment (Alteration)

Range: 0
 Components: V, S
 Duration: 1d30 days
 Casting Time: 3
 Area of Effect: Object touched
 Saving Throw: None
 Author: The Wizard <ier101@psuvm.psu.edu>

This spell does not enchant an object but merely alters the enchantment an object already possesses in such a way that those opposed to the caster gain absolutely no magical effect from the item whatsoever. There is a 90% probability that the spell works exactly as planned, but the other 10% of the time, the spell backfires, leaving the item useless to all creatures, whether friendly to the caster or not, for the spell's duration. Intelligent items cannot be altered by this casting.

Sever Shadow (Illusion/Phantasm)

Range: 0
 Components: V, S
 Duration: 1 turn per level
 Casting Time: 7
 Area of Effect: Creature touched
 Saving Throw: Special
 Author: Unknown

This spell operates as a *shades* spell producing a 60% real duplicate of the creature touched as a *shades* would. If the original creature is a spellcaster, the 60% applies to the shadow's effective level for spell selection. Note that all of the shadow's spell effects are illusions.

The shadow creature is formed from the shadow cast by the original and will be completely under the control of the original creature through an *ESP*-like link. The shadow creature appears to have all the natural abilities of the original. Many of these shadow abilities will be illusionary.

No material component is required but the creature must be lit to produce a shadow for the spell to work. For the duration of the spell the original creature will not cast a shadow, the spell is sometimes cast just for this particular side effect. The semi-real shadow form produced by the spell will cast a shadow and can be used to create a further duplicate, the 60% factor applies again, with another application of the spell.

Sharpness (Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 round per 3 levels upon use
 Casting Time: 1 round
 Area of Effect: Edged weapon touched
 Saving Throw: None
 Author: Max Becherer <becherer@sun0.cs.uiuc.edu>

When cast on an edged weapon, the weapon will become a *weapon of sharpness* upon its next use, and will remain that way for 1 round per 3 levels of the wizard. The weapon may not be magical, except if subject *enchant an item*.

The spell adds no plusses to the weapon (it severs on a 20), but plusses due to quality or *enchant an item* do apply. The material component is a mithril razor enchanted to +3 with *enchant an item*, costing 500 gp. The spell can be made permanent, but to do so requires a specially forged weapon, and a miniature version of the weapon forged from the same metals in lieu of the razor. The total cost is at least 30,000 gp.

Sillvatar's Dragon Bite (Conjuration/Summoning)

Range: 10 feet per level
 Components: V, S, M
 Duration: 1 round per 2 levels
 Casting Time: 7
 Area of Effect: One creature
 Saving Throw: None
 Author: Allan J. Mikkola (Sillvatar) <allanm@vulcan.med.ge.com>

This spell is similar to *Sillvatar's dragon claw*, except it conjures a shadowy dragon head within spell range. The procedures for attacks are as per that spell, except the victims who are hit receive bite damage, instead of claw damage. For example, if this spell is cast using the material component from a white dragon, the damage inflicted by each successful bite is 2d8 points of damage. In addition, each attack receives a +2 on all to-hit rolls.

The wizard may conduct 2 attacks using this spell, each of which must occur in a separate round. The dragon head dissipates when both attacks have been made, the duration expires, or the head is dispelled. The head is not harmed by other attacks.

The material component for this spell are the teeth from any type of dragon; these teeth are consumed when the spell is cast.

Singing Cockroach (Alteration)

Range: 0
 Components: S, M
 Duration: 12 turns + 1 turn per level
 Casting Time: 1 round
 Area of Effect: 400 square feet per level
 Saving Throw: Special
 Author: Brendan Knox <bknox@dialix.oz.au>

The ultimate seige breaker... When the caster casts this spell on a roach, it works its way into the enemies camp. Once in the camp, the roach finds a nice place and starts to sing really bad. All within the

camp must make a saving throw versus spell or leave camp and go home. If they make the saving throw, must make another one each turn with a cumulative -1 to the roll. Needless to say, sieges don't last long... I know it's a dumb spell, but it is the funniest thing to use in a siege or large enemy encampment.

The material component for this spell is a siege tower, which is consumed in the casting.

Spell Catcher (Abjuration, Metamagic)

Range: 0

Components: V, S, M

Duration: 1 round per level

Casting Time: 5 rounds

Area of Effect: 10-foot radius sphere

Saving Throw: None

Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell allows a caster to catch up to one spell level in spells per two caster levels in the duration of this spell. The caught spells can be launched by the caster as if he had cast them at that time (even if a wizard uses this to catch and cast a priest spell). Any spells can be caught with this spell — even those spells only transmitted by touch. The wizard does not know what spell he catches unless he succeeds at a spellcraft check if he sees or hears the opposing caster during the casting of the spell to be caught. Any caught spells can be released by a mental order (up to one spell per round), in addition to another spell cast or another action taken by the caster of the spell catcher. If the caster tries to catch a spell with more spell levels than he has available, he receives the full maximum effect with no saving throw (any saving throws are automatically failed) of that spell plus any spells stored in the spell catcher at their normal effects. If the duration runs out (or the magic is dispelled) and there are spells still remaining in the spell catcher the same thing happens with all spells at their maximum effect. This is due to the massive draining effect on the caster: any spells that remained in the caster's mind at the end of the duration of the spell catcher will be drained completely and he needs to rememorise them.

The material component is a memory moss, which is fully intact (at full hit points), impregnated with a very weak acid containing the dissolved remains of the book covers of at least five books which have contained well over 100 pages of arcane knowledge. It is possible to reuse the same book with always replaced covers, but to repair such a book cost a lot (at least 1000 gp per cover).

Spell Connector (Alteration, Metamagic)

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 7 rounds

Area of Effect: The caster

Saving Throw: None

Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell allows the caster of spells to connect the effects of certain spells. The spells have to be spells with initiative modifiers; the sum of their initiative modifiers has to be no greater than 30; and the spells are not allowed to have conflicting effects (it's impossible to connect a *fireball* with a *cone of cold*, or a *fear* with a *charm*).

Under these restrictions, the casting times of all spells are added and then multiplied by the number of spells. The resulting number is the initiative modifier unless the number is ten or greater. If that happens the combined spell has a casting time of one round per 10 full units of initiative modifiers plus the remaining modifier (three spells are connected to have a full 15 modifier; this would change into a 1 round casting time with an additional 5 modifier the next round). It is not possible to reduce the casting times of these spells by any means. Any spells or items which cause a reduction of casting times will fail in reducing these casting times.

The recipient of this spell gains one spell level per caster level. These spell levels may be used to connect spell effects. Once they are

used up or one hour per caster level has passed the *spell connector* ends. It is possible to layer up to three spell levels per caster level into one creature. All of these spell levels have to be gained from one caster. Another caster cannot offer any more spell levels.

The effects of connected spells are determined by the DM, but here is an indication: cast a *sleep*, *charm person*, and *forget* connected at 6 kobolds. This would mean $(1+1+2 = 4 \times 3 = 12 = 1 \text{ round} + 2 \text{ casting time})$. If this spell succeeds they would most probably all go to sleep (as the sleep spell has no saving throw) and be likewise immediately charmed, but they would also forget who had cast spells against them.

The material components are the material components of the spells to be connected, which are all contained in a glass sphere (one sphere per spell component (V, S, M)). For the verbal components a scroll is necessary (not a magical scroll) containing the sounds and words of the spells, for the somatic components the sphere has to contain a scroll describing the hand movements and body motions, and the sphere for the material components has to contain the material components of the spells. The spheres may have hinges or screw-on caps, so they may be opened. The glass balls have to be connected by a thin silver wire which has to be wrapped around the glass spheres. As this takes some time, the casting times of the spells might be increased even more unless one knows far ahead which spells one wishes to cast with this spell connector.

Spellcrystal VII (Conjuration, Invocation)

Range: 0

Components: V, S

Duration: 7 months + 2 months per level

Casting Time: 7 rounds

Area of Effect: One crystal, worth at least 700 gp

Saving Throw: Special

Author: Kris <simonis@stpc.wi.leidenuniv.nl>

Except as noted above, this spell is the same as the 1st-level wizard spell *spellcrystal I* (q.v.).

Spellshield (Abjuration)

Range: 0

Components: S

Duration: Special

Casting Time: 0

Area of Effect: Special

Saving Throw: None

Author: Unknown

Spellshield is a very special type of spell. It consists of but a single gesture, performed with both hands as if spreading something upon the space before the caster. A curtain of light follows the movement, then remains for a moment. *Spellshield* does not have to be declared at the end of the round; it can be done at any time. If the caster has not yet performed his action for the round, *spellshield* takes precedence. If he has, he is given a -5 penalty on initiative for the next round. If he is in the middle of casting another spell at the moment he wishes to use *spellshield*, the other spell is broken and lost. The effects of *spellshield* are as follows: it will block any other magic with a directed effect which can be intercepted with the shield. In other words, a *spellshield* could be used to stop a *lightning bolt*, a *magic missile*, or a *ray of enfeeblement*. It would not stop a *fireball* (unless the *fireball* was aimed directly at the caster) or a *colour spray*, since these are not purely directed attacks (i.e., they don't have a line-effect). *Spellshield* can be declared even after the spell to be blocked goes off; in other words, the DM says: "the wizard casts a *lightning bolt* and strikes Syzygy...", and at this point the wizard Syzygy can say: "I'll block it with a *spellshield*". Waiting until damage is rolled is not allowed, but this is a DM call; if the DM said, "the wizard strikes Syzygy with a *lightning bolt* for 43 points of damage", Syzygy wouldn't have much choice. The caster must see the enemy spellcaster at the moment of casting; one cannot block a *magic missile* from behind with a *spellshield*. The shield may be spread only in front

of the caster, and will not intercept spells aimed at anyone besides the caster himself. Both hands must be used, and nothing may be held in either hand. The shield grants a +2 on saving throws versus gaze attacks for the time it is present (roughly 6 seconds) due to the slight haze of light.

Stash (Alteration)

Range: 300 yards
 Components: V, S
 Duration: Special
 Casting Time: 1 hour
 Area of Effect: Three hundred pounds per level
 Saving Throw: None
 Author: Unknown

Stores a large mass in hyperspace for an indefinite period of time until a command word is spoken. The objects in hyperspace do not experience passage of time, so, for example, a small army with all its weapons and equipment could be stashed in time of peace and recalled when war started. A wizard can have only one *stash* in effect at the same time: if he wishes to stash anything, he will first have to recall the items or persons previously stashed.

Only objects and willing victims are affected by this spell.

Stone Gaze (Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 7
 Area of Effect: The caster
 Saving Throw: Negates
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell grants the wizard a gaze attack equal to that possessed by medusae. Anyone within 5 yards per level that meets the caster's gaze must save versus petrification or be turned to stone. Like a medusa, the spellcaster is vulnerable to his own gaze. Unlike the medusa, the Stone Gaze is an active attack: the caster must consciously attack one creature, and only one attack can be performed per round. The only exception to this is when the caster accidentally meets his own gaze.

The component for this spell is the eye of a creature that possesses a stone to flesh gaze, such as a medusa or basilisk.

Summon Shadows (Conjuration/Summoning, Necromancy)

Range: 10 yards
 Components: V, S
 Duration: 1 round + 1 round per level
 Casting Time: 5
 Area of Effect: 10-foot cube
 Saving Throw: None
 Author: S.C. Lawley <u0e00@seq1.cc.keele.ac.uk>

When this spell is cast, the priest conjures up one shadow for every three levels of experience he has attained. These monsters are under the control of the spell caster and attack his enemies on command. The shadows remain until slain, turned or the spell duration expires.

Summon Wizard (Conjuration/Summoning)

Range: 50 yards
 Components: V, S, M
 Duration: 4 rounds + 1 round per level
 Casting Time: 7
 Area of Effect: Special
 Saving Throw: None
 Author: Unknown

Within one round of casting this spell, the wizard summons 1d2 wizards to aid him. The summoned wizards' levels will be equal to $\frac{3}{4}$ the wizard's level, rounded down, up to a maximum of twentieth level. The wizards will appear anywhere within the spell range as desired by the wizard, and will serve the wizard as monsters summoned via *monster summoning* will. There is an 80% chance of summoning a mage, and a 20% chance of summoning a specialist (determine school randomly). Equipment and abilities are determined randomly. The material component for this spell is an ornately carved, gem-encrusted, wooden staff (worth at least 100 gp), which is consumed when the spell is cast.

Supply Material Component (Invocation/Evocation)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 8 hours
 Area of Effect: Special
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell provides other spells with the energy and guidance normally supplied by material components. This spell gives the power to leave out the material components of other spells — unless it is to be an item to be enchanted: you cannot *enchant an item* without the item you wish to enchant. The caster gains one spell level per 2 caster levels, with which he may substitute material components for as many spells in spell levels. These spell levels are used up by the spells the caster chooses not to have a need for material components: the 3rd-level *fireball*'s material components of a ball of bat guano and phosphorus can be substituted for three spell levels from this spell. *Supply material component* lasts until the last spell level of this spell is used up. They are cumulative with each other up to a maximum stack of 3 times the caster's level in spell levels. This spell may be used to supply the components for the future casting of this spell. Note: this spell does not actually create the material components but only supplies the energy and guidance usually supplied by material components.

The material component for this spell is difficult to provide: for the first casting of this spell, the caster has to locate the very first spell book he owned which still exists somewhere, rip out the first spell located in the book, burn the pages, dissolve the ashes of the pages in acid, neutralise the ashes with chalk dust until a paste is produced. This paste has to be applied to a sapphire of no less than 5000 gp until the sapphire is completely covered. This is coated in clay. It then has to be burned in a kiln to rock hardness. In the casting, this "rock" has to be crushed. For further castings, you need the second and further spells from the first spell book. If that spell book is used up, go to the next one, and so on... Yes, this spell rather quickly uses up those "unnecessary" spell books.

Terror (Illusion/Phantasm)

Range: 5 yards per level
 Components: V
 Duration: 1 round per 3 levels
 Casting Time: 3
 Area of Effect: Special
 Saving Throw: Negates
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This is an advanced form of *fear*. When *terror* is cast, an invisible ray shoots from the wizard's hand to the target, never missing. A new ray follows each round, unless the wizard undertakes another action. The victim must save versus spell with a -2 penalty or be affected as follows: creatures of 6 HD or less immediately die of fright; those of 6+1-8 HD collapse to the ground for 6 full turns in utter terror, refusing to notice any outside presence except a physical attack (if attacked they fight back in berserk fury); 8+1-10 HD creatures flee in panic for one round per level of the caster, automatically dropping whatever they were holding; creatures of 10+1 HD or greater flee in panic for one round per level of the caster but only have a 25% chance to drop what they were holding.

The wizard can shoot forth one ray for every three levels he has obtained, rounded down. Only one ray can be issued per round. Undead and those creatures with protection against fear are also immune to *terror*.

Tharos' Temporal Study (Alteration)

Range: 1 foot
 Components: V, S, M
 Duration: Special
 Casting Time: 6
 Area of Effect: Special
 Saving Throw: Special
 Author: Tharos

When this spell is cast a magical door outline, only seen by the wizard, will appear one foot in front of the wizard. The wizard then may enter through the outline (the wizard is the only one able to enter the doorway). Once the wizard walks through the outline he will see a nice sized furnished room (20x20x20 feet). While in this room the wizard will be able to heal, re-memorise spells, sleep (safely), or do anything else he is normally able to do, with the exception of new spell study, or the casting of any other spells than healing spells. If an attempt to do this is made the room will explode, doing 30d20 HP of damage to the wizard.

The wizard may stay in this room for 2 hours + 1 hour per level, but as soon as he leaves he will have been gone for only 1 second per hour spent in the room (for example, Murlock, a 24th-level wizard casts this spell and spends a whole day within the room, but when he leaves the room his companions state that he has been gone for exactly 24 seconds). If a wizard is still in the room when the spell's duration has come due, the wizard must make a saving throw at -5 or be hurled into the void (note: the wizard does age normally when in the room).

The material component for this spell is 50 gp value of each of the following: diamonds, rubies, ivory and jade.

Tonal Attack (Enchantment/Charm)

Range: 60 feet per level
 Components: V, S
 Duration: 1 round per level
 Casting Time: 2
 Area of Effect: One creature
 Saving Throw: Special
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

This spell causes a spellcasting creature to temporarily lose the knowledge of how to cast any spells unless a saving throw is made. Those fortunate enough to have made their saving throw must make

an Intelligence check before casting each spell throughout the Attack's duration. Even those spells that the recipient does manage to cast are made as if they were cast by a wizard two levels lower with respect to spell effects. If the saving throw is failed, the material components are still expended.

Troll Call (Conjuration/Summoning)

Range: 40 yards
 Components: V, S
 Duration: 1 round per level
 Casting Time: 7
 Area of Effect: Special
 Saving Throw: None
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell summons a number of fierce trolls to fight for the wizard in the manner of the other call spells. The wizard can summon either normal trolls (7 HD cost) or, at sixteenth level, two-headed trolls. The wizard can summon 1½ HD per level, with all remainders being dropped. Only one type of troll can be summoned. Other types of trolls could be summoned, at the DM's discretion.

Twilight's Dark Hand of Magic (Enchantment/Charm, Necromancy)

Range: 10 yards per level
 Components: S, M
 Duration: 2 rounds per level
 Casting Time: 5
 Area of Effect: One person
 Saving Throw: Negates
 Author: Robert A. Howard <ssa94isa06@rcnvm.srn.mass.edu>

Twilight's dark hand of magic is a vastly more powerful form of the spells *charm person* and *domination*. Unlike the former spells, Elves and Half-Elves don't have any more resistance against the *dark hand* than anyone else. Like *domination*, the caster can control the person affected. Unlike any previous charm, the affected person can still cast spells, but only when the caster tells him to do so.

With the saving throw, the victim gets an initial saving throw versus death magic, modified as below. He also gains another saving throw whenever the controlling spellcaster demands an action which would probably lead to the death of the victim, or to someone dearly loved by the victim. Modifications are as follows:

Add the level, Intelligence, and Wisdom of both caster and victim together. Compare the two. If, after all modifications, the caster's total is equal to or lower than that of the victim, then the victim gains a bonus to his saving throw. Otherwise, the victim has a penalty.

Total difference	Saving throw bonus or penalty
up to -9	+4
-8 to -6	+3
-5 to -3	+2
-2 to 0	+1
+1 to +3	+0
+4 to +7	-1
+8 to +11	-2
+12 or more	-3

The victim also gains a Wisdom bonus, offset by the Wisdom bonus possessed by the caster — thus, if the caster has an 18 Wisdom and the victim has a 12 Wisdom, then that is a penalty of -4 to the saving throw, reflecting a struggle of wills.

This spell can be made permanent, without any threat of loss to the caster's Constitution. The material component of this spell is a dark crystal.

Tyvek's Forceshield (Enchantment)

Range: 0
 Components: V, S, M
 Duration: 1 day
 Casting Time: 1 hour
 Area of Effect: One shield
 Saving Throw: None
 Author: The Warlord of Heaven <fsmtw1@alaska.bitnet>

This spell temporarily (and rather destructively) transforms a normal shield into a magical shield with one plus per 4 caster levels. The caster can wield this shield mentally, thereby allowing him to use his hands to cast spells. It affects Armour Class as any other shield. When the duration ends, the shield vanishes forever (the real one too).

Tyvek's Spell Interceptor (Alteration)

Range: 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 2
 Area of Effect: One 1-foot wide coin of force
 Saving Throw: None
 Author: The Warlord of Heaven <fsmtw1@alaska.bitnet>

This spell requires a platinum coin, hawk feathers, and a magnetized iron wing. This force coin will fly to intercept and stop any attack spell (*fireball*, *lightning bolt*, etc.). It flies at a rate of 36, with class B. If used to smack something it will inflict 3d8 damage and dispel itself.

Tyvek's Temporary Inner Strength (Necromancy)

Range: 0
 Components: V, S, M
 Duration: 1 round per 3 levels
 Casting Time: 3
 Area of Effect: Person touched
 Saving Throw: None
 Author: The Warlord of Heaven <fsmtw1@alaska.bitnet>

This spell requires a tiny iron heart sculpture, lion's blood, and *holy water* (or *unholy water* if your recipient is evil). Casting it will have the effect of bestowing 1d10 HP per 5 caster levels. Its short casting time and life saving potential mark it as Tyvek's possibly most useful spell. These phantom hit points take damage first, and can be used to revive a person at negative hit points to waking life. Note, however, that these hit points only stay until the end of the spell's duration.

Uldark's Radiant Bolt (Conjuration/Summoning)

Range: 100 yards + 5 yards per level
 Components: V, S, M
 Duration: Special
 Casting Time: 7
 Area of Effect: One creature per bolt
 Saving Throw: ½
 Author: Allan J. Mikkola <allanm@vulcan.med.ge.com>

When this spell is cast, a small interdimensional connection opens between the quasi-elemental plane of radiance and the wizard's plane; through this opening, a 1 foot diameter glowing sphere appears and slowly hovers around the wizard. This sphere contains all colours of the spectrum; this sphere will last for 2 rounds per level of the wizard; if not used to its full potential at that time, the sphere dissipates.

During any round which the sphere is in effect, the wizard may discharge a bolt of one colour of the spectrum; only one such attack may be made in a single round, and the sphere may discharge only

one bolt per colour; once used, that colour disappears from the sphere. When all colours have been discharged, or when the duration expires, the sphere dissipates. Each bolt may affect one creature, and each colour has a unique composition as follows:

Colour	Composition	Item Saving Throw versus
red	fire	magical fire
orange	poison	-
yellow	acid	acid
green	gas	-
blue	lightning	lightning
indigo	cold	cold
violet	force	crushing blow

All bolts do a like amount of damage: 1d6 HP + 2 HP per level of the wizard. A successful saving throw versus spell reduces the damage by half. If this saving throw fails, the victim's possessions must save versus the indicated composition (if applicable) or be destroyed.

There is a chance that an extraplanar creature may enter through the opening whenever this spell is cast. The chance of this occurring is: 20% - 1% per level of the wizard (to a minimum of 1%). Any creature entering the wizard's plane will normally be hostile to the wizard.

The material component for this spell is a crystal or glass prism; light is sent through the prism to create a spectrum when the spell is cast. The prism is consumed with the casting of the spell.

Undead Army (Necromancy)

Range: 360 yards
 Components: V, S
 Duration: 2 rounds per level
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: None
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell is a version of *animate dead* developed for immediate battlefield use. It animates corpses in the same manner as the 5th-level spell, but the magic only lasts for a limited time. Also, *undead army* is very quick, requiring only a single word and a gesture. Those animated resemble ghouls in all ways, including having 2 HD each. The wizard can animate one of these creatures for every two levels (round up). The ghouls created by this spell are unusually hard to turn: treat them as if they were wraiths. They cannot be commanded or disrupted (command results are ignored; disrupted results are treated as a turn).

Valcon's Spectral Army (Illusion/Phantasm)

Range: 200 yards
 Components: V, S, M
 Duration: Special
 Casting Time: 2 turns
 Area of Effect: Special
 Saving Throw: None
 Author: Valcon

Using this spell, the wizard may create an army of semi-real humanoids; any type of humanoid may be chosen, but all soldiers must be of the same type. Because the army is somewhat real, they may not be disbelieved. The army is made up of one or more "units", each of which is comprised of 10 infantry soldiers. The wizard may create a number of units according to the following table:

Level	Number of Units
14-15	2
16-17	3
18-19	4
20*	5

The army may appear anywhere within spell range as desired by the wizard. The army must not stray too far from the wizard; they may move up to a distance of 20 yards per level of the wizard. This spell will last until the wizard wishes it to end, or until all units of the army are destroyed; however, a single wizard may not have more than two of these spells in effect at any one time; any additional castings of the spell will fizzle and be wasted.

Each unit always moves and attacks as a single entity; it will never split up, or act independently, as each unit is a single component of the illusion. The unit will have an Armour Class equal to 22 minus the wizard's level, and hit points equal to 2 times the wizard's level (i.e. a 16th-level wizard may create 3 units, each having an Armour Class of 6 and 32 HP). All hits on the unit count against the unit's hit point total; an individual soldier may not be destroyed, even if all hits are on a single target. Once the unit's hit point total is exceeded, all 10 soldiers in that unit are destroyed. Besides melee attacks, the army may be dispelled, although only one unit may be dispelled per dispel attempt.

Each unit will be equipped with armour appropriate to their Armour Class, and will be armed according to what material components are used; the wizard may provide one or more weapons for every unit he creates; the units will then be armed with the corresponding weapon(s). Any number of weapons may be given to a single unit, and each unit may be equipped differently from the rest; the only stipulation is that the wizard must have the appropriate number of the desired weapons available when the spell is cast (in the case of missile weapons, the missiles themselves need not be used as a component; the missile weapon suffices in this case). Continuing the example of the 16th-level wizard, the wizard may elect to equip all 3 units with longswords only (at the cost of 3 longswords as a material component) or may wish to diversify by equipping one with long bows and short swords, one with spears, and the third with halberds; (at the cost of 1 each of a long bow, short sword, spear, and halberd as a material component).

Since a unit always acts as a group, it may only make one or two attacks per round, unless equipped with a weapon that normally allows multiple attacks (i.e. a unit of long bow archers would receive 2 or 4 attacks per round). If the unit makes only one melee attack in a round, it will inflict 1d8 points of damage if successful; if two melee attacks are made, each will inflict 1d4 points of damage if a hit is scored; the amount of damage does not depend on the type of weapon used — all cause the same amount of damage.

Missile attacks cause 1d4 points of damage if the minimum number of attacks are made, or 1d2 points of damage if the maximum number of attacks are conducted (i.e. a unit using long bows would do 1d4 points of damage per hit if two attacks are made, or 1d2 points of damage per hit if making 4 attacks).

Hurled weapons are not allowed by this spell. Under no circumstances may these illusionary armies use any special attack or defense forms normally employed by their race (i.e. an illusionary army of trolls will not regenerate lost hit points). Strength, Dexterity, and similar bonuses also do not apply.

In addition to the weapons required for material components, the wizard must also have a suit of armour (and a shield, if desired) that comprise the appropriate Armour Class for the units. One suit (and shield, if used) is sufficient for all units created by this spell. All material components are consumed when the spell ends.

Veringen's Curse (Conjuration/Summoning)

Range: 0
 Components: V, S, M
 Duration: 1 day per level
 Casting Time: 1 turn
 Area of Effect:
 Saving Throw: None
 Author: Warlock's Cave <94test00@leicester.ac.uk>

With the use of this spell, a wizard may summon a number of servants from a currently unknown location. This spell is rare due to the material component required. Each servant requires the presence of one tooth from an adult or older dragon. There is no limit to the

number of creatures that may be summoned with each casting. It is important to know the type of dragon that the tooth originated from at the time of casting.

The servants are 5+3 HD, have the Armour Class of the original dragon minus three, have two claw attacks for 1d6 damage each, have a breath weapon as their special attack, and move at MV 12; flight: 18 (C). The servants are 6-foot tall winged humanoid dragon creatures. The coloration is as the original dragon and the breath weapon (of the appropriate type) is 5d6, three times per day.

"Servant" however, is a misleading title since only if the eye-teeth of the dragon are used and correctly named will the summoned beings serve the caster. In all other cases the procedure goes astray and the "servants" are uncontrollable and smitten with the unstoppable desire to slay the caster. This is where Veringen met his end: when attempting to alter the spell to work on any tooth from a dragon, he cast a double handful to the floor and was torn asunder by his creations. Servants speak the languages of the caster plus the original dragon type's. Additionally, opposing colour types (chromatic versus metallic) will attack each other wildly on sight.

This spell continues giving descriptions of the sort of missions that will or won't be undertaken by the servant. A copy of this spell will be made available to anyone who can predict the exact restrictions.

Water Survival (Alteration, Enchantment)

Range: 5 yards per level
 Components: V, S
 Duration: 1 day per level
 Casting Time: 7
 Area of Effect: Special
 Saving Throw: None
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This multi-purpose spell was developed for the exploration of the elemental plane of water. It requires only one word to bring into operation, so it can be cast underwater. The spell can take one of two forms, chosen at the time of casting:

- *Water breathing* can be bestowed upon one creature per three levels of the wizard.
- *Water survival* can be bestowed on a single creature. It includes: *water breathing*, *free action* for the purposes of underwater movement only, and a swimming speed of 18. As well, the beneficiary receives a +2 bonus to all surprise rolls while underwater.

Five levels are added to the caster's for the purpose of determining whether *water survival* is dispelled.

Whale Call (Conjuration/Summoning)

Range: 120 yards
 Components: V, S
 Duration: 2 rounds per level
 Casting Time: 7
 Area of Effect: Special
 Saving Throw: None
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell is identical to the other *call* spells, except as detailed below. Up to 1½ HD per level can be summoned.

Wizard's Level	Whale Summoned
14-15	narwhal (5-7 HD)
16-17	common whale (12-36 HD)
18+	killer (9-12 HD)

Only one type of whale can be summoned, and all remainders are dropped. The whales can only be used in combat.

Whisper's Helpful Portal (Alteration)

Range: 60 yards
 Components: V, S, M
 Duration: Special
 Casting Time: 7
 Area of Effect: 3×10 feet area
 Saving Throw: None
 Author: Robert Johan Enters <whisper@wpi.edu>

This spell is an improvement of the *teleport* spell. Instead of opening an instantaneous conduit from one place to another, this spell creates a portal that stays open until the caster wills it away, it is *dispelled* or one creature per level of the caster has passed through. Note that to pass first one way, then back by the same creature counts as two passes.

This spell allows the caster to flee to get help from the other side, or take a short breather on the other side before coming back. However, the portal manifests itself as a shimmering silver plane, and anyone who wants to can pass through as long as it is activated. Hence it is not a good way to flee from pursuit, as the pursuit can follow through the portal as well, since the caster has to concentrate for some ten seconds to close the portal.

For success in anchoring the portal, the same rules apply as a regular *teleport*, thus caster beware, you might be in for a fall, or end up encased in stone. However, if the first one through runs into solids, that material will end up in front of the portal on the opened end (the portal replaces the volume attempting to pass with equal volume from the other side). Some DM discretion will be needed with the possibilities this poses.

The material component is a small (3 inch) mithril rod, treated in such a way as to be easily broken. At the end of the spell casting, the caster breaks the rod, and the portal appears. Note that the rod does not disappear, but once broken cannot be reused for this spell.

Whisper's Instant Demonic Guards (Conjuration)

Range: 60 yards
 Components: V, S, M
 Duration: Special
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: None
 Author: Robert Johan Enters <whisper@wpi.edu>

This spell can only be used by a wizard who openly worships or works for one of the chaotic Dark Gods. The caster must have the symbol of that agency on his person. The caster loudly implores this deity's aid while the caster throws the symbol on the ground. The symbol is grasped by a taloned hand that reaches up from the ground (destroying tiles, flagstones or whatnot if necessary), and pulled down. Three seconds later, the ground explodes upward in one place per six levels of the caster. In these places demons rise. 50% chance of these demons are of type III, 25% type IV, 20% type V, 5% type VI. Note that the holy symbol taken by the demons, is not returned to the caster, since it is considered to be the material component for the spell.

These demons will remain and fight for or protect the caster for one round per two caster levels, or until slain. Before the demons are slain (but when they are hurt in such a manner that one or two more attacks might kill them) they will request the caster that he release them so that they can flee to their own plain (so that they do not need to suffer the penalties demons face when slain on the prime material). For every demon refused such release and subsequently slain, there is a cumulative 5% chance that the next batch of demons summoned by this spell is sent to punish the caster rather than help him. After such a punishment, this chance is reduced to 0% again, and the cycle begins anew. DM nastiness is expected on this matter.

The demons might overstate the extend of their injuries to escape further humiliating servitude, when asking for early release, etc. Note that ground must be available within the area of effect. This spell will not work on a ship for example, although the solid stone floor of a

higher level in a building (or lower level of a dungeon) will be enough to let the spell take effect.

Whisper's Legion of Doom (Necromancy)

Range: 60 yards
 Components: V, S, M
 Duration: 6 turns + 1 turn per level
 Casting Time: 1 turn
 Area of Effect: Special
 Saving Throw: None
 Author: Robert Johan Enters <whisper@wpi.edu>

This is an improved version of the *animate dead* type spells. It will animate up to twice the caster's level Hit Dice of undead within a 60 yard radius. These undead have full hit points and be imbued with some of the Intelligence of the caster. While the spell is in effect, or as long as any of the undead remain, the caster's Intelligence will be lowered by one point. Note that this might make the caster unable to cast high level spells after this spell is cast. I.e., a wizard with Intelligence 16, will not be able to cast 8th-level spells while this spell is in effect. The Intelligence of these undead allows them to use weapons to effect, i.e., not just 1d6 but by weapon type for skeletons. The undead can use armour, bows, etc. Still, only zombies or skeletons can be made with this spell. The material component is a piece of bone from a lich.

Whisper's Mass Teleport (Alteration)

Range: 0
 Components: V
 Duration: Instantaneous
 Casting Time: 2
 Area of Effect: One yard per level radius
 Saving Throw: Special
 Author: Robert Johan Enters <whisper@wpi.edu>

This spell is an improvement of the *teleport* spell, not in the accuracy of the spell, like *teleport without error*, but rather in the amount of stuff the caster is able to take with him. The caster is able to *teleport* all beings and items within the area of effect to a location, under the same rules for safe arrival as the 5th-level *teleport* spell. Unwilling targets receive a saving throw to remain where they are. The caster can specify which beings or items inside the area of effect are and are not teleported, however items held by someone else are subject to a saving throw by the holder of that object to negate its transport if the holder does not want the item teleported. If a spellcaster does not have the *teleport without error* spell in his repertoire, this spell is known to have been used by the caster standing on a table. Should a low arrival be rolled for, the table will be embedded in the ground, but the caster will be safe.

Whisper's Minor Rune of Protection versus Spells (Abjuration)

Range: 0
 Components: V, S
 Duration: 1 day per level
 Casting Time: 4 turns
 Area of Effect: One creature
 Saving Throw: None
 Author: Robert Johan Enters <whisper@wpi.edu>

This spell brings into being a yellow glowing rune on the target creature. The rune bestows the benefit of a *minor globe of invulnerability*. For more information on runes, see *Whisper's rune of protection versus weapons*.

Whisper's Protection from Detection (Abjuration)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 3 turns
 Area of Effect: Up to 40-foot per level cube
 Saving Throw: None
 Author: Robert Johan Enters <whisper@wpi.edu>

When casting this spell, the caster must stake out the area to be protected with an unbroken trail of diamond dust and lit black candles, which are the material components for the spell. The spell will last only as long as all the candles are burning. One must be placed at every ten foot interval, and the candles can be as large as the caster can get his hands on (for duration). While the spell is in effect, no form of magic or psionics can enter the area. Thus, it is impossible to *teleport* inside, *scry*, *detect* or whatever. Astral or etherial bodies cannot enter or see into the area, dreams (sent by dreamers, psionics or spell throwers) cannot enter either. As far as any magical effects are concerned the area is simply not there.

Although primarily designed to ward against unwanted intrusions of any kind, and protect those in the area from any unwanted detections, peeking, or spying, the spell will also stop the effects of other spells from entering the boundary. Thus, a *fireball* cast at the protected area will simply vanish where the boundary starts, if already exploded, and the magical fire will not form in or cross the barrier. Summoned monsters cannot enter and gates will not form. However, in combat situations, a small wind or the hand of a creature needs but to extinguish one candle, and the entire spell collapses immediately.

Whisper's Super Wizard (Alteration)

Range: 0
 Components: V, M
 Duration: 2 rounds per level
 Casting Time: 3
 Area of Effect: The caster
 Saving Throw: None
 Author: Robert Johan Enters <whisper@wpi.edu>

By means of this spell, a very special form of haste is put on the caster. The caster's casting times are halved, and the caster can cast up to two spells per combat round (if the casting times allow).

Whisper's Tap Magic (Conjuration/Summoning, Wild Magic)

Range: 0
 Components: V, S
 Duration: Special
 Casting Time: 7
 Area of Effect: The caster
 Saving Throw: Special
 Author: Robert Johan Enters <whisper@wpi.edu>

This unpredictable spell attempts to tap energy from the magical plane that surrounds everything directly, and harness that surge in a manner that is beneficial to the wizard. The wizard can attempt to keep the gate open for one round per three levels of experience, however, the gate is highly unstable, and the following roll will decide for how many rounds the gate will be opened:

D10 Roll	Number of Rounds Open
1-2	two rounds less
3-4	one round less
5-6	as attempted
7-8	one round longer
9-0	two rounds longer

For every round the gate is open, the wizard regains a previously cast spell of a random level (roll 1d8; no 9th-level spell can be

regained this way). However, the energies surging into the wizard's body, may do the wizard harm. For every spell regained, the wizard must make an unmodified saving throw versus breath weapon (dual classed or multi-classed characters must roll against their wizard level for this, even if they would gain a better saving throw from one of their other classes). If the saving throw fails, the wizard will get damaged for one hit point per level of the regained spell.

Also, there is only a 50% + twice the caster's level chance of opening the gate this successfully. If the wizard fails this percentage check, then a wild surge will occur. Check the wild surge tables of your liking, or if you do not have any, roll on the table for the *wand of wonder* for what effect occurs in stead of this spell.

Wind Tunnel (Alteration)

Range: 0
 Components: V, M
 Duration: 1d10 rounds + 1 round per level
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: None
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

By use of this spell, the wizard creates a cylindrical tunnel of wind ten feet directly in front of the wizard, ten feet in diameter, and stretching 10 feet per level in length. As long as the wizard maintains concentration on the spell, the tunnel's primary section will be under the wizard's control. Once concentration is broken, however, it cannot be retained, and the tunnel will move and grow in a random fashion for the spell's duration, which cannot be shortened. The tunnel is capable of moving 10 feet per round and growing at both ends at the same rate. If it splits into parts due to this movement, it will grow at all loose ends for the duration of the spell.

The wizard and designated friends may pass through the controlled tunnel unscathed. Others, however, must make Strength checks to avoid being pulled into the tunnel, make melee attacks at -2, and may take a point of damage per round from loose sand, dirt, or pebbles. While in the tunnel, missile and hurled attacks are made at -5. Such attacks through the tunnel "skin" are next to impossible. Note that the wizard may walk, communicate non-verbally, and still maintain control, however if the wizard is hit or distracted, then control is lost. The material component for this spell is a fan.

Winthrop's Undead Summoning VI (Conjuration/Summoning, Necromancy)

Range: 30 yards
 Components: V, S, M
 Duration: 5 rounds + 1 round per level
 Casting Time: 6
 Area of Effect: Special
 Saving Throw: None
 Author: Al Singleton (Isaac Winthrop) <eaay@catcc.bitnet>

This spell is akin to any one of the *monster summoning* spells. Any one of the following undead may be chosen to be summoned: 2d6 skeletons, 2d4 zombies, 2d4 ghouls, 1d6+1 shadows, 1d6+1 wights, 1d4+1 ghastrs, 1d4 wraiths, 1d3 mummies, 1d2 spectres, 1d2 apparitions, one ghost or one vampire.

The undead appear at the end of the casting and fight to the best of their ability until slain, the duration expires, they are released, or they are further than 30 yards from the caster (the caster may not intentionally move out of range, nor may the undead for they are not free-willed while under the spell). At such time, they return to their point of origination.

The material component is a lit candle inside a small bag.

Woldin's Fearstalker (Illusion/Phantasm)

Range: 10 yards per level
 Components: V, S
 Duration: Special
 Casting Time: 7
 Area of Effect: One creature
 Saving Throw: Special
 Author: Woldin

This spell creates an illusionary creature in the mind of its victim much the same as a *phantasmal killer*. The *fearstalker* appears as a shadowy creature of a vaguely humanoid shape (only the victim and the wizard can see the creature). Once cast, the *fearstalker* will tirelessly pursue its target; if the victim does not succeed in making a disbelieve check (this intent must be specifically stated) it will be attacked by the *fearstalker*.

The *fearstalker* has a movement rate of 24, has Hit Dice equal to half the wizard's level (rounded down), has 2 attacks (2d6/2d6), and can be hit only by +1 or better weapons. It is immune to charms and other mind-affecting spells, but is susceptible to most other spells and magic attacks.

Once the battle has been joined, nothing short of the death of one of the combatants will end it. Rendering the victim unconscious will not help, as the *fearstalker* will enter the target's dreams and the battle will continue normally. If the caster of the spell is slain or rendered unconscious, the current battle will continue normally, but the *fearstalker* will not be able to return at a later time (see below).

If the victim of this spell is reduced to 0 HP by the *fearstalker*, he must make a systems shock roll; if this roll fails, the victim dies and the spell ends; if it succeeds, the target only believes he has died and falls into a coma for 2d12 hours. Only *heal* or *wish* will rouse the victim from this coma. If the target reduces the *fearstalker* to 0 HP, it will vanish instantly. However, in this case, the *fearstalker* is not actually destroyed; it will reappear in 4d6 hours (at full strength) to again attack its victim (the *fearstalker* is not able to return if the wizard has been slain, or if he was unconscious at the time of the *fearstalker's* defeat in the previous battle).

The only way to permanently end this spell (short of the victim's death) is to make a successful disbelieve check. The victim is allowed one such roll each time the *fearstalker* returns after being defeated, as well as when the spell is first cast. This disbelieve check has the same modifiers applied to it as for the *phantasmal killer* spell.

The wearer of a *helm of telepathy* may not turn the *fearstalker* upon the wizard. If the victim is asleep or otherwise unconscious when the *fearstalker* returns, the battle will take place in the target's dreams, and the disbelieve check is made with a -2 penalty.

Zandare's Twist (Alteration, Enchantment)

Range: 10 feet per level
 Components: V, S, M
 Duration: Permanent
 Casting Time: 7
 Area of Effect: Special
 Saving Throw: Negates
 Author: Johnny Lydon <jensenjp@clutx.clarkson.edu>

By means of this spell, the wizard changes the target creature, effectively, inside out. The organs are outside the body and the skin is inside. DMs: insert your own really graphic descriptions here... The wizard must have a small leather pouch for the casting. At the end of the casting, the wizard thrusts his hand into the bag and violently pulls the bag inside out. Now the target is either painfully turned inside out, or the wizard looks like a total fool. The spell affects one medium size creature or two small creatures. Large creatures receive a +3 to their saving throw.

Note that clothing, armour, etc. are in the inside also.

Zildjian's Improved Mnemonic Enhancer (Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 day
 Casting Time: 5 rounds
 Area of Effect: The caster
 Saving Throw: None
 Author: Joe Collieran <jnc4p@uva.pcmail.virginia.edu>

This spell is much like the 4th-level *Rary's mnemonic enhancer*, except that the magic-user is able to memorise, or retain the memory of, up to seven additional spell levels (seven 1st-level spells, or one 1st- and three 2nd-level spells, etc.).

Zildjian's Spellnet (Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 day per level
 Casting Time: Special
 Area of Effect: The caster or one creature
 Saving Throw: Special
 Author: Joe Collieran <jnc4p@uva.pcmail.virginia.edu>

Zildjian's spellnet allows the magic-user to prepare a selection of spells able to be cast at a moment's notice. The casting of the spell creates a non-dimensional energy-space field, in which spells may be held until needed. The caster then places any spells into the spellnet he wishes to store by casting the entire spell except for saying the last word. All material components are consumed at the time of placing the spell in the spellnet. When the magic-user desires to call up spells stored in the spellnet, he merely completes the final verbal components of the spell. This action has an initiative modifier ("casting time") of only 1, no matter which spell is being called up. Unlike normal spellcasting which may be disrupted if the spellcaster is attacked, calling up spells out of the spellnet is possible in all situations where activating a magic item by a command word would be possible. The wizard Zildjian specifically designed this feature to be the bane of the organized "hit the magic-user before he can cast a spell" type of fighters. Magical silence will stop the use of the spell, but a *vocalize* spell will allow the spells to be called up via somatic components rather than the final verbal ones. The maximum number of spell levels that a caster may place in *Zildjian's spellnet* is equal to his level as a wizard (for example, a 14th-level wizard could place two 5th-level spells and one 4th-level spell in the spellnet, or two 7th-level spells, or any other combination that does not exceed his level). The initial casting of the spell takes one hour plus the casting times of the individual spells to be entered. The spellnet and stored spells then last in the non-dimensional energy field for 1 day per level of the caster. After this time limit, the spellnet begins to decay and by the end of the last day will be completely gone along with all remaining spells held in it. The spellnet may be restored at any time prior to the last day by casting of another spellnet to "recharge" it. This "recharging" takes only one turn, rather than the one hour needed to create it. During the "recharging" new spells may be added to replace any lost spells, up to the maximum stated above. This is the only time that replacement spells may be added or spell selection in the spellnet changed. Spells held in the spellnet are considered cast for purposes of memorisation of new spells, thus a temporary increase in the amount of spells available is possible.

Certain other spells, magic items and conditions may cause interference with *Zildjian's spellnet*. First, no two spellnets may be up at the same time on the same wizard. If the wizard attempts to put a second spellnet up on himself, both are destroyed, the wizard loses all memorised spells for the day and is stunned for 1d4 rounds. Should one wizard attempt to cast a second spellnet on another wizard as an attack, then both wizards must save versus spell at -4 or each will be affected as above. If the saving throw is made, the second spellnet is destroyed. The spellnet and a *mnemonic enhancer* cannot be active on the same magic-user at the same time. The spellnet is destroyed if cast on a magic-user with a *mnemonic enhancer*

Wizard Spells (8th level)

up or if a *mnemonic enhancer* or a *lucubration* is cast on a magic-user with *Zildjian's spellnet* up. *Forget*, *feblemind*, *confusion*, insanity or psionics may cause the wizard not to remember which spells are in the spellnet, but do not directly affect it. A successful *magic jar* or other type of possession causes instant decay of the spell, as the spellnet requires that the mind reside in the body of the spellcaster. *Dispel magic*, *holy word*, *Mordenkainen's disjunction* or passing through an *anti-magic shell* will cause the instant decay of the spellnet, unless it is immediately recharged as per the method given above. The spellnet will not function in any area where a non-dimensional or extra-dimensional space will not function (i.e. the astral plane, or in the area created by a *rope trick*, *Mordenkainen's magnificent mansion*, *major ward*, *prismatic sphere* or *cube of force*), but it is not destroyed by the area and can be accessed again once the area is left, unless the duration has expired. The spellnet will be destroyed by the wearing or using of a *ring of spell storing*, *ring of wizardry*, *rod of absorption* (casting spells only, absorption causes no problems), *helm of teleportation* (refreshing memory option), purple *ioun stone* (spell storing one), *pearl of power*, *robe of powerlessness*, or in general any other memory enhancing or spell storing item or spell.

Finally, should the caster be so foolish as to climb inside a *bag of holding*, *bag of devouring*, or *portable hole* with a spellnet up, a terrible thing will happen. The caster will be affected as is normal for the placing of an extra-dimensional space in a non-dimensional space. Specifically, if the caster is in a *bag of holding*, the effects will be as if the caster is a *portable hole* (i.e.: a gate to another plane). And vice-versa, if the caster climbs in a *portable hole* (i.e. a rift to the astral plane).

The material components for this spell are a sheet of vellum suitable for inscribing magical spells, an ounce of squid ink, again suitable for inscribing spells, a pinch of diamond dust and an optional small crystal. All are consumed upon the creation or recharging of the spellnet, except for the crystal which remains and glows in proportion to the remaining duration of the spellnet.

Eighth-Level Spells

Ageing (Necromancy)

Range: 5 yards per level

Components: V, S, M

Duration: Instantaneous

Casting Time: 8

Area of Effect: One creature

Saving Throw: Special

Author: Peter Gourlay <gourlay@slais.ubc.ca>

Upon casting this spell, a black bolt of energy shoots out from the wizard's hand, hitting one creature within its range. The creature struck must save versus spell or immediately age 6d10 years. Any humanoid who is aged must make a system shock roll or die from the internal strain. If a creature makes its saving throw, it is still strongly disoriented, suffering a penalty of -2 to-hit and +2 to Armour Class for one round per level of the wizard.

Any creature that is slowed, paralysed, charmed or stunned suffers a -3 penalty to its saving throw, since they are less able to resist its very powerful energy. The material component of this spell is a black opal worth at least 500 gp.

Anti-Magic Resistance (Abjuration)

Range: 0

Components: V, S

Duration: 1 round per level

Casting Time: 8

Area of Effect: The caster

Saving Throw: None

Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell enables the wizard to operate normally in areas where magic would otherwise not work. These areas include: magic dead lands, lands within the radius of an *anti-magic shell*, and lands in the cone of the anti-magic ray of a beholder. Each round in one of these areas while under the protection of this spell, the wizard must save versus spell. If the saving throw is successful, the wizard can cast spells normally that round. A new saving throw must be made each round, and whether successful or not, the effects only last for one round. Spells with a duration longer than a single round remain as long as the wizard continues to successfully save. This spell is also effective for spells cast into one of these areas from a normal magic area, so long as the wizard saves successfully.

Area Effect Lower Resistance (Abjuration, Metamagic)

Range: 10 feet per level

Components: V, S, M

Duration: Instantaneous

Casting Time: 8

Area of Effect: 30-foot diameter sphere, 1 person per level

Saving Throw: Special

Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is an improvement of the 5th-level *area effect non-detection*. It affects up to one creature per caster level in a 30-foot diameter sphere. The creatures which are to be affected are chosen by the spell caster as long as they are within the area of effect. The creatures can use their magic resistance at half the normal chance to resist the effect of this spell. They get no other saving throw (not even their scarab saves). If they fail their magic resistance checks, their magic resistances are reduced by 4% per caster level. This works even on items which provide magic resistance. This effect lasts for 1 turn per level of the caster.

The material component is a handful of iron which has been filed from an active iron golem's head. These iron shavings have to be corroded in a solution made from a potion of magic resistance (which is spoiled by this use) and one full gallon of water from the Styx which has been touched in the previous minute by Charon (the boatman of the dead).

Bone to Dust (Alteration)

Range: 20 feet

Components: V, S, M

Duration: Special

Casting Time: 5

Area of Effect: Special

Saving Throw: Negates

Author: Jim <pargwe@morekyp.r.bitnet>

This spell, when cast properly, will cause the living creature (provided its anatomy is structured with bones) to have its bones become brittle, and in 2 rounds after successful spell completion, the creature collapses under the weight of its own body, unable to function or move — for its bones have crumbled to dust.

The caster can only affect creatures that possess the Hit Dice that are within range of the caster. The spell will affect 1 Hit Dice per level of the caster (creatures with the lowest Hit Dice are affected first). The material component of this spell is a miniature grinder, which is consumed in the casting.

Caligula's Vitality Drain (Alteration)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 7
 Area of Effect: Special
 Saving Throw: None
 Author: Tim Prestero <ez003387@george.ucdavis.edu>

This terrible spell allows the wizard to drain the youth from a victim, revitalising himself, at the expense of ageing the victim. Hardly a spell used by good aligned wizards.

The wizard first prepares the spell, by casting the eight phase portion of it. He then has his level in rounds to make contact with the victim, and begin draining. To drain the youth of the victim, the wizard must be in continuous contact with the flesh of the victim during the draining process. The act of being drained is extremely painful to the victim, and is sufficient to awaken sleeping victims, and allow charmed victims a new saving throw. Even if the victim is conscious, however, the draining will continue. The victim must break flesh contact with the wizard to break the spell.

The wizard is able to drain a decade, plus one decade for every four levels above first he possesses, i.e. 20 years at fifth, 30 at ninth, 40 at thirteenth, etc. Each year takes but a tenth of a round to drain, so a decade is drained per round. If the spell is broken during casting, the wizard will still have drained a number of years dependent on time of casting (eg. contact broken after 2 rounds, 20 years drained). Due to the imperfect nature of the spell, however, the wizard only reduces in age by a year for every three drained from the victim.

Both wizard and victim will be affected by the change in age. The victim will only suffer the disadvantages of ageing (Strength and Constitution loss), whereas the wizard will only experience the benefits (Strength and Constitution gain). After the spell, the victim will have visibly aged, with greying hair, and lined, shaggy skin. The wizard will appear invigorated, with grey disappearing from his hair, and the obvious return of muscle tone. The victim must save versus paralysis, or fall unconscious for 1d4 turns, if he is drained more than 20 years. The wizard will experience a temporary 1d4 increase in Strength (not including that gained from becoming younger), which will fade by 1 point a turn. The wizard will also feel inebriated, an effect which persists for 1d6 rounds.

This spell is only effective on humans. Long lived races, such as elves and dwarves, as well as humanoid races, are immune from the spell, and the wizard must save versus paralysis, or be knocked unconscious if attempting to drain a member of these races.

Finally, there is no known cure for this spell, save a *wish*. The material component of this spell is a scrap of flesh from a vampire, which must be consumed by the wizard.

Call Chain Lightning (Alteration, Evocation)

Range: 0
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 1 turn
 Area of Effect: 360-foot radius
 Saving Throw: ½
 Author: David Serhienko <serhienk@cobber.cord.edu>

This spell functions, in all respects, as the 3rd-level priest spell *call lightning*, except in the following regards: each bolt of called lightning functions exactly as the 6th-level wizard spell *chain lightning*.

This spell should be one of greatest scarcity and secrecy. It would be sought by any lord looking toward world domination and would not be given or traded for other spells. Allegedly created by the long missing Lich Vecna, the incantation has surfaced three more times since his mad bid for supremacy. On each occasion of its surfacing, it was used in such a way as to call down the wrath of a certain Lord of the Elements, Zeus, from whom the spell was stolen. To date, no wizard has successfully called upon this power without having his

soul destroyed by the greatest of the Olympians. Perhaps you will be the first to escape this fate. Probably not...

Call Dragon (Summoning)

Range: 40 yards
 Components: V, S, M
 Duration: Special
 Casting Time: 4 rounds
 Area of Effect: Special
 Saving Throw: Negates
 Author: James Bray <jbray@acad.bryant.edu>

This spell summons forth a dragon of the highest Hit Die type, depending on die roll (see below). The spell gives the caster no control over the actions of the dragon. *Sanctuary* will not work. A die is rolled to determine the type of dragon:

D8 Roll	Dragon Type
1	gold dragon
2-3	silver dragon
4-5	black dragon
6-7	blue dragon
8	red dragon

The saving throw is modified by one up or down per 2 HD of the dragon above or below 15. The material component of this spell is a miniature dragon, crafted from the finest materials, worth at least 10,000 gp.

Cantor's Closed Cottage (Alteration, Conjunction)

Range: Special
 Components: V, S
 Duration: Special
 Casting Time: 8 rounds
 Area of Effect: Special
 Saving Throw: None
 Author: Cantor

This spell creates an extradimensional space — an improved form of *Mordenkainen's magnificent mansion*. It literally duplicates a small, closed section of the wizard's plane, creating a temporary new demiplane. The area of effect is a base 1 square kilometre per level of the wizard. The duration is a base 2 hours per level, modified as below:

- Each 1 square kilometre added to the base amount lessens the duration of the spell by 2 hours.
- Each 1 square kilometre subtracted from the area of effect increases the duration by 3 hours.

The wizard can modify the terrain and plant features to a limited extent when closing off the area. The land, animals, structures, etc. are duplicated in the new planar space with the following restrictions:

- No magic items or magically protected structures are duplicated.
- Creatures of Intelligence greater than 2 cannot be duplicated.

Cloud of Doom (Alteration, Invocation/Evocation)

Range: 60 yards
 Components: V, S
 Duration: 1 round per level
 Casting Time: 7
 Area of Effect: One 30×30-foot cloud, 20 feet high
 Saving Throw: Negates
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

The *cloud of doom* is a cloud of poisonous gas that forces all within it to save versus poison or die in 1d3 rounds. The cloud is stationary. In strong winds the duration of the spell can be halved or even quartered, at the discretion of the DM.

Contact Higher Plane (Divination)

Range: 0
 Components: V
 Duration: Special
 Casting Time: 2 turns
 Area of Effect: Special
 Saving Throw: None
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell is a better and less risky version of *contact other plane*. In all respects, save the table below, it is identical to that fifth level spell.

Plane	Chance of Insanity	Chance of Knowledge	Chance of Veracity
elemental	5%	55%	67%
inner plane	10%	60%	70%
astral plane	15%	65%	73%
outer plane, Int 19	20%	70%	75%
outer plane, Int 20	25%	75%	78%
outer plane, Int 21	30%	80%	81%
outer plane, Int 22	35%	85%	83%
outer plane, Int 23	40%	90%	86%
outer plane, Int 24	45%	95%	90%
outer plane, Int 25	50%	98%	93%

Chance of knowledge for the appropriate elemental plane is 90%, chance of veracity is 81%.

Create Higher Undead (Necromancy)

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: Special
 Area of Effect: Special
 Saving Throw: None
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

Create higher undead is used by evil necromancers to create some of the more powerful undead (most of these undead can also be created in other ways). This spell will create wraiths, mummies, spectres, swordwraiths, soul beckoners and inquisitors. Other undead can be created at the discretion of the DM. The wizard must have the correct spell components (listed below) and then cast the spell, which takes about one turn per Hit Die of the undead. The undead are not under the direct control of the necromancer, but they do tend to follow his commands. The source of this control is not loyalty but fear, and if the necromancer is weak then the undead may turn on him. In addition to the specific components listed below, the necromancer must have a cup of dirt from a grave that is at least one hundred years old, and a considerable portion of his own blood. Due to this contribution of blood, the necromancer will be weak the day after the spell is cast (-2 to-hit and to all saving throws), and the spell cannot be cast again before a full week has past.

- *Wraith*: the body of an extremely evil human who obtained at least seventh level in life; five vials of *unholy water* created by the high priest of an evil religion (minimum of fourteenth level).
- *Mummy*: the mummified body of an evil human who obtained at least seventh level in life; a solid gold statue of an evil Egyptian god (usually Set; minimum 5000 gp value).
- *Spectre*: the body of an extremely evil human who obtained at least ninth level in life; a painting of the person being animated (the painting must have been done when the person still lived).
- *Swordwraith*: the body of an evil human fighter who obtained at least seventh level in life (the fighter must have been part of a military organization and must have fallen in a battle where his side eventually lost).
- *Soul Beckoner*: the body of an evil human, half-elf or elf that obtained at least eighth level in life (the person must have died of natural causes and must have been either a wizard or a thief; a *philtre of persuasion*).

- *Inquisitor*: the body of an evil human or demi-human who obtained at least seventh level in life (the person must have been a ruthless, sadistic torturer who was in charge of a torture facility); a rack or other torture instrument on which a paladin of at least ninth level has recently (within one year) been tortured to death.

Create Temple or Cathedral (Conjuration/Summoning)

Range: 10 feet
 Components: V, S, M
 Duration: 3 hours per level
 Casting Time: 2 turns
 Area of Effect: One 10 feet per level per side square formed in any shape desired
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell creates the interior fittings of a temple or cathedral of any kind depending upon the caster's desires. This includes up to 10 pewter benches per level (each holding up to 10 people crammed), one rug to cover the complete area of effect, one aisle rug per full 5 levels, one altar with all the necessary religious regalia, one chandelier per 2 levels with one hundred lit candles each (if desired) burning for the duration of the spell (can be dimmed, extinguished, and relit at will by the caster or the receiving priest), one holy or unholy water basin per level, one holy symbol per level, one speaking tier, one banner per level with the pictures of the religion, one alms basket per level, and one choir tier per 10 levels up to two feet per level high each. This spell creates only the interior of the room; it doesn't create the walls, floors, or ceilings.

The material components are one holy symbol from the religion, one drop of holy or unholy water created by a priest of the religion, one miniature bench of mahogany, one 1 square foot piece of a single large rug blessed by a priest of the religion, a small wicker straw, one candle blessed by a priest of the religion, one piece of silk (for the banners), and one 1 foot cube of marble (for the tiers).

The effects of selling and combat possibilities are as for the other room spells.

Curse of Lycanthropy (Alteration, Necromancy)

Range: 10 feet per level
 Components: V, S, M
 Duration: Permanent
 Casting Time: 8
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell curses one creature with one of the most horrible existing curses: the curse of lycanthropy. The creature has saving throw versus death magic; if it saves, the spell is negated; if it fails it is affected as below. The creature is turned into a lycanthrope of the caster's desires. It might not even be apparent that the creature has suffered under the spell — until the next full moon sets in. At that point the creature will change into the lycanthrope desired by the caster and it is under the complete control of the caster who is immediately notified that one of his creatures has changed into a lycanthrope. The caster can see through the creature's eyes, hear through the creature's ears, and use all other senses of the creature as the creature can. He can even force the creature to do his will. If that is tried, the creature gains a saving throw versus spell to resist the command. Once it resists one command per level of the caster, it is free of the caster's control and the caster cannot use its senses any more nor can he try to force the creature to do his bidding. Until this point is reached, the creature has no chance whatsoever of being cured — unless a full *wish* is used. After this point is reached, the normal chances exist for the creature to be cured by the normal means. Note: during the time the creature is a werecreature it has no recollections of what it was as a human, elf, etc. and vice versa.

The effect of this spell is permanent unless it is cured somehow. How difficult this is is dependent on the DM. The duration of the control is dependent as described above.

The material component is the head of a master lycanthrope (one who controls at least ten others of its type) of the type the caster wishes the creature to be changed into. The head has to somehow have stayed in its animal shape without changing back to its normal humanoid shape. This head has to be treated like a tathlum (a druidic or Celtic weapon, described in the *Legends and Lore* book). It also has to be hurled at the opponent. The caster has to make a to-hit roll; if he does not hit the target, the spell (and the component) is wasted.

Dardan's Desolation (Evocation)

Range: 0

Components: V, S, M

Duration: 1 round per 3 levels

Casting Time: 8

Area of Effect: 25-foot radius

Saving Throw: Special

Author: Craig Singsank <singsank@oshkoshw.bitnet>

The casting of this spell causes an incandescent sphere of blistering dry heat to envelop a 25-foot radius around the spell caster. All vegetation in the area of effect will instantly wither and die from the seething temperature as the ground buckles and cracks like hardened clay. Any flesh exposed to this incinerating hellfire will stiffen and crack like old leather and quickly peel away from the body. This crematorium-like effect will continue until all that remains are the creature's bleached and crumbling bones on the barren and lifeless ground.

All creatures caught in the spell's area of effect must save versus death magic or have the spell's torrid fervour snuff the life out of them. If a creature saves, it takes 1d8 points of damage and loses one point of Constitution for a turn. A creature must continue to save each round they are in the ardent sphere with a cumulative penalty of -1. The incandescent sphere doesn't harm the caster and follows him as they move for the duration of the spell.

Certain aqueous beings are highly susceptible to the effects of this spell. All amphibious creatures, slimes, jellies, molds, and water-using creatures under 6 HD are automatically destroyed when exposed to this spell, creatures over 6 HD suffer a -2 on their saving throw. Only fire-using and related creatures are immune to the spell (undead are not immune to the spell).

The material component of this spell is ground diamond (500 gp) and a drop of the caster's blood.

Darklight's Major Planar Weapon (Conjuration, Wild Magic)

Range: 0

Components: V, S, M

Duration: 2d4 turns

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell is similar to *Darklight's planar weapon*. It conjures a large, weightless weapon (speed factor 3), such as a two-handed sword or a polearm, which can be used in total defiance of any restrictions. It acts as a *weapon*, +5 in every respect, and does 5d12 points of special planar damage. To determine which plane its energies are drawn from, roll on the following table:

01-50. Elemental plane. Roll 1d4 to determine which:

- Air*. The weapon can release a *gust of wind* upon command, once every round, and can keep vaporous creatures at bay. It allows one to attack aerial creatures normally. It does double damage to earth or rock based creatures.
- Earth*. The weapon petrifies a creature on a natural 19 or 20. It can carve a path through solid rock at a rate of MV 4 per round. It

does double damage to gaseous or aerial creatures, and can attack earth-based or rock-like creatures normally.

- Fire*. The weapon can emit a path of flame, 3 yards long, upon command (does burning hands damage as if cast at twelfth level of experience), and can melt ice at the rate of 3 cubic yards per round. It allows one to attack flame-based creatures normally, but does double damage to liquid creatures, water-based, or cold-using creatures.
- Water*. The weapon, if a hit is made on a creature, can attempt to "drown" the creature (assuming it is air-breathing) by filling its lungs with water. Thereafter, it must make a successful Constitution check at -4 upon every hit or take an additional 3d10 drowning damage. It can soak any three adjacent 1-yard squares with water, extinguishing normal fires, upon command. It also allows one to attack liquid creatures normally. It does double damage to fire-based creatures.

51-60. Para-elemental plane. Roll 1d4 to determine which:

- Ice*. The weapon causes a creature to freeze stiff for 5d10 rounds, taking 4d10 extra damage if it hits on a natural 20. It can freeze up to 1 cubic yard of liquid per round of touch. It allows one to attack creatures of ice normally, but does double damage to earth-based and air-based creatures.
- Magma*. The weapon causes items touched to melt or become incinerated when it touches them, with no saving throw. On a natural 20, it does quadruple damage to normal creatures (quintuple to vulnerable creatures). It allows one to attack lava creatures normally, but does double damage to water-based or air-based creatures.
- Ooze*. The weapon coats a creature with mud and slime, and causes their lungs to fill up with ooze (they must then make Constitution checks for 10 rounds or take 2d6 drowning damage per round). It allows one to attack slime or ooze creatures normally, but does double damage to fire-based and air-based creatures.
- Smoke*. The weapon causes 5d6 extra suffocation damage on a natural 19 or 20. It can fill six 1-yard squares per round with smoke, which functions as normal smoke (the wielder is immune to negative effects of generated smoke). It allows one to attack mist or smoke-based creatures normally, and does double damage to water or earth-based creatures.

61-70. Positive quasi-elemental plane. Roll 1d4 to determine which:

- Lightning*. The weapon knocks a creature back up to 15 yards on a natural 19 or 20, with a clap of thunder and 4d10 extra electrical damage. It allows one to attack electrical beings normally, and can do double damage to metallic, earth-based, or water-based creatures. Also, it is +6 to-hit against opponents with metal armour (because it is transmitted through such protections).
- Minerals*. The weapon on a natural 18, 19 or 20 has a 50% chance of severing (as a *sword of sharpness*), otherwise the creature is petrified. It allows one to attack crystalline or mineral creatures normally, but does double damage to air-based or particulate (dust or sand) creatures.
- Radiance*. The weapon turns an undead or shadow-creature, and on a natural 19 or 20, blinds a normal creature for 5d10 rounds. It emits light out to a 120-foot radius. It allows one to attack creatures of light or radiance normally, and does double damage to shadow-based creatures or undead.
- Steam*. The weapon causes a normal creature to pass out from heat exhaustion, taking 4d8 extra damage, on a natural 19 or 20. It emits six 1-yard squares per round full of vapour (which does not hinder the wielder at all). It allows one to attack mist or vaporous creatures normally, and does double damage to flame (not purely heat-based) creatures or to cold (not purely water-based) creatures.

71-80. Negative quasi-elemental plane. Roll 1d4 to determine which:

- Ash*. The weapon causes 5d8 extra cold damage on a natural 19 or 20. It lowers the temperature in a 60-foot radius by 40°F every round (except the caster's body temperature). It allows one to attack ash-based creatures normally, and does double damage to flame or heat-based creatures.

2. *Dust*. The weapon causes 5d8 extra deterioration damage on a natural 19 or 20. If held in contact with solid material, it breaks down 1 cubic yard per round of such, leaving behind only fine dust. It allows one to attack particulate (sand or dust) creatures normally, and does double damage to crystalline, rock, or earth-based creatures.
3. *Salt*. The weapon causes 5d8 extra dehydration damage on a natural 19 or 20. If held in contact with organic materials, it desiccates them completely in 1 round. It allows one to attack salt elementals normally, and does double damage to water-based or liquid creatures.
4. *Vacuum*. The weapon causes 5d8 decompression damage on a natural 19 or 20. It sucks nine 1-yard squares per round full of air into oblivion (the caster has no problems breathing), creating gale-force winds and having worse effects in enclosed spaces. It allows one to attack creatures of vacuum normally, and does double damage to air-based creatures.

81–90. Border plane. Roll 1d2 to determine which:

1. *Astral*. The weapon is invisible, but ignores all physical barriers to attack. It can cut a creature's silver cord on a natural 19 or 20 (assuming they are projected). It does double damage to creatures from the astral plane. A normal creature isn't able to heal from its wounds unless magically healed (as the damage is to the being's aura).
2. *Ethereal*. The weapon is faintly visible as a ghostlike dagger, but ignores all physical barriers to attack. It attacks ethereal, spirit, or in-phase creatures for double damage. A normal creature isn't able to heal from its wounds unless magically healed (as the damage is to the being's spirit).

91–95. Material plane. Roll 1d2 to determine which:

1. *Negative material plane*. The weapon drains two levels or Hit Dice of life energy on a natural 19 or 20. The weapon has no effect on undead creatures, but does double damage to creatures with a link to the positive material plane.
2. *Positive material plane*. The weapon causes its special damage as healing to any living being, but if the being is already at full hit points, this applies as "damage". This "damage" is actual, but does not count as pulling a creature below full hit points in terms of this spell. On a natural 18, 19 or 20, it acts as a *mace of disruption* versus undead. Undead take double damage in any case from this weapon.

96–98. Outer plane. Roll 1d20 to determine which:

1. *Seven Heavens*. This weapon is gleaming white, and radiates golden light. It repels evil creatures as a *fear* spell, 15-yard radius. It does double damage to chaotic evil creatures, and cannot strike lawful good creatures. It can spray *holy water* upon command in a cone 1-yard base by 10 yards long with a 5-yard maximum spread.
2. *Twin Paradises*. This weapon is of entwined silver and white marble. It can *cure critical wounds* three times per summoning upon lawful good and neutral good creatures, and cannot strike such. It does double damage to chaotic evil and neutral evil creatures.
3. *Elysium*. This weapon is of pure, glowing silver. It can turn undead and evil lycanthropes as a 15th-level priest. It does double damage to neutral evil creatures, and can disrupt undead creatures on a successful hit, although it cannot strike neutral good creatures.
4. *Beastlands (Happy Hunting Grounds)*. This weapon is made of stout oaken wood. It radiates a 12-yard radius field of *animal friendship* aimed towards the caster. It cannot strike neutral good and chaotic good creatures, but does double damage to lawful evil and neutral evil creatures. It can *cure critical wounds* to any normal plant or animal it touches, once per round.
5. *Olympus*. This weapon is made of fine, polished steel. It cannot strike chaotic good creatures, but does double damage to lawful evil creatures. It can *create food and wine* upon command, as the priest spell (cast at fifteenth level). It also does damage as if swung by one with 23 Strength.
6. *Gladshiem*. This weapon crackles with lightning and fire, and is made of fine steel. It cannot strike chaotic good and chaotic neutral creatures, but does double damage to lawful neutral and lawful

evil creatures. It gives a +5 to-hit and -5 on AC to any chaotic good and chaotic neutral warrior within 9 yards.

- 7–9. *Limbo*. This weapon randomly shifts colour, composition, and radiance every round. It can strike any creature who can be hit by +5 weapons. Any spell effect directed at the wielder is changed into a wild surge. It randomly *polymorphs* any substance or object it touches thrice per round, and on a natural 18, 19 or 20 *polymorphs* a creature randomly. It does double damage to lawful neutral creatures.
 10. *Pandemonium*. This weapon is made of howling wind and darkness. On a natural 18, 19 or 20, it blinds and confuses (as the spells) its target. It cannot strike chaotic neutral and chaotic evil creatures, but does double damage to lawful neutral and lawful good creatures.
 11. *The Abyss*. This weapon drips acid and venom, and is seemingly composed of demon-parts. On a natural 18, 19 or 20, it causes the target to save versus poison or take 5d20 poisonous acid damage, regardless of magical or natural resistance to poison or acid. It cannot strike chaotic evil creatures, but does double damage to lawful good creatures.
 12. *Tartarus*. This weapon is composed of stagnant black liquid. On a natural 18, 19 or 20, it causes complete amnesia which can only be removed by a heal spell. It cannot strike neutral evil and chaotic evil creatures, but does double damage to lawful good and neutral good creatures.
 13. *Hades*. This weapon is composed of bone and blood. On a natural 18, 19 or 20, the victim must save versus death magic or be transformed into an undead creature. It cannot strike neutral evil creatures, but does double damage to neutral good creatures.
 14. *Gehenna*. This weapon is composed of mingled brimstone and shadow. It cannot strike neutral evil and lawful evil creatures, but does double damage to neutral good and chaotic good creatures. On a natural 18, 19 or 20, it inflicts a rotting disease upon its victim (as per a mummy's touch).
 15. *Nine Hells*. This weapon is composed of fire and brimstone. On a natural 18, 19 or 20, the creature struck takes 5d20 flame damage, regardless of magical or natural resistance to fire. It cannot strike lawful evil creatures, but does double damage to chaotic good creatures.
 16. *Acheron*. This weapon is made of cold iron which glows with a red radiance. On a natural 18, 19 or 20, it paralyses its victim. It cannot strike lawful neutral and lawful evil creatures, but does double damage to chaotic good and chaotic neutral creatures.
 17. *Nirvana*. This weapon is perfectly symmetrical along at least two axes, and appears to be made of grey crystal. On a natural 18, 19 or 20, its victim is held for 5d10 rounds. It cannot strike lawful neutral creatures, but does double damage to chaotic neutral creatures.
 18. *Arcadia*. This weapon appears to be made of wood which has been turned into precious metal. When it touches any poison or acid, the latter is instantly nullified. It cannot strike lawful good and lawful neutral creatures, but does double damage to chaotic neutral and chaotic evil creatures. It can cure poison when it is touched to any creature, up to five times per round.
 - 19–20. *Concordant Opposition*. This weapon is of pure white crystal, fine steel, and polished obsidian intertwined. It cannot strike druids or other creatures who protect the balance. It does double damage to lawful good, chaotic good, chaotic evil and lawful evil creatures. Its attack ignores the defences of a creature whose powers are based on strong alignment, such as demons, paladins, and slaadi.
- ### 99–00. Unusual, demi-planar. Roll 1d4 to determine which:
1. *Demi-plane of electromagnetism*. The weapon is +6 to-hit against opponents clad in metallic armour. It can repel or attract metal objects with 20 Strength within a 10-yard radius at command. On a natural 20, it knocks an opponent back up to 12 yards for 5d6 extra impact damage. It does double damage to creatures of a ferrous composition.
 2. *Demi-plane of shadow*. The weapon is actually only quasi-real, but appears to be made of solid blackness. A creature struck must disbelieve or take double actual damage. It does double damage

Wizard Spells (8th level)

against creatures of light or any illusory "beings". On a natural 18, 19 or 20, blinds a creature for 5d8 turns.

3. *Demi-plane of time*. The weapon appears to be simply a wavering violet outline. It ages a creature 4 years for each point of damage accrued (random direction, 50% chance each hit of ageing older or younger). On a natural 20, it throws an opponent 1d4×1d10 days into the future (or the past — at the DM's option).
4. *DM's option*. This can be as strange as you like. It can be a weapon composed of the mists of *Ravenloft*, of the phlogiston, or of some far distant and really bizarre plane of the DM's own devising.

The material component is as with *lesser planar weapon*.

Darklight's Improved Force Armour (Alteration, Evocation)

Range: 0
 Components: V, S, M
 Duration: 2 turns per level
 Casting Time: 8
 Area of Effect: The caster
 Saving Throw: None
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell is an enhanced version of the 7th-level *Darklight's force armour*. It is the same as the lower level spell, except as noted.

The armour is less awkward, giving the wizard full normal movement capacities, but still incurring a -1 Dexterity penalty. It also adds flight capabilities to the armour, with moulded constructs on the armour's back which project coloured flame (actually jets of force, not fire). These cannot be used to attack, but can propel the wizard at MV 36, MC C in tight manoeuvring; over long distances, it can reach MV 72, MC F. The flight capacity of the armour is limited to normal atmospheric flight.

The arms of the suit are equipped with retractable blades of force, "housed" above the wizard's forearms and springing forth upon mental command. These act as +2 weapons for purposes of what creatures may be hit, and can be used without proficiency penalties. One attack with each per round can be made, and on a successful hit do 2d10 cutting damage.

The armour glows slightly reddish, with brighter areas at the joints; it has obvious bumps on the forearms and the back, where bright red jets of force emerge during flight from a squarish force structure.

The material component is a diamond cut so as to resemble a small person, to which is affixed a ruby sword and sapphire wings.

Darklight's Redstar (Evocation)

Range: 100 yards + 20 yards per four levels
 Components: V, S
 Duration: Instantaneous
 Casting Time: 2
 Area of Effect: One creature
 Saving Throw: None
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell creates a red, starlike ball of energy in the wizard's outstretched hand, which darts out at the specified target as a magic missile. It does 2d12 points of damage (+1 HP per level of the caster). It will dispel the spells *armour*, *shield*, *wall of force*, *minor globe of invulnerability*, and, at the DM's option, other spells. If the *redstar* hits such a spell, it will be weakened and only deal 1d6 points of damage to the (formerly) protected creature. When struck by an unweakened *redstar*, a spellcasting creature must save versus paralysis at -4 or immediately forget (and must re-memorise) 2d4 randomly determined spells in memory.

Defy (Necromancy)

Range: 0
 Components: V, S, M
 Duration: 1 hour per level
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: The Warlord of Heaven <fsmw1@alaska.bitnet>

This spell allows the caster to impose a penalty to turning equal to half his level, so a 20th-level necromancer would totally nullify the turning attempts of a 10th-level priest. The spell affects all evil extraplanar creatures that can see the caster. The material component of this spell is a holy symbol of some evil god (not necessarily the caster's own). It is consumed in the casting.

Demonstar (Evocation)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 8
 Area of Effect: One target
 Saving Throw: Special
 Author: Unknown

This powerful attack spell is used exclusively against natives of the lower planes. Against other creatures, it is absolutely harmless. When the spell is cast, a star appears in the hand of the wizard, and travels at very high speeds to implant itself on the creature's forehead, or the nearest equivalent of a forehead. Then the star starts to glow very brightly and with great heat. The demon gets to make his magic resistance roll, but at -30%. If he fails his saving throw, he gets a saving throw versus spell every round to reduce some of the spell's effects.

The star does 10d6 HP of damage per round, and immobilises the demon with pain. The saving throw is for half damage and the ability to act, despite the pain. The spell also blocks any gate attempts by the demon. This blocking of gate attempts stops when the spell duration is over or the demon is dead, whichever comes first.

The material component of this spell is a golden star.

Dheryth's Gateway (Alteration)

Range: 10 yards
 Components: V, S, M
 Duration: 1 round + 1 round per level
 Casting Time: 8
 Area of Effect: 10-foot diameter disk
 Saving Throw: None
 Author: Jim Gitzlaff <gitzlaff@uxa.cso.uiuc.edu>

This spell creates a vertical disk 10 feet in diameter. It is a magical portal to anywhere that is on the same plane, and that the caster had been to previously. The portal clearly shows the other terrain and permits two-way travel from either end of the gate to the other. Nonliving material can only pass through if carried by a living creature.

The *gateway* does not automatically open to the intended spot. The success roll is dependent on distance to the target:

within 100 miles	99%
within 500 miles	50%
same planet	10%
other planet in same sphere	5%

Thus, an attempted *gateway* from Waterdeep to Bloodstone would open with only a 10% chance of success, while a *gateway* from the south shore of Nyr Dyv to Greyhawk City would be 99% likely to work.

If the *gateway* fails to open properly, there is a 50% chance that it opens somewhere else. The exact location can be determined

randomly or at the DM's discretion, but it need not be near the target spot. It could as easily open to a place a thousand or more miles away as on another planet. In any event, the material components, a 6-inch diameter platinum mirror (200 gp or more) and a diamond-nibbed pen (used to draw the gateway in the air, 1,000 gp or more) are consumed by the casting.

The *gateway* can neither target nor originate from a place that is sealed from teleportation or interplanar travel (eg. areas guarded by some sort of screen, sanctum, etc, or rooms lined with gold or lead).

Dheryth's Sanctum Sanctorum (Abjuration)

Range: 10 yards
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 hour
 Area of Effect: Twenty-seven thousand cubic feet
 Saving Throw: None
 Author: Jim Gitzlaff <gitzlaff@uxa.cso.uiuc.edu>

This spell seals off an interior area (eg. building, room, cave) with a volume up to 27,000 cubic feet, from entry by teleportation (including *teleport*, *teleport without error*, *dimension door*, and even *Drawmij's instant summons* and *succour*), plane shifting (including colour pools, border ethereal penetration, and *plane shift*), and similar magical effects.

Any of these *teleport*-like effects may be performed, however, if a password is known and spoken during the attempted entrance. There can only be one password at a time, but it may be changed by recasting *sanctum sanctorum*. The material component for this spell is a platinum lock, inlaid with gems, worth at least 10,000 gp.

Dispel Exhaustion (Illusion)

Reversible

Range: 10 feet per level
 Components: V, S, M
 Duration: 3 turns per level
 Casting Time: 1 round
 Area of Effect: One person per 2 levels
 Saving Throw: Special
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell causes the affected creatures to believe their exhaustion of combat has passed. Thus, they regain 50% of their lost hit points and are able to run at full speed for the duration of the spell. This spell does not actually cause the characters to regain their hit points. Thus, if the duration runs out and they received additional damage they might die from the exhaustion. Thus, all characters have to keep two different scores for their character's hit points: one real list and one imaginary list (or the DM keeps it for them). If their real list ever drops to zero and the duration runs out before they received real healing they die (or fall unconscious). If their imaginary list ever falls to or below zero, say goodbye to your character, as he will drop unconscious from the perceived damage and now the illusion does not work any more, so the character immediately loses even those hit points he gained from this spell (remember, illusions only function if the character is conscious to perceive them). During the spell, a character may act at double speed for one round once every ten-minute period. This doubles all physical activity but not spellcasting.

If only for this last effect, the spell may be layered on the same group up to once per 5 levels of the same caster. It is not possible to layer this spell with the same spell from other casters.

The reverse, *exhaust*, forces the beings to be affected to make a saving throw versus spell if they state that they don't believe the illusion. If they don't state that they don't believe it, they get no saving throws — not even those noted below. If they make their saving throw, nothing happens. Those who make it may communicate the effect to their comrades who tried to save but failed if this spell has not been coupled with another spell which normally causes damage. If no other spell that inflicts damage is cast in the

same round at the same general area, then anyone who has failed their saving throw can make an additional saving throw once if another creature they can understand communicates this fact to them. If they fail any of these saving throws (or never tried to disbelieve) the spell makes the affected beings believe that they have lost 50% of their remaining hit points. This continues so far, that they have to make a system shock roll at half Constitution once they reach their perceived zero or less hit points. If they fail they die. Even if they make their system shock rolls they drop unconscious for the duration of the spell.

The material component for the normal spell is a drop of boiled ethereal essence mixed with rose oil. For the reverse you need a drop of frozen ethereal essence mixed with the crushed remains of three scarabs taken from a pharaoh's pyramid. How you get ethereal essence? Well, I'm not going to tell you! And there aren't that many pharaoh's pyramids were the remains of scarabs have prevailed in the fight with Father Time.

Again, for those unfortunates of you who don't know: this is another spell transformed from first to 2nd edition; it was formerly an illusionist spell, but I edited the material components a little.

Dragon Form (Alteration)

Range: 0
 Components: V
 Duration: 1 round per point of Constitution per 6 levels
 Casting Time: 10 rounds
 Area of Effect: One creature
 Saving Throw: None
 Author: James Bray <jbray@acad.bryant.edu>

The spell recipient takes the form of a dragon. Roll on the following table to determine the type of dragon:

D20 Roll	Dragon Type	Hit Dice
1	red dragon	24
2	green dragon	20
3	white dragon	14
4	blue dragon	10
5	black dragon	7
6	red youth	6
7	black hatchling	1
8-19	failure*	-
20	gold**	20

* Failure results in a loss of 10 points of Constitution, recovered at a rate of 1 per hour. If this drops the caster's Constitution below 1, he is killed, unless a system shock roll is made, in which case his Constitution is only lowered to 1.

** The duration is halved.

Dumbf Ound's Bottling Spell (Alteration, Enchantment)

Range: 30 yards
 Components: V, S, M
 Duration: Special
 Casting Time: 1 round
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Dumbf Ound

This spell is result of a mistake. Originally intended as a less powerful version of *boat in a bottle*, Ound didn't spend enough time studying that spell before making this one. While this spell does put one creature in a bottle and then corks it, it doesn't have the power to shrink the person so it jams the person through the little top of the bottle, the bottle of course being magically bound as not to break. Effectively the spell kills the creature or being and puts what remains in the bottle. Unfortunately this is a messy procedure and not for those with weak stomachs. The material components are a bottle, a cork, and a prism.

Dwarkanath's Arcane Expander (Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 day per level
 Casting Time: 3 turns
 Area of Effect: Special
 Saving Throw: None
 Author: David E. Brooks Jr. and Elizabeth H. Brooks
 <dbj@central.keywest.mpgn.com>

This spell was devised by the archmage Dwarkanath to increase the variety (but not quantity) of spells normally available to a spellcaster. Essentially, *Dwarkanath's arcane expander* provides a number of additional spells that the wizard can select during an adventure (or group of small adventures that are encompassed in the duration). It does not, however, increase the number of spells the character may cast within a day.

For every two levels of the caster, one additional spell level's worth of spells can be memorised. In other words, should an eighteenth level wizard cast this spell, he could make selections that may be chosen from when deciding upon a spell to be cast. Be aware that the character affected by *Dwarkanath's arcane expander* must take the time to memorise the additional selections. Because of the nature of the spell, the recipient must begin memorising these spells within 1 turn of completing the casting of *Dwarkanath's arcane expander*. If multiple spells are being memorised, each must be started within one turn of the previous spell.

In order to cast this spell, the caster must gather rare oils and spices, as well as samples of brain tissue from specific spellcasting creatures (the DM should choose something appropriate for his campaign). Generally, the gold piece costs for the material components for this spell are typically 10,000 gp.

Elemental Gate (Conjuration)

Range: 50 feet
 Components: V, S, M
 Duration: Special
 Casting Time: 1 hour
 Area of Effect: One square foot per level
 Saving Throw: None
 Author: Unknown

This spell creates a small gate from an elemental plane. It allows the free passage of objects and creatures from the elemental plane to the prime material only, and not the other way around. If the gate is free standing, it will only last for 2 turns + 1 round per level of the wizard. It may be supported, though, by an ornate frame that will make it last exactly as long as the frame itself.

Element	Frame Type
Air	Silver
Fire	Brass
Water	Gold or Gilt

Also needed as a material component of the type of material the wizard wants the gate to open into. For instance, if the wizard wants salt water to spew out of the gate, he needs to cast the water version with a sample of saltwater. This works similarly with the other planes — air of the appropriate freshness, temperature, etc. must exist as a sample.

The most common uses of this spell are listed below:

Element	Spell Effect
Air	May be used to ventilate rooms, provide breathable air, and maintain average temperatures.
Fire	Often used to heat places in cold climates or serve as the heart of a forge.
Water	Usually created to provide large quantities of fresh, drinkable water.

If the supporting frame is magicked with a *protection from evil* or *good*, *10-foot radius* or similar spell, the vast majority of elemental creatures that might stumble across the gate will be unable to pass through.

Fellstar's Flame Jet (Invocation/Evocation)

Range: 10 yards per level
 Components: V, S, M
 Duration: 1 round per 5 levels (4 rounds maximum)
 Casting Time: 5
 Area of Effect: Special
 Saving Throw: ½
 Author: Fellstar

When this spell is cast, a jet of flames shoots forth from the wizard's hand; this jet is 5 feet wide and has a length of up to 10 yards per level of the wizard (the wizard may vary the length from 1 foot up to the maximum range). The jet travels in a straight line and is blocked by normal obstacles (stone, metal, etc.). If the jet is blocked, it will not rebound, but may flow around the barrier if it is small enough (less than 5 feet across).

Anyone struck by the jet suffers 1d10 points of damage per two levels of the wizard (up to a maximum of 10d10). A successful saving throw versus spell reduces the damage by one half. If this saving throw fails, all possessions must save versus magical fire or be consumed.

The flames from this spell will melt ice and ignite wood on contact; they are able to melt a hole in a *wall of ice* in a single round (though they will not destroy it), and can bring down a *wall of fog* instantly; other *wall* spells are not affected by this spell.

The jet will remain in effect for one round for every 5 levels of the wizard, up to a maximum of 4 rounds. A single creature must be chosen as the target for the jet (but others may be struck if they are in the path of the flames) and a new target may be selected each round the spell is in effect.

If the wizard chooses, two jets (one from each hand) may be employed instead of one; if this is the case, range and damage are halved (in some cases, one jet will do one more die of damage than the other). A separate target may be chosen for each of these jets each round they are in effect.

At the beginning of each round the spell is in effect, the wizard may split a single jet in two, or may combine two jets into a single one.

The material components for this spell are a powdered ruby and a powdered fire opal which must be worth a least 500 gp together. The powdered gems are mixed together in the hand(s) of the wizard at the time of the casting; all material components are consumed with the casting.

Fire Gem (Abjuration, Evocation)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 3 turns
 Area of Effect: One gem
 Saving Throw: None
 Author: August Neverman <gitzlaff@uxa.cso.uiuc.edu>

This spell requires an expensive gem. The value of the gem depends on the number of spell levels that will be cast into the gem. The gem's value must be 5000 gp per spell level of the spell or spells (cumulative).

This spell causes a gem to have a flame appear at the centre. The flame has no real significance other than that the gem is ready to receive spells. After a spell is cast into a gem it can be called forth in one tenth of a round. The spell will act at the level it was cast into the gem. The gem is destroyed in the process.

A spell that is going to be placed into a *fire gem* must be equal to or less than the wizard's level divided by four, rounded down. An

18th-level wizard could put up to a 4th-level spell into a *fire gem*. A 24th-level wizard could put up to a 6th-level spell into a *fire gem*.

If *permanency* is used on a fire gem, it will allow the spell to be cast a number of times per day. To determine how many times the spell or spells can be cast, divide the wizard's level by five times the level of the spell, i.e., a 1st-level spell cast into a *fire gem* at eighteenth level will be able to be cast 18/5 or 3 times a day. If a *conduit* spell is added before the *permanency* it will double the effects of the spell (if appropriate) and double the number of uses per day.

Remember that a *permanency* and a *conduit* spell are a total of 19 spell levels. Therefore a *conduit*, *permanency* and *magic missile* would require a gem costing $20 \times 5000 = 100,000$ gp gem. Also the wizard would be unable to cast spells for 20 days (due to the effects of the *conduit*).

Fire Storm (Invocation/Evocation)

Range: 10 yards per level

Components: V, S

Duration: Instantaneous

Casting Time: 8

Area of Effect: 60-foot radius sphere

Saving Throw: ½

Author: Peter Gourlay <gourlay@slais.ubc.ca>

Fire storm is an expanded version of *fireball*. The instant after the spell is cast, a 60-foot radius sphere is filled with extremely hot flames. The flames do 1d6+1 damage per level of the wizard, with a saving throw allowed for half damage.

Flame Bolts (Invocation/Evocation)

Range: 10 yards per level

Components: S, M

Duration: 1d4 rounds

Casting Time: 1 round

Area of Effect: Special

Saving Throw: ½

Author: Jason Riek (Karaieth) <jriek@shs.mv.com>

This spell allows the caster to throw forth 1d4 bolts of red and white flame. The number of bolts is up to the caster. During the round the spell is cast, the wizard can do nothing else, and must concentrate on summoning the energies necessary to cast the spell. The caster can throw forth one bolt every round after the initial one until his bolts are used up. A bolt inflicts 2d10 damage to everyone in its path (no saving throw). It explodes when the wizard wills it to, when it collides with a solid object (like a wall), or when it reaches the edge of its range. If the caster used 1 bolt, it explodes in a 40-foot radius and to 10d12 damage (save for half on all explosions). Two bolts have a blast radius of 30 feet and do 5d10 damage each. Three bolts: 20-foot radius and 5d6 damage. Four bolts: 10-foot radius and 5d4 damage. The material components of this spell are a lit torch and a dragon's bone.

Freeze [2] (Abjuration)

Range: 5 yards per level

Components: V, S, M

Duration: 1d4+1 rounds

Casting Time: 1

Area of Effect: One creature

Saving Throw: None

Author: Kenneth C. Jenks <kjenks@gothamcity.jsc.nasa.gov>

This spell will put one creature in *temporal stasis* for 1d4+1 rounds. This special *temporal stasis* cannot be dispelled, but the affected creature cannot be harmed, contacted or influenced for the duration of the spell.

The short, variable duration makes this more of an "escape from the bad guys" spell than an attack spell, but you can always pick up your newly-created statue and do interesting things to him — as long

as this is done quickly. This works best if you have cliffs or volcanoes nearby. The material component for this spell, which was researched by Whitewolf, is an hourglass.

Gate Fiend (Conjuration/Summoning)

Range: 20 yards

Components: V, S, M

Duration: 2 turns per level

Casting Time: 2 rounds

Area of Effect: Special

Saving Throw: Special

Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell is similar to the 7th-level *gate lesser fiend*, save that as the power of the fiends being gated goes up, so do the price and the risks. Any fiend gated in with this spell may save versus spell (with a -2 penalty) to be free willed. Magic resistance is of no benefit. However, even a controlled fiend will not automatically follow the commands of the wizard. All "control" means is that the fiend will not attack. Also, a free willed fiend will not always attack if the wizard acts swiftly (of course, sometimes they will...).

This spell summons a single fiend, to whom the wizard makes an offer. If the fiend accepts, it performs a task, which is often just fighting for the wizard. This offer is included in the casting time of the spell. After one round of casting, the fiend is on the prime material plane, and if the concentration of the wizard is broken the fiend becomes free willed. The nature of the offer varies with each summoning, but it typically includes the chance to kill sentient creatures, and payment in the form of magic or treasure (gold and gems being the most common). Exactly how much should be offered is usually only found out by consulting sages, old tomes, or wizards that use this spell often (of which there remain very few). A quick wizard will increase the reward to a free willed fiend. As with the lesser spell, a fiend that does not kill a sentient creature will be free willed at the end of the spell, with the option of staying on the plane for an additional 10 turns, having a lot of enmity towards the wizard. With fiends that are not free willed, the wizard can dismiss them at any time, returning them to their own plane.

This spell can be used to summon the following types of fiends: abishai, barbazu, erinyes, hamatula, osyluth, farastu, alu-fiends (no genii), bar-Igura, cambions (either barons or major ones, no mages), and succubi. The more powerful the fiend, the higher the price. The more intelligent fiends (erinyes, some alu-fiends and cambions, succubi) might demand as their price some service from the wizard. The nature of the service will always be evil, and the goal of the fiend is to entice the wizard into further summonings and greater evils so that eventually the fiends (of that particular type) will control the wizard. If a deal cannot be reached, the fiend is immediately returned to its home plane.

The material component for this spell is a holy symbol from any good faith (minimum value 1500 gp; it must have been made by that faith) which is broken as the spell is cast.

Giant Call (Conjuration/Summoning)

Range: 50 yards

Components: V, S

Duration: 1 round per level

Casting Time: 8

Area of Effect: Special

Saving Throw: None

Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell summons a number of giants to fight for the wizard, in the manner of the other call spell. Unlike with those spells, the giants summoned by this spell can perform other tasks, provided the wizard can communicate with them. The giants summoned come from the following list:

Wizard's Level
16-17

Summoned Giants
hill (12 HD) or stone (14 HD)

18–19 fire (16 HD) or frost (14 HD)
20+ cloud (17 HD)

The wizard can summon up to 1½ HD per level. The giants summoned will never be spellcasters.

Greater Infravision (Alteration)

Range: 0
Components: V, S
Duration: 1 day per level
Casting Time: 8
Area of Effect: The caster
Saving Throw: None
Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell is identical to the 3rd-level *infravision*, save for its greatly increased duration. Note that the wizard cannot cast this spell on other people.

Improved Mirror Image (Illusion/Phantasm)

Range: 0
Components: V, S, M
Duration: 4 rounds per level
Casting Time: 4
Area of Effect: 12-foot radius
Saving Throw: None
Author: Max Becherer <becherer@sun0.cs.uiuc.edu>

This spell is a much more powerful version of *mirror image*. Not only are more images (1d6 + 1 per 2 levels) created, but they last longer, and the ruse can only be detected with a *gem of true seeing* or similar device. The phantasms are solid for all intents and purposes, taking damage when attacked instead of winking out. A *wand of negation* or *dispel magic* will destroy only one of the phantasms. The material component is a small mithril mirror worth not less than 500 gp.

Improved Permanent Illusion (Illusion/Phantasm)

Range: 20 feet per level
Components: V, S, M
Duration: Permanent
Casting Time: 8
Area of Effect: One 20-foot per side per level cube
Saving Throw: Special
Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell works like a permanent *advanced illusion* with an included bonus: it starts to have touch components as well. Thus, it could be used to simulate something a character can touch in the illusion (even in disbelief) and actually feel the illusion without the illusion vanishing. If a character states that he disbelieves he gets a saving throw versus spell at –4 due to the power of the spell if that character actually touches the illusion — it does not work if he just sees it. If he succeeds, he can pass through the illusion, but the illusion does not vanish for him. If they still disbelieve, they can attempt a second saving throw versus spell at their normal chances. If they succeed again, they completely disbelieve the illusion. If they fail at one of their saving throws they stay at their current state of belief or disbelief. Thus, if they failed at their first saving throw, they could still touch and feel the illusion (with all the consequences that entails). If they failed their second saving throws they could pass through the illusion but it would still exist as a very good hologram for them — and they would still take damage if it were the illusion of for example a wall of ice.

The material components are a small sample of the material normally used to create the real article to be created by the illusion plus a small opaque gem polished to mirror smoothness which has to be so thin has to transparent again.

Improved Phantasmal Killer (Illusion/Phantasm)

Range: 5 yards per level
Components: V, S
Duration: 1 round per level
Casting Time: 8
Area of Effect: One creature
Saving Throw: Special
Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell, like its 4th-level counterpart, draws on the inner fears of the victim's subconscious mind to create a terrifying monster that only he can see. The *killer* has all the abilities of its lower level cousin. However, it attacks twice per round as a 6 HD creature, hitting any Armour Class on a 19 or 20.

The defence for this spell is the same as for the 4th-level version. Having been attacked by that spell does not grant a bonus to this one. If the *killer* is disbelieved, the wizard has a 4% chance per level of turning it onto a new victim. This chance drops to 3% per level for a third victim, 2% per level for a fourth, and 1% per level for a fifth. The *killer* can also be turned to a new victim if it kills its current one. If any of the turning attempts fail, the *killer* is dispelled.

If the *killer* is turned on its creator (by a *reflection*, for example), that wizard gets a +2 on a possible attempt to disbelieve. Anyone who reverses the *killer* cannot direct it to any other victims except the original caster.

Infernal Tornado (Evocation)

Range: 10 feet per level
Components: V, S, M
Duration: 1 round per level
Casting Time: 1 day
Area of Effect: Special
Saving Throw: None
Author: Dark Matter <iceblade@eskimo.com>

While the wizard is casting this spell, a dark ominous cloud begins to gather in a 1 mile-diameter region centred over the target. Upon completion of the spell, a dark, fiery tornado of fire grows from the base of the cloud until it touches the ground. The whirling mass of fire proceeds to wander about the area, incinerating everything in its path.

Each round, the tornado travels in a random direction at a movement rate of 20. The flames inflict 1hp of damage per tenth of a round of exposure for every level of experience of the spell caster. The diameter of the cylinder is about 50 feet, and anyone within 25 feet must make a Strength check each round to keep from being sucked into the cylinder by the powerful blast of winds.

The material component of this spell is a large iron pot filled with charcoal that must be kept burning for the duration of the casting. Sulphur and 500 gp worth of crushed amber must be gradually added to the pot.

Ironskin (Alteration)

Range: 0
Components: V, S, M
Duration: Special
Casting Time: 8
Area of Effect: Creature touched
Saving Throw: None
Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell has a similar effect as *stoneskin*. It was copied from the 6th-level priest spell on Athas (see the *Dark Sun* books). It protects the recipient from the damage of weapons, whether magical or normal unless they function by touch (like a touch spell). In contrast to *stoneskin*, this spell does not lose its efficiency if the weapon would not have hit. It protects against 1d6 attacks + 1 attack per 2 levels. Thus, if this spell would have been cast by a 16th-level wizard, it would protect against 9 to 14 attacks that would have hit — don't deduct those that did not hit (including those parried by the

character). Thus, if the roll had been 4, the recipient would be protected against a full 12 hits, not against 12 attacks. If he had been attacked 20 times but only 10 would have hit, he still would have 2 protected attacks.

The material component is a minute full plate armour made from mithril that has been enchanted with *enchant an item* and a *mending* spell. This costs no less than 5000 gp. This spell is not cumulative with itself, but it is cumulative with one (and only one) *stoneskin*.

Jamye's Spell Reversal (Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 round per level, minus 10 rounds
 Casting Time: 8
 Area of Effect: Creature touched
 Saving Throw: Special
 Author: D.J. McCarthy <dmccart@modl01.intel.com>

This spell affects the saving throws versus spells of the subject in much the same way that the 5th-level *Jamye's armour reversal* (q.v.) affects attack rolls, i.e. saving throw results that would normally indicate success will fail, and results that would normally fail will succeed. For example, a 19th-level wizard normally needs a 6 or greater to save versus spell. If he is affected by a *spell reversal*, he will need a 5 or less (i.e. a failure under normal circumstances) to save versus spell. Protection devices, Wisdom bonuses, etc. still work to the benefit of the subject, i.e. if the above wizard had a *ring of protection*, +3 and a Wisdom of 16 (+2 magical defense), he would need an 8 or less to save versus most spells (5 normally, +3 for the Ring) and a 10 or less to save versus spells that would give him his Wisdom bonus. Likewise, penalties to saving throws still work to the detriment of the subject. If the subject is willing, there is no saving throw; otherwise, a normal saving throw versus spell (obviously, this is made before the spell takes effect) will negate it.

There are certain special cases that apply to this spell. It is not affected by *spell turning*. The only thing that can dispel it is another *spell reversal* cast at the subject, who must make a saving throw while under the influence of the original *spell reversal*. If the subject is under the influence of another spell that grants invulnerability to certain spells (*shield* versus *magic missile*, for instance, or any type of *globe of invulnerability*, but not *anti-magic shell*), the subject takes full, maximum damage from that spell with no saving throw. For instance, a wizard has both *shield* and *spell reversal* cast upon him. If he is targeted for *magic missiles* during the time both spells are functioning, he will take 5 points of damage — the maximum possible — from each missile that hits him.

The material components for this spell are a piece of amber worth no less than 300 gp, and a doughnut made less than 24 hours previously.

Kelennor's Flesh To Ash (Alteration, Necromancy)

Range: 10 yards per level
 Components: V, S, M
 Duration: 1 turn
 Casting Time: 7
 Area of Effect: One creature
 Saving Throw: Special
 Author: J.D. Falk <jdfalk@cap.gwu.edu and bel004@acad.drake.edu>

This spell slowly incinerates a victim from the feet up turning him into a pile of ash (imagine a cigarette). Once successfully started, the spell cannot be stopped short of the use of a *wish*. A bright red-orange ember slowly works its way up from the feet to the head converting all flesh into ash. It is a very slow and excruciatingly painful process. The victim is kept alive until the ember reaches the level of the brain (to extend the torture to its maximum). Any fire-resistance or successful saving throw versus death magic will prevent the conversion to ash, but the ember still progresses its way up as normal, inflicting 2d12 damage, and renders the victim immobile for 1 turn due to the intense pain. To date, there has been

found no reverse spell to counter the effects of a conversion to ash. Spell components include one black smoky quartz, worth 75 gp or more (used up in the spell) and a strand of webbing from a gargantuan spider soaked in its venom (not used up).

This spell was created by a drow vampire (W19/F9) named Kelennor. Ironically, legend claims the first victim of this spell was the vampire that changed Kelennor into his undead state.

Kiri's Tween (Conjuration/Summoning)

Range: 0
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1 hour
 Area of Effect: The caster
 Saving Throw: None
 Author: David Kelk <fs337203@sol.yorku.ca>

Upon casting this spell, a *tween* is summoned to adopt the caster as a host. Upon adapting the caster, the *tween* gives him all of the benefits described in the 1st. ed. *Fiend Folio* (page 91). They are: two rolls instead of one for just about everything (to-hit, saving throws, damage) where the caster takes the more beneficial roll and the opposite for foes who take the worse of two rolls.

Tween: AC 10, HD: 1d8 + 1 per caster level, number of attacks: 1, damage: by weapon type, special attacks: none, special defences: etherial, MR: 0%, Intelligence: very, alignment: neutral, psionic abilities: none.

To successfully cast this spell, a *gate* spell to the etherial plane must first be cast successfully.

Kiss of the Nereid (Conjuration/Summoning)

Range: 0
 Components: S
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: Creature touched
 Saving Throw: Special
 Author: Vinnie <gtv@bouw.tno.nl>

When the kiss is bestowed, the victim must roll a successful saving throw versus breath weapon, with a -2 penalty, or drown instantly. If he doesn't drown, he finds total ecstasy.

Lesser Wildfire III (Invocation/Evocation, Wild Magic)

Range: 0
 Components: V
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One spell
 Saving Throw: None
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell is identical to the 3rd-level *lesser wildfire I*, except that any spell of levels 1-6 can be duplicated. Any saving throws are made at a -1.

Life Leech (Necromancy)

Reversible

Range: Special
 Components: V, S, M
 Duration: Special
 Casting Time: 8
 Area of Effect: Special
 Saving Throw: Negates
 Author: Geoffrey Edward Fagan <gefagan@uokmax.ecn.uoknor.edu>

This spell allows the wizard to steal 2d6 years from a victim and add them to his own life. The victim must be human and of a level equal to or greater than that of the wizard. If the victim is of lower level, the number of years transferred is multiplied by the victim's level and divided by the necromancer's. Since the victim must be in the centre of a pentagram at the completion of the casting, it is useful to have him held or immobilised in some way. The reverse spell, *give life*, works in the same fashion, except that the wizard ages 2d6 years while the recipient becomes younger, and the recipient must be willing. In either case, the material components are a black candle, a white candle, a drop of blood from both parties, and a specially prepared glass screen.

Long-Range Carrier (Alteration)

Range: 100 miles per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1 turn
 Area of Effect: Special
 Saving Throw: None
 Author: Unknown

Long-range carrier is like *5-mile carrier* but the range is 100 miles per level of wizard.

Lorlovelm's Magical Manuscript (Alteration, Illusion/Phantasm)

Range: 0
 Components: V, S, M
 Duration: 1 month per level
 Casting Time: 1 turn
 Area of Effect: Scroll or spellbook touched
 Saving Throw: None
 Author: Phill Hatch <phatch@slc.mentorg.com>

This spell causes a written item to be moved to a small pocket dimension, created by the spell. For the spell's duration, the item can be called forth by a mental command from the caster. The caster cannot call forth if he is insane, feeble-minded, etc. When the item appears, it is invisible to all but the caster and can only be detected by *true seeing* or godlike powers (a dragon could not detect it). It can also be detected by touch. The item floats one foot in front of the caster's face, moving with him. The caster can see through it at will, or can make it appear translucent, doubling reading time but allowing him to detect movement on the other side. He can see the item even in darkness, though not magical darkness. Pages, if any, turn at the caster's will. The item can be sent back at will until the spell ends. If the spell's duration expires and the item is still in the pocket dimension, it is spilled into a random plane. The material component of this spell is a glass prism, which is consumed in the casting.

Lorlovelm's Non-Detectable Magic (Abjuration, Illusion/Phantasm)

Range: 0
 Components: V, S
 Duration: Special
 Casting Time: 8
 Area of Effect: One item touched per 5 levels
 Saving Throw: None
 Author: Phill Hatch <phatch@slc.mentorg.com>

This spell causes a number of magical items to be undetectable as magical by any means short of the scrutiny of a greater god. The item cannot be in physical contact with another being of more than animal Intelligence at the time of casting. The spell lasts until the item is no longer magical, and can be cast on an item before it is magical, as long as it is magically endowed in the following round. Can also be cast with *enchant an item*.

Lorth's Sending (Alteration)

Range: 0
 Components: V, S
 Duration: Special
 Casting Time: 8
 Area of Effect: One creature touched per 2 levels
 Saving Throw: Negates
 Author: Aaron Sher <ars3_cif@uhura.cc.rochester.edu>

The *sending* spell was created by Lorth the Traveller as a more versatile form of *teleport*. When the spell is cast, one creature for every two levels of the wizard (rounded down) is sent to a place defined by the wizard as for a *teleport* spell (the wizard must have a mental image of the place). The creatures must be touching the wizard, but "chains" are possible. The wizard does not have to accompany them, but he may if he so desires. There is no chance of error for this spell.

If any of the creatures sent is harmed within 5 minutes of arrival, all of them will be bounced back to the place from which they were sent (whether they want to go or not). Any damage incurred during those five minutes, to themselves or their equipment, is erased. Note that this does not allow the spell to be used as a quick and easy messenger spell; anything dropped during the five minute grace period is returned with its owner. This can be used as a fail-safe teleport. After the five minute period elapses, the spell expires and the protected individuals are on their own. The *sending* will not work across planar boundaries. Unwilling creatures receive a saving throw versus death magic to resist this spell.

Magic Resistance (Abjuration)

Range: 0
 Components: V, S, M
 Duration: 1d10 rounds + 1 round per level
 Casting Time: 1 round
 Area of Effect: Creature touched
 Saving Throw: None
 Author: David E. Brooks Jr. and Elizabeth H. Brooks <dbj@central.keywest.mpgn.com>

As the name implies, this spell grants the recipient a small amount of *magic resistance*. The amount provided to the recipient is 1% per level of the caster, up to a maximum of 20%. During the course of the spell, the recipient gains the benefits of a naturally magic resistant creature, including the ability to lower the protection provided by this spell temporarily (for healing magic, for instance). See the *Player's Handbook* and *Dungeon Master's Guide* for the effects of magic resistance.

Unfortunately, the spell is not without its side effects. At the expiration of the spell, the recipient must make a saving throw versus death magic without any bonuses provided by magic items, potions, spells and so forth — failure to save indicates that a magic item (determined randomly, excluding artifacts) is drained permanently of any enchantments.

If cast upon a creature with natural magic resistance, or already under the effect of a prior *magic resistance* spell, the spell has no beneficial effects, although the draining of a magic item may still occur. Also, an unwilling creature automatically resists this spell.

A piece of flesh of a naturally magic resistant creature is required to cast this spell.

Major Globe of Invulnerability (Abjuration)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 4
 Area of Effect: 10-yard diameter sphere
 Saving Throw: None
 Author: Unknown

This spell is the same as the 4th-level *minor globe of invulnerability* (q.v.), except with regards to casting time. This spell prevents the function of 1st- to 5th-level spells passing through and affecting the wizard within the sphere, while allowing the wizard to cast spells through it.

Masol's Spell to Item Transferral (Alteration, Enchantment)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: Special
 Area of Effect: Item touched
 Saving Throw: None
 Author: Masol

When this spell is cast, the wizard establishes a link with the item he holds. Immediately after casting this spell, the wizard must cast another touch ranged spell or the effects of the transferral are negated. The casting time of this second spell equals its original casting time plus 1. The second spell is cast in the same round as the first.

Whenever the item hits another creature, the effects of the second touch spell immediately take effect. The spell stays in the item until it either is discharged, or the second spell's duration runs out.

A *permanency* spell cast on an item with transferral cast on it, will have the effect of the transferral until dispelled (note that the second spell will not be permanent).

The material component of this spell is the item on which the *transferral* is to take place. Note that this implies that the item is consumed in the casting (but after the discharge).

Mass Flesh to Stone (Alteration) Reversible

Range: 5 yards per level
 Components: V, S, M
 Duration: Permanent
 Casting Time: 8
 Area of Effect: Special
 Saving Throw: Negates
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

Mass flesh to stone is the ultimate attack spell of earth elementalists. It affects up to one creature per two levels in a 40-foot cube. If there are more creatures in the area, those to be affected are selected randomly. All those affected must save versus petrification or be turned to stone. The reverse of this spell, *mass flesh to stone*, operates normally, except that normal stone cannot be turned to flesh.

The material component of this spell is a significant part of a creature that can naturally turn flesh to stone. The eye of a basilisk or medusa, or several snakes from the head of a medusa would suffice.

Mass Speed Casting (Alteration, Enchantment, Metamagic) Reversible

Range: 0
 Components: V, S, M
 Duration: 5 rounds + 2 rounds per level
 Casting Time: 8
 Area of Effect: One creature touched per 3 levels
 Saving Throw: Negates
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell has the same effect as *speed casting*, except that it works on multiple persons. They have to be linked in a circle. The caster has to touch only one person in the circle. He can choose which persons in the circle gain the power — up to maximum spell capacity. The caster has to quaff the material component: a *potion of speed* and a *potion of human control* at once (roll for potion miscibility). If an immiscible result comes up, the spell failed. No matter how ageless or protected the character is, he has to roll a system shock roll at half Constitution. If he fails, he dies and ages 10 true years per person in the circle, no matter what protection he had. If successful, the caster ages only one true year per person in the circle and survives otherwise.

In the reverse, *mass slow casting*, there does not have to be a circle (the range is 10 feet), but the effects are the same as under the *slow casting* spell, for any spell caster that can be affected by this spell. A maximum of one person per 3 caster levels can be affected with this spell. All persons to be affected have to be within an area of no more than 100 square feet per caster level.

Meld Death (Alteration, Necromancy)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 1 round
 Area of Effect: The caster
 Saving Throw: None
 Author: The Warlord of Heaven <fsmwt1@alaska.bitnet>

This spell allows the caster to borrow all the natural abilities of an undead creature sampled by the components. This is why you'd see necromancers packing skeletal shards all the time. Vampire hands and mummy hands are the most popular. The caster does not suffer from undead limitations. Attempting to make this spell permanent only works 30% of the time, the other 70% of the time, it will transform the caster into said undead (so be smart and use a lich hand if you're feeling lucky). The material component of this spell is an undead's hand.

Morgwar's Undead Strength (Alteration, Necromancy)

Range: 10 feet
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 hour per Strength point
 Area of Effect: One undead
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell increases the physical powers of an undead. This spell can grant an undead creature physical strengths up to a maximum of the level of the caster with a maximum of 25. Each point of Strength increase costs the wizard one Strength point and one Constitution point each — permanently. Once the maximum of Strength for his level is reached, the wizard can try to boost the fighting level of the undead by one for every five Strength and Constitution points he donates. This can be boosted to the level of a fighter of the wizard's level. The undead gain all bonuses of a fighter of that level, including multiple attacks, weapon proficiency slots, etc. They can even specialise (even with their claws or in punching, wrestling, even martial arts).

The material components are a *potion of giant strength* (of any kind) and a *potion of undead control* of the type of undead to be boosted per point of increase.

Muier's Instantaneous Immolation (Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 5
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Calvin (Azrael)

By use of this spell, the casting wizard can transform himself or another creature into a ball of flame. While in this form, the affected creature temporarily loses all his possessions and spellcasting abilities, but is able to fly at a speed of 48 (A) and cause damage to opponents simply by crashing into them. While immolated, a character strikes with the normal THAC0 of a monster half his level or Hit Dice. A hit causes 6d6 HP of fire damage.

An immolated creature can be harmed only by cold-based attacks and magical weapons while in fireball form. Cold causes double damage to the creature, while magical weapons cause normal damage. However, an immolated creature in motion is extremely hard to hit, having a base Armour Class of -2, which may be bettered (but not worsened) by the creature's natural Armour Class without armour or other protection.

The material component of this spell is some sulphur.

Mystyk's Halflife (Necromancy)

Range: 5 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 8
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Mystyk

When this spell is cast, a crackling, black bolt shoots from the wizard's palm towards its victim. The wizard must make a successful to-hit roll (with a +2 bonus) in order to hit the target; if this roll misses, use the grenade scatter diagram to determine if anyone else is hit by the bolt. If anyone is in the area of the miss, a normal to-hit roll (with no bonus) is used to determine if the stray bolt hits anyone.

Anyone who is hit by the bolt must make a saving throw versus spell; if this roll is successful, the spell has no effect and the bolt dissipates. If the saving throw fails, the victim immediately loses half of his current hit points (round fractions down), and is rendered unconscious by the shock. These lost hit points may be regained through normal means.

The material component for this spell is an onyx gem worth at least 500 gp. The gem is held in the hand of the wizard, and is consumed when the spell is cast.

Mystyk's Major Backlash (Abjuration, Invocation/Evocation)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 8
 Area of Effect: The caster
 Saving Throw: None
 Author: Mystyk

This spell is identical to *Mystyk's improved backlash* except for the following: when the wizard is hit in melee, any damage suffered is halved; in addition, if the wizard makes a successful saving throw versus rod, staff or wand, the attack inflicts no damage at all. Also,

the energy bursts inflict 10d6 points of damage on any attacker; a successful saving throw versus spell reduces this damage by half.

The material component for this spell is the same as that for *Mystyk's backlash* except the gem must be worth at least 800 gp.

Mystyk's Plane Survival (Abjuration, Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 day per level
 Casting Time: 1 hour
 Area of Effect: One creature touched per 5 levels
 Saving Throw: None
 Author: Mystyk

This spell provides the wizard with a means of surviving on a hostile plane of existence. In order for this spell to work, the wizard must have access to a library or other source of information on the plane in question. This information must then be studied for an extended length of time; this period is equal to: 24 weeks - 1 week per level of the wizard (to a minimum of one week). After this time has passed, the wizard is ready to cast the spell.

Each time this spell is cast for use on a new plane, the normal study time is required. If cast for use on a previously studied plane, and less than a week has passed since the last casting with respect to that plane, no additional studying is necessary as the information is still fresh in the wizard's mind; however, if more than a week has elapsed since the previous casting, a day of brushing up is required.

If the wizard is a sage with expertise in the plane in question, normal research times are required (see section on sages in the *Dungeon Master's Guide*) the first time this spell is cast for use on that plane. If cast again within two weeks, no additional time for studying is needed; if cast more than two weeks later, only 12 hours of brushing up is necessary. These times also apply if the wizard is obtaining this information from another sage.

Using the information gained from his studies, the wizard prepares the *plane survival* spell. After one hour has passed, the spell is complete; at this time, the DM secretly rolls percentile dice; a result of 5 or lower indicates the wizard has used erroneous information in the casting of the spell which will reduce the protection afforded by the spell, and may even cause it to fail altogether (the exact effects depend on the source of information and other factors, and it is left to the DM to decide the exact results). If some or all of the planar information was obtained by a sage who misdirected the wizard, the percentile roll has a -25% penalty applied to it. Even if correct information is obtained from a sage, a -5% penalty applies, since the wizard is using secondhand information. In any case, if the roll results in a 1, the spell fails altogether (although the wizard will not know this until attempting to make use of the spell's protection).

If the spell was successfully cast, it will grant the wizard (along with others, if the wizard's level is high enough) protection from the hostile environment of the studied plane of existence. The recipients may move about in the plane as if they were in the prime material plane; conditions that would make it hazardous or impossible to exist in the plane are negated by this spell. Spells have a chance of having normal effects while under the influence of the *plane survival* spell: when a spell is cast, if the wizard makes a successful saving throw versus paralysation, his spell will have normal effects (as if it were cast on the prime material plane) instead of the effects it usually has on that plane.

If the recipients are still on the plane when this spell expires, normal characteristics for that plane go into effect immediately. Note that this spell provides no way of moving from one plane to another; it only provides a means of survival once a plane is reached. The wizard may have more than one of these spells in affect at a time, as long as the appropriate amount of time has been spent studying each plane.

The material components for this spell are a diamond worth at least 1000 gp and a specimen of a substance related to the plane in question (i.e. some fire for the plane of fire, darkness for the negative material plane, etc.). Alternately, something symbolising the plane may be used (i.e. a balance for the plane of concordant opposition).

Nilspace Doorway (Alteration, Enchantment)

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 6 hours
 Area of Effect: Special
 Saving Throw: None
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This is an extremely complex spell requiring significant preparation before casting. First, an ornate, rune-encrusted stone archway must be built, with an iron door hinged therein, the cost of constructing this being no less than 10,000 gp. The runes follow a prescribed pattern, but the door may be decorated as the designer wills. The spell is then cast, and during the process the wizard must not be interrupted. This infuses the arch (and door) with the proper magics. Included in this casting is a specialized form of the *permanency* spell. When the spell is finished, the door may then be opened into an extradimensional space of extensive volume: 10 cubic yards per level of the caster, in a simple shape of the caster's choosing. No complex forms may be made; thus, cubes, domes, and other simple, continuous shapes are the only possibilities. The space is featureless and black; not even the edges of its "walls" are visible, although they are certainly solid to the touch. However, since the space is permanent and stable, the wizard can have facilities built within, regardless of the weight brought inside. Note that it does not matter where the arch is set up, in the side of a wall, or even free-standing, it is only accessible from one side, the other being featureless stone. Also, note that other extradimensional spaces may be brought herein; the door will not open for someone carrying such a space, be it a *bag of holding*, a *portable hole*, or even a *deppockets* spell whose duration has not yet lapsed. The space maintains the last temperature and atmosphere verbally requested by the wizard, the environment shifting instantly, with conditions anywhere between 0 and 120°F, with atmosphere ranging from high-altitude to thick, sea-level, from extremely foggy to pristine, and from muggy to desert-dry. Note that deadly conditions and extreme weather may not be set up herein. Many other spells favourably interact with the Nilspace's make-up; notably *unseen servant*, *magic mouth* (reprogrammable in this case), *invisibility* (on the door), *guards and wards* (switchable), and others, including *Darklight's mysterious manservant*. Incorporating such a spell into the fabric of the Nilspace requires an additional hour of casting during the creation of the space, along with another 1,000 gp of craftsmanship on the arch. Another method is to cast the spell to be incorporated with the assistance of certain special components, different for each spell, but uniformly rare or expensive. The incorporated spells are permanent within the *nilspace* and are usually "user friendly", such as the reprogrammable magic mouth mentioned above; the DM must decide what spells may be treated this way, but no offensive or healing magics will take hold (typically the spells are utilitarian in nature and of low power). Destruction of a *nilspace* is extremely difficult and requires the equivalent of a *wish*. The spell was created by the wizard Darklight.

Noska Trades' Mass Contagion (Necromancy)

Range: 5 yards per level
 Components: V, S
 Duration: Permanent
 Casting Time: 8
 Area of Effect: One creature per level
 Saving Throw: Negates
 Author: Noska Trades

This spell causes a major disease and weakness in one or more creatures in the same way as the *contagion* spell. Up to one creature per experience level of the wizard can be affected, provided that all subject creatures are within the spell range.

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* or spends 1d3 weeks taking a complete rest to recover. Characters ignoring the *mass contagion* for more than a day or so may be susceptible to worse diseases at the discretion of the DM.

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.

Orko's Elemental Triads (Evocation)

Range: 15 yards + 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 6
 Area of Effect: Special
 Saving Throw: ½
 Author: Orko

When this spell is cast, three bolts of fire, electricity, frost, water, or acid shoot forth from the palm of the wizard. They may strike one, two or three targets. If more than one target is struck, the targets must be within 60° of each other. The damage inflicted is 1d6 HP + 1 HP per level. The wizard must be able to see the targets. Successful saving throws halve the damage. A saving throw applies to each separate bolt so if only one creature is attacked then it must make three saving throws.

The material component for this spell is a small piece of gold shaped like a pyramid.

Phase Conjugation (Abjuration)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 8
 Area of Effect: One creature
 Saving Throw: None
 Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

This powerful defensive spell provides superlative protection against directed energy attacks. Any spell or effect which projects a discrete stream of energy at the recipient is deflected back in the direction from which it came. This is more than just a simple deflection, however. The spell is *phase conjugated*, which means it retraces its path exactly. If the recipient is within half the range of the attacking spell, the offending wizard suffers the full effect of his own spell, no saving throw allowed. The reason this is so, is that the wizard cannot possibly dodge fast enough to avoid the rebounding energies. Only magic resistance, and whatever other defenses he may have, will protect him.

Examples of spells affected by *phase conjugation* are:

- any ray-type spell,
- *magic missiles* of any type,
- *lightning bolts* (*call lightning* will not strike the wizard), and
- *cone of cold*, *heat*, or *force* (only the recipient is protected).

Examples of spells not affected are:

- *fireball*, or any similar magic (they change form on impact),
- breath weapons,
- *power words*,
- touch spells, and
- *cone of acid* or *steam* (they project matter, not energy).

The material component of this spell is a small device consisting of three highly polished triangular mithril mirrors set at right angles to each other, forming a corner of a cube. This device costs at least 1000 gp.

Pilpin's Black Death (Conjuration/Summoning)

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

This spell conjures 250 flea-infested rats that carry the bacteria *yersinia pestis*, commonly known as the black death or bubonic plague. These rats will act as any other rat and simply scurry away. If this spell is cast in a humanoid community, it will cause a number of humanoids to become infected with the disease and probably die. The number of people infected depends on the size of the community, the season, and a little bit of chance. In the following table, the column entitled "Number Infected" gives a number of creatures infected in the community or a percentage of creatures infected. Use the value that gives the smallest number.

For example, if the spell was cast in a village of 200 elves in the middle of summer, the choice from the table is 300 elves or 60 elves (30% of 200), the number infected is then 60 (because it's the smaller number and 300 is impossible). It will take 2d6 days for the creatures to become infected.

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

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

A diseased creature will lose 2 points of Constitution, 1 point of Strength and 1 point of Dexterity per day of infection until death, which occurs when Constitution has reached -10. The rats and disease are not magical and therefore cannot be dispelled. A creature does not get a saving throw to resist being infected, it's strictly by chance. The disease can be cured by a character with healing proficiency that makes a successful proficiency check, or by magical means. A cured creature will regain 1 point of each ability per day.

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

Pilpin's Dark Wall (Conjuration/Summoning)

Range: 200 yards
 Components: V, S, M
 Duration: 1 day per level
 Casting Time: 7
 Area of Effect: Fifty thousand square feet
 Saving Throw: Negates
 Author: Pilpin

The spell conjures a 1 foot thick wall of black mist that causes death to most creatures that touch it. The wall cannot be seen through, but sound or objects will pass through it. Any living creature that touches or attempts to pass through the wall must roll a saving throw versus death, modified depending on their level as follows:

Creature's Hit Dice	Saving Throw
up to 1	None
1 or 2	-4
3 or 4	-3
5 or 6	-2
7 or 8	-1
8+	Negates

The wall can be shaped into a rectangle, box, hemisphere, sphere, or just one huge wall, as long as the surface area is 50,000 square feet.

The wall cannot be physically disturbed (i.e., blown away, pushed, etc.), but parts of it can be negated by a successful *dispel magic*. It can be penetrated using an *anti-magic shell*, or totally negated with a *wish*. The material components are a crushed black pearl and a vial of gaseous death poison.

Pilpin's Ephemeral Wand (Enchantment)

Range: 0
 Components: V, S, M
 Duration: 24 hours
 Casting Time: Special
 Area of Effect: Wand touched
 Saving Throw: None
 Author: Pilpin

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

The power the wand contains depends on what spell the wizard decided to enchant the wand with. The wand can be made to cast any single spell, chosen by the wizard, of up to fifth level that has a casting time of up to 1 round (*find familiar*, *strength*, *phantom steed*, *hallucinatory terrain*, *conjure elemental*, etc. could not be used).

The number of charges the wand contains depends on the number of times the wizard casts the chosen spell into the *ephemeral wand* (obviously it cannot have more than five charges). The wizard must have previously memorised the appropriate spells. For example, a 16th-level wizard creates an *ephemeral wand* that casts the 5th-level spell *wall of iron*. If the wizard wanted to put five charges in the wand he would have to use all five of his 5th-level spell slots to memorise five *walls of iron*. He would then use all five of his *wall of iron* spells to give the wand five charges. The wand cannot have different spells in it, a different wizard cannot add charges to it, nor can it be recharged. The spell in the wand takes as long to activate as the casting time of the spell, and the spell performs at the experience level of its creator. There is a 5% chance per usage that the spell cast from the *ephemeral wand* backfires, the exact details depending on the spell being cast (DM's love this kind of thing!).

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

Power Booster III (Alteration, Evocation/Invocation)

Range: 0
 Components: V, S, M
 Duration: 2 turns per level
 Casting Time: 8 turns
 Area of Effect: The caster
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

Power booster is a spell that boosts the level of the caster for spell effects only. This version, *power booster III*, can boost spells of up to seventh level. For more information and an example, see the 4th-level spell *power booster I*.

The material components for this spell are rather expensive: one 8000 gp ruby plus one freshly taken drop of blood from the caster for each booster level, plus a single freshly ripped out hair from the casters head to be tied completely around each ruby.

Power Link (Necromancy)

Range: 10 yards
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 10
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Geoffrey Edward Fagan <gefagan@uokmax.ecn.uoknor.edu>

This spell creates a link between the wizard and the victim through which magical energy can flow. Thus the wizard can cast spells centred on the recipient, as if he were a projected image. Also, the wizard can route malevolent spell side-effects, such as magical ageing, to the victim. The material components of the spell are a chip of jet, an herbal tea of spearmint and devil's dung, and a wooden disc. The recipient must be an intelligent, living native of the wizard's home plane.

Power Word, Castrate (Conjuration/Summoning)

Range: 5 yards per two levels
 Components: V
 Duration: Permanent
 Casting Time: 8
 Area of Effect: 10-foot radius sphere
 Saving Throw: None
 Author: The Carnal Knowledge Guide </o c2mxblue@fre.fsu.umd.edu>

When this spell is cast, one or more male creatures of any type within the spell range and area of effect are castrated. The power word castrates one creature with 60 hit points, or it castrates two or more creatures with 10 or fewer hit points each, up to a maximum of 120 hit points. Which creature or creatures to affect must be stated at the casting. The current hit points of the creatures are used.

Reduce Magic Resistance (Alteration, Evocation)

Range: 10 yards per level
 Components: V, S
 Duration: 1 round per level
 Casting Time: 8
 Area of Effect: One creature
 Saving Throw: None
 Author: Steve Bartell <stevebar@wordperfect.com>

This spell is somewhat similar to the 5th-level *lower resistance* in the *Tome of Magic*. The advantage of *reduce magic resistance* is that it uses a method that eliminates the saving throw, and also reduces saving throws versus death magic in addition to magic resistance for the duration of the spell. This spell was written before the *Tome of Magic* was released, and now my wizard often uses *lower resistance* in favour of this one (once he obtained it), but this version of the spell still has better effects — if the wizard is willing to use an 8th-level spell.

This spell works to temporarily deteriorate the innate magic resistance of a creature. When cast, the victim's magic resistance is reduced 3% per level of the caster for the duration of the spell.

The victim also has a penalty to all saving throws versus death magic until the spell expires. As an added twist, the wizard may choose to give up a spell that he has already memorised. The saving throw penalty depends on the spell the wizard sacrifices (for example, a 3rd-level spell sacrificed equals -3 to saving throws). *Reduce magic resistance* absorbs the power of the sacrificed spell upon casting. The caster *must* give up a spell.

For example: a 20th-level wizard casts *reduce magic resistance* at a creature with 80% magic resistance. The wizard uses a 5th-level *teleport* spell he has memorised for lowering the creature's saving throw. The wizard loses the *teleport* spell from memory and the creature has a -5 penalty saving throw versus spell and other magic. Furthermore, the creature's magic resistance is reduced to 20%.

Remember (Enchantment/Charm)

Reversible

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 5 minutes
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: August Neverman <gitzlaff@uxa.cso.uiuc.edu>

By means of this spell the wizard can cause knowledge to be temporarily forgotten and remembered at a trigger. The trigger can be a word, event, image or any other specific trigger device (eg., seeing the wizard again).

The reverse of this spell, *disregard*, causes knowledge or memory to be forgotten at a trigger. Again, the trigger can be a word, event, image or any other specific trigger device (eg., being captured).

The degree of effect of this spell depends the complexity of the trigger and the complexity of the description of what is to be *remembered* or *disregarded*. This spell is mainly used to shield from a *read mind* spell, and is especially useful in creating fake personas for infiltration. The material component for the spell is a brush.

Repair (Alteration)

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 8 rounds
 Area of Effect: Special
 Saving Throw: None
 Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

This spell is a heavy-duty version of the 1st-level *mend* spell. It can repair any non-magical item, completely mend one structural point per level of the wizard, and can fix any magic item the wizard can create. The material component is a complete miniature tool set appropriate to the damage to be repaired. The set must be made of the finest materials and cost no less than 200 gp. If a magic item is being repaired, a special tool set costing one tenth the value of the damaged item, or 2000 gp, whichever is greater, must be used. The item must than save versus magical fire for the spell to work.

Reverse Alignment (Enchantment/Charm)

Range: 180 yards
 Components: V, S
 Duration: Permanent
 Casting Time: 3
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Peter Gourlay <gourlay@slais.ubc.ca>

This spell permanently reverses the alignment of any creature that fails a saving throw versus death magic. Any neutral portion of an alignment will go to one of the extremes (a 50-50 chance of either one). True neutral will thus go to one of the extremes (lawful good, chaotic good, lawful evil, or chaotic evil: equal chance of each one). Creatures that are not intelligent enough to have an alignment, such as many animals, are not affected by this spell. The only way to reverse this spell is through a *restoration*. Creatures that fail their saving throw will immediately begin to act in accordance with their new alignment, and will resist any effort to have it reversed back.

Roteley's Greater Shatterwave (Evocation)

Range: 2 feet per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: 9
 Area of Effect: 10-foot diameter, 5-foot long cylindrical path
 Saving Throw: Negates
 Author: Michael Karapcik <karapcik@sunburn.ec.usf.edu>

This is a more powerful, as well as earlier, version of the *greater shatterwave*. Roteley designed the lesser version later to be more practical, but is still fond of using the greater version in the laboratories of unfriendly wizards. This version is the same as the *lesser shatterwave*, but with the above and following changes. All saving throws for items are at -2; monsters save at -1. Damage is 1d4 HP plus one hit point per 2 levels (round up), with stunning at 10 seconds per point of damage. Skeletons and such take 1d8 points of damage, plus one hit point per level, again with stunning effects as above. Magic items have a +3 total on their saving throw. Example: A 20th-level wizard casts this spell. The wave will start within 40 feet of the caster's hand, and it will follow a 100-foot long path 10 feet wide straight out. An owlbear struck by the wave would take 1d4+10 points of damage and be stunned for (1d6+15)/10 rounds.

These spells were designed as large scale versions of the *shatter* spell which the wizard would still have some control over (they are direction specific). They are also useful in that the wizard need not touch the object affected, and more than one object can be targeted.

Rune III (Enchantment)

Range: 0
 Components: V, S, M
 Duration: Until discharged
 Casting Time: 1 turn per spell level
 Area of Effect: Special
 Saving Throw: None
 Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

This spell allows the wizard to inscribe a rune containing the energies of one spell up to seventh level. Instructions of up to 1 word per level may be given to control the *rune*. The material component is 100 gp gems and inks per level of the spell contained in the *rune*.

Sarius' Ethereal Gateway (Conjuration/Summoning)

Range: 20 yards per level
 Components: V, S
 Duration: Special
 Casting Time: Special
 Area of Effect: Special
 Saving Throw: None
 Author: William T. South <tsouth@netcom.com>

This spell allows a wizard to create a 10x10 feet invisible magical gateway which will provide access to the ethereal plane of existence, or alternatively, provide a gateway from the ethereal plane to a connecting plane of existence. The duration of this gateway is a base 24 hours. It must be cast in an area of gaseous or liquid composition (i.e., not in the earth or in solid rock), although, it may be cast so as to lay on the floor (giving a chance of creatures falling into it) or against a wall or portal. For every two levels above sixteenth, a wizard gains the ability to create an additional 10x10 feet area (two if the caster is a conjurer) which must either be used to increase the surface area of the gateway or increase the power of the original 10x10 feet area by fusing the two gateways together. The effects of increasing the power level of a gateway are listed in the table below.

If a gateway is larger than 10x10 feet then all of its surface area blocks must be increased to the same level of power to allow the gateway the next higher power rating. For example, a 26th-level wizard creates a gateway with dimensions of 30x10 feet and has three

slots left, so he will be able to double the surface area power rating to 2 if he so chooses. However, if he were to use one of the remaining slots to add a 10x10 feet block to the surface area he would have no chance of raising the power rating of the gateway to 2. Note that if a gateway is too small for a creature to fit through, it will not be able to totally go through the portal. It will, however, be able to poke part of its body through and exist simultaneously on both planes.

Power Rating	Duration	Comments (Cumulative Effects)
1	1 day	Visible on the exit side
2	10 days	Invisible on exit side
3	100 days	Allows magic items to keep powers*
4	1000 days	10% more resistant to <i>dispel magic</i>
5	10,000 days	20% more resistant to <i>dispel magic</i>
6	Permanent	30% more resistant to <i>dispel magic</i>
7	Permanent	40% more resistant to <i>dispel magic</i>
8	Permanent	(each power slot adds another 10%)

* Usually, magical swords and similar items lose a plus for plane crossing.

Each additional power slot beyond a rating of 3 adds a 10% extra percentage that this spell will resist a *dispel magic*. For game purposes, this is added onto the dispeller's percentage as a penalty.

Casting time is one turn for the initial gateway area and is doubled every time another 10x10 feet block is added onto the area (i.e., two turns for two 10x10 feet blocks or slots, four turns for three 10x10 feet blocks or slots, eight turns for four 10x10 feet blocks or slots, etc.). Therefore, casting a gateway that uses 6 slots would take a total of 32 turns. If the casting is interrupted after any slots have been created only further creation of gateway surface areas or power slots is disrupted.

For every 6 turns the wizard spends casting this spell the wizard's Constitution score is reduced by one point. If the wizard's Constitution reaches 0 he becomes unconscious and only a week of complete bed rest will allow him to start regaining lost Constitution. Otherwise, these points are replaced at a rate of 1 point for every two days of complete bed rest. The point is not taken unless a full 6 turns of casting has expired. *Heal* will negate the unconsciousness and raise the wizard's Constitution to 1 point. *Restoration* will totally negate the effects of any lost Constitution.

Gateways, once created, may not be altered by further castings of this spell on the same area of effect. Only a successful *dispel magic* is capable of destroying a gateway, although higher level power ratings can make a gateway resistant to this spell. Power rating 1 gateways are visible to creatures on the exit side of the gateway (usually the ethereal plane) and may attract wandering monsters, though they will most likely not be able to pass through. Anyone may pass through the portal on the invisible entrance side, but only the wizard may freely take creatures back through the exit side by touching them as they pass through. The wizard may create magical amulets (base 500 gp value) which will allow any creature to freely use gateways cast by him as though he were touching them. On the ethereal plane, the wizard and anyone possessing an amulet will be able to find any portal of the wizard in 5-50 hours.

Any wizard familiar with this spell (i.e., either possessing the spell as a castable spell in his spellbook, or having used a *write* spell to put the spell in his spellbook) is capable of trying to force their way through the exit side back to the entrance side by force of will. There is a base chance of 50% modified by plus or minus 5% for every point of difference between the wizard's current level and the level of the wizard at the time of casting, though conjurers have a base 70% chance. There are no material components to the spell, and the magical amulets may be created at any time the wizard wishes, whether before or after the casting of this spell. This spell will not work with the 8th-level *permanency* spell.

Seizure (Alteration, Charm)

Range: 10 feet + 2 feet per level
 Components: V, S, M
 Duration: 1 round per 3 levels
 Casting Time: 5 rounds
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Brock Neverman <gitzlaff@uxa.cso.uiuc.edu>

When cast, this spell (also known by its nickname *super spasm*) causes the victim to lose complete control over all muscles in his body for the duration of the spell. This causes the victim to "spasm out": fall down and flip around like a fish out of water. There is a quirk to this spell: any creature not possessing a central nervous system is not affected by this spell. In all other aspects this spell is the same as spasm. The material component of the spell is psehaw-monkey blood.

Selective Disintegration (Abjuration)

Range: 5 feet per level
 Components: V, S
 Duration: 1 round per level
 Casting Time: 8
 Area of Effect: 20 cubic feet per level
 Saving Throw: Negates
 Author: Kai Rottenbacher <o uwagner@orville.zdv.uni-mainz.de>

This spell can be used to duplicate the *disintegration* spell with the added effect of making only selected parts disintegrate — if they fail their saving throw. The selected parts can be as specific or as general as the caster desires, but it takes additional casting time to select the specified parts. For every ten words (don't count *a* and *the* as words) in the specification an additional modifier is added to the casting time until a casting time of ten is reached (at twenty words). This is changed into a one round casting time, unless even that is not enough to specify all different parts. If the objects to be disintegrated are carried by a person that person gets a saving throw first. If he fails, then the items get a saving throw versus disintegration. If the specified objects fail, they are gone completely.

Note that this spell has a duration. This duration is the time during which the specified objects (or creatures) can be disintegrated if they enter the cubic area of effect. They have to make a saving throw for every round they are in this area. Thus, this spell could be placed on a doorway to disintegrate all living things passing through that don't display a certain sign. If the specification can be circumvented then nothing happens. The duration does not include those items or creatures affected by the spell: once they are disintegrated they stay disintegrated.

Sheath (Alteration, Conjunction/Summoning)

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 8
 Area of Effect: Object touched
 Saving Throw: None
 Author: Paul D. Walker <pdwalker@hk.super.net>

When this spell is cast, it empowers strong magics between a creature and an item. The effect of this spell is to allow a creature to store a favoured item into an extra-dimensional space and bring it forth at will.

The object, while it is in its space, is completely undetectable, except by means of a *wish*. It will also be perfectly safe in the space where it is held.

During the casting of the spell, two command words and a physical gesture must be specified. The command words are those to make the item leave and enter the "storage" space. The gesture is used with the command to bring the object back into the owner's

possession. For example, a creature would make a sword-holding gesture while using the proper command to retrieve his sword.

The material components for this spell is a 5000 gp of blue sapphire dust which is sprinkled on a phase spider web. The web is then wrapped around the object and the enchantments are completed.

This is a great way to carry around important equipment. Wizards are prone to cast this upon their spellbooks to always keep them handy.

Shift Gravity Plane (Alteration, Enchantment)

Range: 100 yards per level
 Components: V, S, M
 Duration: 1 hour per level
 Casting Time: 1 round per ton of ship
 Area of Effect: One ship
 Saving Throw: Special
 Author: Kai Rottenbacher <o uwagner@orville.zdv.uni-mainz.de>

This spell causes the gravity plane of a ship to shift by up to a maximum of 20 feet per level. This means that if a gravity plane of a ship had passed through the keel of the ship it could now be shifted up or down (if cast by a 16th-level caster) by up to 320 feet upward or downward. If it were pushed upward it would cause everything to fall upward until it either strikes another solid object above it or it falls upward until it meets the gravity plane whereupon the thrust will be reversed and so on. If it were shifted downwards the crew would probably not notice anything unless the gravity plane had passed somewhere through the ship amidships. The later effect would only cause some problems if another ship would pass close enough to the affected ship so that their gravity planes would intersect. In that case the larger ship would cause the ship with the lower tonnage to instantly adjust its gravity plane to the larger ship. Thus, this effect could cause quite some damage to either ship in combat.

This spell requires a scale made from mithril which is severely imbalanced by having one arm made extremely thick and one arm extremely thin. This imbalance has to be countered by applying one ancient copper coin (more than 1000 years old) to the lighter side of the scale per ton of ship to be affected. The scale has to be large enough to contain all coins at once. The scale itself has to cost no less than 10,000 gp.

Shout — Word of Sound (Alteration, Evocation)

Range: 0
 Components: V
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: 5-foot per level long, 30° wide arc
 Saving Throw: ½
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

This spell allows the wizard to shout with such intensity that a sonic field is generated, expanding in a thirty degree radius from the wizard, doing 1d4 HP + 1 HP per level of damage to all within 5 feet per level of the wizard in a 30° arc. Glass stands a 10% up to 50% chance of breaking depending on whether it is free standing, fragile, muffled, or sturdy, and creatures caught in the area of effect suffer deafness for 1d10 melee rounds. Victims save versus death magic for half damage or suffer extended deafness for 1d10 hours and are stunned for 1d4 rounds. Note that hard surfaces (such as stone walls) caught in the area of effect may cause the sonic field to ricochet back upon the wizard, and that wandering monsters within 1d6×1000 feet may be attracted.

Sillvatar's Dragon Armour (Conjuration/Summoning)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 8
 Area of Effect: The caster
 Saving Throw: None
 Author: Allan J. Mikkola (Sillvatar) <allanm@vulcan.med.ge.com>

When this spell is cast, the wizard will be covered by a semi-real coating of dragon scales. The type of dragon that provided the material component determines the protection afforded by this spell: the Armour Class of the wizard is equal to the appropriate dragon's Armour Class at age category 1d6. For example, if the material component was obtained from a green dragon, and a 6 is rolled for the age category, the wizard would have AC -2 for the duration of this spell.

The material component for this spell is a small pouch of scales from any type of dragon; this component is consumed when the spell is cast.

Smoke Cage (Alteration, Evocation)

Range: 10 feet per level
 Components: V, S, M
 Duration: 1d4 rounds + 1 round per level
 Casting Time: 7
 Area of Effect: 20-foot radius
 Saving Throw: Special
 Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

This spell creates a 20-foot radius cloud of purple and black smoke up to 10 feet away per level of the wizard. The smoke is impervious to all forms of vision. The smoke cloud is actually extradimensional, employing forces similar to *distance distortion*. The internal diameter of the cloud is 100 to 150 feet; furthermore, the vapours contain a powerful misdirection spell (saving throw at -2) which prevents those inside from wandering out. The cloud persists for 1d4 rounds plus one round per level of the wizard, after which it disperses. Only a strong wind will break it up prematurely. Extradimensional devices in the cloud are unaffected.

The material component is a black pearl worth at least 500 gp and a bent compass needle.

Sonic Blast [1] (Illusion/Phantasm)

Range: 0
 Components: S
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: 60-foot + 10-foot per level long, 60° wide arc
 Saving Throw: Negates
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

By means of this spell, the wizard creates an illusory sonic blast by the clap of his hands which is capable of deafening and stunning creatures which fail their saving throws. Once the direction and arc are determined, creatures nearest the wizard are affected first, each one draining the illusory magic from the spell until its power is expired. Creatures failing their saving throw are stunned for 1d4 rounds, however, on a successful Intelligence check those failing the original saving throw are able to run, but not fight. The number of creatures which may be affected is as follows:

Hit Dice	# Affected	Hit Dice	# Affected
up to 1	2d20	7 or 8	1d6
up to 2	1d20	9 or 10	1d4
up to 3	1d12	11 or 12	1d2
up to 4	1d10	13 or 14	1
5 or 6	1d8	15 or 16	0 or 1 (50%)

This spell only has a somatic component.

Spell Attack (Illusion/Phantasm)

Range: 30 feet + 10 feet per level
 Components: V, S, M
 Duration: Special
 Casting Time: 8
 Area of Effect: Special
 Saving Throw: Special
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is an improvement to the *shadow magic* and *demi-shadow magic* spells. This spell can simulate any attack spell of seventh level or lower with quasi-real effects.

If the spells quoted in the *shadow magic* or *demi-shadow magic* spell descriptions are chosen, they function as follows:

If the attacked beings try to disbelieve the spell, they get a saving throw against the illusion, but no other saving throws (except magic resistance). If they succeed, the spell still causes a minimum of 3 points per die (reroll any one's or two's). If they fail, they take the damage like those who did not try to disbelieve and failed their saving throw. Those who did not try to disbelieve take the maximum damage possible by the spell if they fail their saving throws against the normally applicable spell. If they make their saving throws they take their usually applicable damage (reduced by fire resistance, cold resistance, etc.).

If a spell is simulated that is not mentioned in the *shadow magic* or *demi-shadow magic* spell descriptions, it functions as normal unless the affected being tries to disbelieve. In that case that person has to make a saving throw versus spell. If it succeeds, the spell causes only one hit point per die of quasi-real damage. If it fails, that creature takes the usual damage. Note: this spell is so high powered that it can affect even undead who are normally immune to illusions.

The material component of this spell is the material component of the spell to be duplicated plus a silver mirror which has tarnished over time.

Spellcrystal VIII (Conjuration, Invocation)

Range: 0
 Components: V, S
 Duration: 8 months + 2 months per level
 Casting Time: 8 rounds
 Area of Effect: One crystal, worth at least 800 gp
 Saving Throw: Special
 Author: Kris <simonis@stpc.wi.leidenuniv.nl>

Except as noted above, this spell is the same as the 1st-level wizard spell *spellcrystal I* (q.v.).

Star Strike (Invocation/Evocation)

Range: 10 feet per level
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 8
 Area of Effect: 100 square feet per level
 Saving Throw: ½
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is only effective in full sunlight or its equivalent (10 *continual light* spells with orange-yellow light within 10 feet of each other, one *daylight* spell, or one *sunsword* being swung). This spell causes a brightly intensive ray of sunlight to strike down in the area of effect. This causes damage of 6d6 fire damage. This damage is so intense, that not even magic resistance or natural fire resistance helps against it — even if the spell is used against a fire giant, a fire elemental, or a red dragon. This damage may be halved by a saving throw versus spell. For undead, this is the same effect as full sunlight (especially effective against vampires, which take double normal damage with no saving throw in addition to the damage they

normally take in sunlight). This damage is applicable once every round at the beginning of each round. This sunlight is so bright that anyone looking into it is permanently blinded unless they save versus death magic. If anybody intends to stay inside longer, they have to save once per round if they have their eyes closed and at least three times per round with open eyes or more if they have more than three actions per round. Undead do not get a saving throw in this light against the blinding effect, unless they are of the rare sort of undead that thrive and subsist on sunlight.

The material component is a glass jar containing one stone of continual light per round of duration. These are in addition of the ones described above.

Stargate (Alteration)

Range: Infinite
 Components: V, S, M
 Duration: 1 hour per level
 Casting Time: 1 turn
 Area of Effect: Two gates
 Saving Throw: None
 Author: Unknown

This spell creates a gate between the wizard's current location and any location which the wizard has been before. The gate can be freely crossed in either direction and will last one hour per level of wizard. Range is not an issue (hence the name of the spell). Anyone can cross the *stargate*, as long as it is in existence. To cast this spell, the wizard must have some chalk, blessed by a priest, with which he must draw a star-shaped portal on a wall. The chalk is consumed in the casting.

Stone Protection (Abjuration)

Range: 10 yards per level
 Components: V, S, M
 Duration: 1 hour per level
 Casting Time: 1 turn
 Area of Effect: 30 cubic yards per level
 Saving Throw: None
 Author: Kenneth C. Jenks <kjenks@gothamcity.jsc.nasa.gov>

This spell will protect any magical or non-magical stone in the area of effect from the following spells: *transmute rock to mud*, *passwall*, *phase door*, *disintegrate*, *stone to flesh*, *animate object*, *earthquake*, *polymorph any object*, *stone shape*, *distance distortion*, and *animate rock*. It further gives the stone affected a +3 on saving throws against other attack forms (*fireball*, *lightning bolt*, cold, acid, blows, etc.).

An earth elemental can neither be conjured in the area nor enter it. This spell will have no effect on stone golems or clay golems, but it will prevent xorn, umber hulks, purple worms and similar creatures from burrowing in the affected area. At the DM's option, non-standard spells, spell-like effects (a *horn of blasting*, for example), and psionic abilities which affect stone may be prevented from operating. This spell can be made permanent by *permanency* with the loss of one point of Constitution from the caster due to the use of the *permanency*. The material component of this spell is a boulder of at least 400 gp weight.

This spell was researched by Whitewolf. Like *freeze [2]* (q.v.), this is a pretty silly spell just for castle defense.

Stuff (Alteration, Conjunction)

Range: 0
 Components: V
 Duration: Special
 Casting Time: Special
 Area of Effect: Object or creature touched
 Saving Throw: Negates
 Author: The Warlord of Heaven <fsmwt1@alaska.bitnet>

This spell is used to stuff spells into high quality items or any individual. The components are the same as those required to cast the stuffed spell, plus some added verbal components. Casting time is 5 rounds plus the normal spellcasting time. About the duration: this spell is either impact or mentally activated, to be chosen upon casting. The spell will wear off after one month per level of the caster.

Some possible uses of this spell are: stuff a *fireball* in your arrow. Stuff a *stoneskin* in yourself, with impact activation. If you are a cleric/mage, stuff a *heal* in your moderately hurt pal (this gets the best use out of your fighters: they can travel around with few hit points, confident in the fact that the next blow they receive will bring them back to their maximum). Stuff a mentally activated *featherfall* on anyone. Stuff a *meteor swarm* in your shield (be sure to have magic resistance though).

Summon Wraith (Conjunction/Summoning, Necromancy)

Range: 10 yards
 Components: V, S, M
 Duration: 1 round + 1 round per level
 Casting Time: 5
 Area of Effect: 10 foot high cube
 Saving Throw: None
 Author: Geoffrey Edward Fagan <gefagan@uokmax.ecn.uoknor.edu>

This spell is identical to the 1th-level *summon shadow*, except that it conjures up one wraith for every three levels the wizard has attained. These monsters are under the control of the wizard until they are slain or the spell expires. If the wraiths are turned, they continue to serve in any capacity which does not require them to confront the priest who resisted them. The material component of this spell is a piece of black jet.

Sunball (Evocation)

Range: 10 yards + 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 8
 Area of Effect: 20-foot radius
 Saving Throw: ½
 Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

This powerful spell superficially resembles a *fireball*; instead of fire, however, the ball consists of solar radiance. All within the area of effect suffer 1d10 HP of damage per level of the wizard. Undead and similar creatures suffer double damage. Creatures specifically harmed by sunlight save versus death magic or are slain instantly. If the saving throw is made, they suffer the effects of 1 turn of full sunlight per level of the wizard.

The material component is a golden sun symbol with a large topaz set in the centre. The symbol costs 2000 gp to make and is lost in the casting.

Target (Alteration, Invocation/Evocation)

Range: Sight
 Components: V, S, M
 Duration: Special
 Casting Time: 3
 Area of Effect: Special
 Saving Throw: None
 Author: Jonathan Filter <2186filterj@vmsf.csd.mu.edu>

This spell is of short time duration because it is cast in tangent with any other spell that the wizard has memorised. The *target* is cast first; as stated above, the spell takes 18 seconds to cast. During this time, the wizard must take the material component of the spell (an ordinary arrow) and point it at one or more persons or items. The number of persons or items that may be pointed to is limited to twice the caster's Dexterity (this would allow a normal person to point at 4 persons or items every 3 seconds). For each item pointed to, the caster takes 1 point of damage. At the end of these 18 seconds, the arrow disappears and each person or item pointed to begins to glow as if enchanted with *faerie fire*. At this point, *anti-magic shells*, magic resistance, etc. are checked (with magic resistance at half normal). Anyone who is glowing at this point is left very vulnerable.

Now, the wizard casts any spell that can be cast on or cast at someone or something else (in the same round). Upon completing the spell, everyone or everything which is glowing receives the effect of the spell. The caster also takes the level of the second spell in points of damage. The targets get to make their saving throws (if allowed) at this point. If the second spell was a touch spell, the targets may add their Dexterity bonus to their saving throw (if no saving throw was granted on that touch spell, the targets get one versus death magic with a successful saving throw indicating only half of the spell effects worked). Range 0 spells are not able to be cast in conjunction with *target*.

The advantages of this spell are obvious. For example, in the first round of an attack where the party is hopelessly overwhelmed, a wizard may be able to cast *target* and give his entire party *improved invisibility*, thus allowing escape or a shift in the balance of the fight. A second example: there are two blue dragons bearing down on the party. They are flying close enough that one *fireball* could encompass both, but the caster does not believe one *fireball* will do it. So he *targets* them both and each is crisped by 2 fireballs (1 centred on each).

Teleport Block (Abjuration)

Range: 10 yards per level
 Components: V, S, M
 Duration: 1 hour per level
 Casting Time: 1 turn
 Area of Effect: One thousand cubic feet per level
 Saving Throw: Special
 Author: Geoffrey Edward Fagan <gefagan@uokmax.ecn.uoknor.edu>

This spell prevents teleportation into or out of the region specified by the wizard, which may be of any shape and any size, up to 1000 cubic feet per level of the abjurer. No character can enter or leave the region by means of *dimension door*, *teleport*, or other-planar travel. Teleportation within the region is not restricted, and *teleport without error* has a chance of success equal to 1% per level of the wizard, though it has the same chance of failure as a regular teleport attempted under normal conditions. A *wish* will also provide transportation across the boundary, as of course will walking, riding, and flying.

Any attempt to *teleport* or *dimension door* across the block will automatically fail; all memory of the spell will be lost; and the wizard must make a system shock check or be killed by the shock of the rebound. Attempts at transplanar travel will also fail, but not in so dramatic a fashion. The material component is a glass globe.

Teleport Warp (Alteration)

Range: 10 yards per level
 Components: V, S, M
 Duration: 1 day per level
 Casting Time: 1 round
 Area of Effect: 10-yard per level radius globe
 Saving Throw: None
 Author: Unknown

This spell causes all creatures teleporting into or out of the area of effect to arrive in a prepared area. The area which the wizard wishes the affected creatures to appear in must also be in the area of effect.

The space the wizard wishes incoming teleports to arrive at must be an open area, free from objects. It can be in the air, however, causing incoming creatures to fall. Should a creature teleporting into an area affected by this spell be larger than the area he would be sent to, then he is effectively blocked and would not be able to teleport at all to the area.

An example: the archmage Istle casts *teleport warp* on his tower. He wishes all people who unexpectedly arrive to be placed in his dungeon cell which is 10×10×10 feet. The cell is also in the area of effect, at the bottom of his tower, which totally is under the spell. Thus a person who teleports to his tower will arrive in a dungeon cell instead of the wizard's guest chambers. If Golstein the Chaotic decides to send his 18 foot tall iron golem over to Istle's bed chamber, he will find the golem still there, unmoved.

All forms of teleport magic are affected, thus *dimension door*, *pattern teleports*, and the like also would be warped. This is a great spell for the wizard wishing to block an area for outside aid coming in short of all planar travel.

The material component is a lodestone which must be placed in the location the wizard wishes teleports to arrive. It is consumed upon casting.

Tempus Fugit (Alteration, Enchantment/Charm, Illusion) Reversible

Range: 10 feet per level
 Components: V, S, M
 Duration: 1 turn of real time per level
 Casting Time: 1 turn
 Area of Effect: 100 square feet per level
 Saving Throw: Negates
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

Some of you might remember this spell from the first edition *Unearthed Arcana* book. It is almost the same spell with the exceptions noted above and below. For those of you who don't know it, a short description first: this spell causes a distortion of time in the minds of the characters, so that any character in the area of effect ages 6 times as fast but he also regains hit points 6 times as fast and he also rests 6 times as fast: for a character in the area of effect, ten minutes of real time pass whereas he perceives a full hour to pass. This spell works for spell casters to rest normally during its duration. Thus, two real hours of sleep would equal 12 hours of sleep in the area of effect. The casting time is actually a lot shorter, but it takes the full 10 rounds of casting time for the organism to change to the high-speed effect of the normal *tempus fugit* version.

As combat normally requires concentration on the outside this spell is no good for combat purposes. It is also not possible to use it in the middle of combat unless the targets of this spell normally are to be concentrated on the outside so they immediately penetrate the illusion and cause it to vanish for themselves. It is thus also not possible to have someone sit as a guard during the effect inside the area of effect as he or it is supposed to purposefully watch the surrounding world (in short, this spell cannot be used during or in the preparation for combat).

The reversed version, *speude bradeos*, takes effect immediately but it has the full casting time of one turn. It is not possible to cast spells from the inside to the outside in a high speed effect as in that case the caster would have to concentrate on the outside world. As the illusion is a rather feeble one in respect to penetrating it, this causes

the illusion to vanish instantly for the person concentrating on the outside of the area of effect. When under the influence of the reverse, a full hour would be perceived as being only ten minutes, etc. In this version, characters that have been under the effect of this spell need a full ten minutes to recover from the effects, as their reactions are so greatly slowed. This version you can use in combat (but note the casting time).

Both spells are cumulative with each other up to a maximum of one spell per 5 levels of the caster and both spells can be affected by permanency. It is not possible to layer several spells from different casters over the same area.

The material component for the normal spell is sand from an hourglass which has been used for more than one year without ever having stood still for longer than a six seconds. The reversed spell needs the sand from an hourglass that has not been touched for over six years.

Note: this spell affects only an area. Thus, it does not move with the caster. The area has to be solid ground (of at least one foot thick), thus not every little carpet could be used, but if you could get solid ground to move, well, you could have some permanent and cumulative spell recuperation zones that could be moved...

Transformed Item Functionality (Alteration)

Range: 0

Components: V, S, M

Duration: 1 hour per level

Casting Time: 1 round

Area of Effect: Creature touched

Saving Throw: Special

Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell alleviates the undesired effect of being unable to use one's own magic items after changing one's shape by *polymorph*, (druidic) shapechange, etc. This spell makes all those items available for use to the transformed creature even if the items are incorporated into the body — but be logical in what you intend to do (say, for example you shapechanged into a flea, then you obviously could not use your *quarterstaff*, +3 to any effect (as it is too small) but the *ring of protection*, +3 and the *ring of fire resistance* you are now wearing somewhere in your body still function normally). Items which release magical energy can still be used normally unless they require the item to be touched to a target other than the releaser (you couldn't, for example, use your *potion of healing* on a friend while being in flea form but you could use it on yourself — with normal initiative modifiers). Obviously, it would not be possible to use a long bow while being transformed (unless you had shapechanged into a creature which could use a longbow so you would probably also have no need of this spell then). Spell-like effects somehow leave the body of the transformed creature (maybe giving rise to some new legendary monster stories like the horribly mutated *lightning bolt* spitting, *regenerating* killer flea) if they have a range greater than touch, personal, or zero. If the creature is killed, all items have to save versus disintegration or be destroyed by the residual magic.

The material components are one small figure per item incorporated into the body, carved from granite picturing the original creature. These figures then have to be stoneshaped into a form which creates an interconnecting form in which all the figures are somehow linked with each other. Thus, it is not possible to pick up additional items unless the caster has provided surplus figures in the casting. Up to a maximum of one item per figure can be incorporated.

Twin (Evocation)

Range: 0

Components: V, M

Duration: Special

Casting Time: 20 rounds

Area of Effect: Special

Saving Throw: None

Author: Brock Neverman <gitzlaff@uxa.cso.uiuc.edu>

This spell causes a creature to appear. This creature is physical, looks exactly like the wizard, but has no personality: it is actually only a channel through which the wizard can operate. The *twin* has only a fraction of the hit points of the wizard:

D6 Roll	Hit Points
1 or 2	40% of wizard
3 or 4	50% of wizard
5 or 6	60% of wizard

This spell does not create possessions for this creature. The wizard will wholly operate through this *twin* and therefore will need items for this *twin*.

While the spell is in effect the wizard's body is effectively unconscious. If the wizard specifically concentrates he can partially sense the area around the real body. If the twin is destroyed the wizard and any familiars automatically will lose half their hit points. Furthermore the wizard will be unable to cast spells for 1d6 days.

The material component for this spell is a mirror.

Tyvek's Forceplate (Enchantment)

Range: 0

Components: V, S, M

Duration: 1 day

Casting Time: 1 hour

Area of Effect: One shield

Saving Throw: None

Author: The Warlord of Heaven <fsmtw1@alaska.bitnet>

This spell temporarily (and rather destructively) transforms a complete suit of plate mail into a magical plate mail with one plus per 4 caster levels. The caster can "wear" this plate mail mentally, still allowing him to use his hands to cast spells: the magical plate has mass nor weight, and it does not prevent magic use. It affects Armour Class as any other plate mail; when the duration ends the plate mail vanishes forever (as does the real one, which is the material component).

Tyvek's Immortal Words (Enchantment)

Range: 0

Components: V, S, M

Duration: Special

Casting Time: Special

Area of Effect: Special

Saving Throw: None

Author: The Warlord of Heaven <fsmtw1@alaska.bitnet>

This spell allows the caster to carve words onto almost any surface. The components are the words to be written, a mithril chisel of dwarven make, and dragon spittle. These words are permanent on the surface for 7000 years. If said stone is destroyed, the words will appear as flaming letters at night time. If an abode is built to obstruct their original view, they will begin to destroy the home, using earthquake once a year at a random time. Tyvek plans to use this spell to retaliate on his friends on his deathbed. Dispel magic will not affect this spell, though a wish spell has a 70% chance of working.

Tyvek's Tectonic Entity (Conjuration, Enchantment)

Range: 10 yards
 Components: V, S, M
 Duration: 1 hour per level
 Casting Time: 1 day per level
 Area of Effect: One creature
 Saving Throw: None
 Author: The Warlord of Heaven <fsmtw1@alaska.bitnet>

This spell requires a diamond vial with elemental air contained within. Using this spell traps an elemental spirit within a humanoid construct. It behaves as a half Hit Dice stone golem for combat purpose.

Undead Conduit (Alteration, Necromancy)

Range: 1 mile per level
 Components: V, S, M
 Duration: Special
 Casting Time: 8
 Area of Effect: One undead and one creature
 Saving Throw: Negates
 Author: The Warlord of Heaven <fsmtw1@alaska.bitnet>

This spell allows a necromancer to link the life of a living being to an undead creature. The undead can now draw on the hit points of the victim for combat purposes. The victim suffers the injuries that the undead normally would. This of course makes taking prisoners much more useful. There is a limit of one linked victim per undead. The link is broken by a *dispel magic* or when the affected living creature dies. The material component of this spell is an iron claw.

Vandergast's Vacuous Void (Alteration)

Range: 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 8
 Area of Effect: 5-foot per level radius sphere
 Saving Throw: Special
 Author: Vandergast

This spell creates a momentary vacuum inside the area of effect. Anyone caught inside this area must save versus spell to avoid the crushing effects of the vacuum. If the saving throw fails, the victim suffers 8d8 points of crushing damage; all possessions must save versus crushing blow at -4 or be destroyed. Anyone who dies outright from this spell has more than likely (65%) been torn asunder from the pressure differential. Note that this may make regeneration difficult, if not impossible. If the saving throw is successful, the target suffers 4d8 points of damage, and possessions are not affected.

The material components for this spell is an empty vial of which the stopper is removed and which is broken at the time of the casting.

Whisper's Acid Pool (Alteration)

Range: 60 yards + 10 yards per level
 Components: V, S
 Duration: 1 round per 2 levels
 Casting Time: 8
 Area of Effect: 10-yard per level square
 Saving Throw: None
 Author: Robert Johan Enters <whisper@wpi.edu>

When this spell is cast, an area as specified by the caster within stated limits, will transform into a four feet deep pool of acid. Movement in this pool is reduced to 1/3. As long as creatures are in this pool they receive acid damage, dependant on exposure. The damage while upright or wading is 2d6 per round, and that of those who are lying in it, or attempt to swim to the sides (might be faster) 2d10 per round. At the end of the spell, the acid drains away, but the

trench or pool remains a depression. For this spell to have effect, the area or volume must exist for the pool to form in. This is a great spell to stop those pesky townspeople from following you in pursuit after you burned down half their city in some sorcerous fight.

Whisper's Chaos Elemental Summoning

(Conjuration/Summoning)

Range: 60 yards
 Components: V, S
 Duration: 1 turn per level
 Casting Time: 8
 Area of Effect: Special
 Saving Throw: None
 Author: Robert Johan Enters <whisper@wpi.edu>

This powerful summoning spell opens a gate to Limbo, from which 1d4 chaos elementals are called forth. Chaos elementals are not strictly speaking elementals, they are the embodiment of a multitude of chaotic souls. The elementals appear as fleshy mounds with human features interspersed all over their bodies (think of Freddie in some of the later movies, pinhead before released from the statue in Hellraiser III etc.). The chaos elementals have 6d6 HD, and do damage for 1 HP per Hit Die when attacking. They have an Armour Class of 0, and move at MV 12 (for more on chaos elementals see the *Manual of the Planes*, Features of Limbo).

Whisper's Dicey Healing Gate (Necromancy)

Range: 20 yards
 Components: V, S
 Duration: Special
 Casting Time: 4
 Area of Effect: One creature
 Saving Throw: Special
 Author: Robert Johan Enters <whisper@wpi.edu>

This powerful spell opens a small gate to the positive material plane inside the target creature. If the creature wishes, he could attempt to resist the spell by successfully making a saving throw versus spell, in which case the opening of the gate fails. The caster must upon casting the spell decide for how long the gate should remain open. The caster can attempt to maintain the gate for up to 1 round per three caster levels. However, such a gate is not completely stable, and the actual effect will be 1 to 2 rounds longer or shorter (roll 1d4: 1 = 2 rounds less, 2 = 1 round less, 3 = 1 round longer, 4 = 2 rounds longer). The effect of such a concentrated gate inside the target's body is the following. The positive radiance will add 2d10 HP to the creature per round of exposure. However, if the total amount of hit points is exceeded (the creature is fully healed, but the gate remains in effect), the hit points will temporarily be added, but with the cumulative chance of 20% per round of "overloading" that the creature's body receives a surge of radiance, causing the body to explode. If the body explodes in this manner, there is no way to bring the creature back to life.

If hit points are gained beyond maximum, without exploding, those hit points will remain for 20 rounds and then recede by one point per round until regular maximum hit points are reached. An exploding body will not hurt bystanders, other than bowling them over, and thus maybe causing 1d6 HP falling damage or something like that, but it will definitely smear the area around the exploded creature with the creature's blood and itty bitty pieces. This spell should only be used in dire emergencies, or can be used as an attack spell on an as yet unharmed creature.

Only living creatures are affected by the healing process. If the spell is utilized on undead, the effects will be spectacular. The undead will be allowed a saving throw, but if the saving throw fails, it will explode in a brilliant explosion, shattering the physical body, if any is possessed, into tiny shards, and causing the psyche to be utterly annihilated.

Whisper's Instant Einheriar Legions

(Conjuration/Summoning)

Range: 60 yards
 Components: V, S
 Duration: 1 turn per level
 Casting Time: 8
 Area of Effect: Special
 Saving Throw: None
 Author: Robert Johan Enters <whisper@wpi.edu>

This fun spell summons a legion of einheriar, or spirit soldiers. The spell will summon forth 10d10 spirit soldiers. The troops will be pulled from a plane that corresponds to the caster's alignment, and the power who has these troops pulled away from his domain may not look too kindly upon this act. The use of the troops should be in accordance with the tenets of the caster's alignment, or there is a 10% cumulative chance per casting of this spell that the power supplying the troops sends them to fight against you rather than for you. The powers and equipment of the individual spirit troops are determined as per the rules in the *Manual of the Planes*, page 122.

It should be noted that the use of this spell can have a very powerful impact if a large amount of nasty classes with high levels are summoned. Since the soldiers can be highly intelligent, this force could easily wipe out an entire army if used wisely.

Whisper's Rune of Protection versus Spells

(Abjuration)

Range: 0
 Components: V, S
 Duration: 1 day per level
 Casting Time: 5 turns
 Area of Effect: One creature
 Saving Throw: None
 Author: Robert Johan Enters <whisper@wpi.edu>

This spell brings into being a triad of yellow glowing runes on the target creature. The runes bestow upon the bearer the benefit of a *globe of invulnerability*. For more information on runes, see *Whisper's rune of protection versus weapons*.

Ninth-Level Spells

Animate Dead III (Necromancy)

Range: 10 yards per level
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 round per level
 Area of Effect: Special
 Saving Throw: None
 Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

This more powerful version of *animate dead II* allows the wizard to create undead up to 1/3 of his level in Hit Dice. Otherwise it is identical to *animate dead II*.

Animate Golem (Alteration, Invocation)

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 hour
 Area of Effect: Inanimate golem touched
 Saving Throw: None
 Author: Kris <simonis@stpc.wi.leidenuniv.nl>

With this spell, a wizard can create one golem. The construction of a golem is a long process and additional spells are required to fully animate the golem, but this spell can replace the wish spell in the process. The component is the golem to be animated and some gorgon blood.

Anti-Gravity (Alteration, Enchantment)

Range: 10 feet per level
 Components: V, S, M
 Duration: Permanent
 Casting Time: 9 hours per 10-foot cube
 Area of Effect: 10-foot cube per level or special
 Saving Throw: Negates
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell reduces the effect of gravity to absolute zero in the area of effect thus causing anything to effectively float with no weight (note the mass still exists (while a vault door weighs nothing it still can crush someone who has the unfortunate luck of being between it and its door frame)). It can be lain on an area without a focusing object but in that case it is limited to the area of effect noted above. If a focusing object is used the casting time changes to 1 hour per 10 feet per level per side cube. The focusing object is not destroyed in the casting but if it is ever moved from its place or even touched by the caster after the enchantment is placed the spell fails immediately.

Once the spell is in effect anything within the area of effect of one 10-foot cube per level can be moved almost without effort (unless it is very large). If the spell is focused on an object then the object is within the centre of the cube. This cube then measures 10 feet per level per side (an 18th-level wizard creates a 180-foot cube).

The material component (even without the focusing object) is a hollow diamond which has a perfectly round hollow inside without having any hinges. This diamond must have cost a least 10,000 gp before being hollowed out. The focusing object (if it is used) has to be a completely priceless object which is absolutely unique such as the largest gem ever found on the planet, the complete and untarnished set of platinum teeth of the poorest man ever to have lived on the planet or something likewise illogical or (almost) impossible (as the DM desires for that special case).

Balefire (Alteration)

Range: 30 yards
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: Up to 2 feet wide and 20 feet long cone
 Saving Throw: None
 Author: Robert A. Howard <ssa94isa06@rcnvm.rcn.mass.edu>

Balefire is a very nasty spell. The caster must roll to hit the subject, using only Dexterity-related bonuses to Armour Class — armour does not affect the chances of being hit. A being or object hit ceases to exist. Moreover, the being or object hit, after being hit, didn't even exist before he or it was hit. Thus, actions taken by a person hit by *Balefire* are reversed — people slain are brought back to life, etc. The area of effect vaguely resembles a sword or broom, and can be swept along to cause even more damage.

Bind Helms (Alteration, Invocation)

Range: 10 feet per level
 Components: V, S, M
 Duration: Permanent
 Casting Time: 10 turns per maximum SR per helm (as per spellcaster)
 Area of Effect: One helm per five levels
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell binds one spelljamming helm of any kind together with another helm in such a way that they work together on the same ship. This is quite a dangerous process as all helms have to make their saving throws versus magical fire if they are bound together in such a way. If even one fails, they all explode in a 100-foot radius per helm; anything within a distance of 50 feet per exploding helm is destroyed including characters unless they have magic resistance or a *scarab of protection*; in that case they automatically make their saving throws. Outside those 50 feet per exploding helm everything takes 10d20 per helm and they gain a saving throw versus spell; the damage dealt is fire damage; thus, it would be possible to further reduce the damage with fire resistance. If the spell works, all helms work at once on the same ship and each one can be manned. This allows for some incredible speed for these spelljamming ships or some quite astonishing sizes as all can pull their load of either 50 or 100 tons. This spell is needed for the creation of a Grand Helm as one that is used on a *Quad of Thay*.

The material components are the sacrifice of one person per helm to be linked to be linked per *Rary's mindlink* with each other (they can be resurrected afterwards) plus one diamond, ruby, sapphire, emerald, and topaz each no less than 10,000 gp worth per helm to be linked plus one chain of no less than one mile length made from mithril (thickness doesn't matter) of no less than 25,000 gp worth to be tied around the helms to be linked.

Bone Shatter (Evocation)

Range: 0
 Components: V, S, M
 Duration: 1 round per 5 levels
 Casting Time: 9
 Area of Effect: Creature touched
 Saving Throw: Special
 Author: Allan J. Mikkola <allanm@vulcan.med.ge.com>

This is a more powerful version of the 5th-level *bone splinter*. It is identical to that spell except that it has a +3 to-hit bonus and causes a serious compound fracture when a hit is scored in melee, with the following results:

Place	Modifier	Effects
head	-8	major skull fracture: save versus spell or die; else suffer 4d8 points of damage
arm*	-4	major broken arm: arm is totally useless; it cannot be used to attack or defend with
leg*	-4	major broken leg: leg is totally useless; movement is half normal
ribs	-4	broken rib: loss of 1d6 Constitution points and 2d8 points of damage
spine**	-8	severed vertebrae: save versus spell or die; else paralysed until healed or cured
pelvis	-4	major hip fracture: -6 to Dexterity when using legs; movement rate is at one quarter of normal; suffer 3d8 points of damage

* If attacking from the side, only the nearest appendage may be targeted.

** The spine may only be targeted if attacking from the rear.

Cure critical wounds is required to heal one of these effects (except for paralysis, which must be cured by normal means) as long as the victim is still alive, and a *heal* spell will fully restore a living victim to full health.

The material components for this spell are an intact bone of at least a foot in length, and a large metal hammer which are consumed when the spell is cast.

Celestarion's Barrier of Blackwhite (Abjuration, Necromancy)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 2 rounds
 Area of Effect: 10-foot radius sphere
 Saving Throw: Special
 Author: Celestarion

This spell was created by Celestarion to be his ultimate form of protection. Whether it is or is not is left up to the individual wizard, but nonetheless it is a powerful spell.

When cast, a sphere of swirling black and white light appears to surround the wizard and all those close to him. The barrier has all of the following effects:

- It prevents any spells going through it. What happens is that the spell energy is drawn into the top of the sphere.
- The lighting effects of the sphere prevent anyone from seeing through it, although those on the inside can see out. This results in a -4 to-hit penalty.
- All magic within the sphere is unaffected. Spells cannot be cast out of it, but can be cast within it.
- No living being can pass through the sphere unless a saving throw versus spell is made with a -6 penalty. If they fail their saving throw, they are simply unable to pass through.
- No magic items of any sort can pass through.
- Normal physical objects can pass through, as can psionic attacks.
- If the barrier is not hit by a spell or a magic item or any psionic discipline, then the barrier needs energy. It draws 2d4 of the wizard's hit points for every round that it isn't hit. Should the wizard's hit points go below 10% of their maximum, he starts to lose one level per round. The spell continues for as long as his initial level in rounds. When he has lost half his levels, then he starts to lose 1 Intelligence point per round until the spell ends.
- The wizard cannot voluntarily end the spell.

Hit point and level losses are temporary and return at the rate of one per turn each, but Intelligence losses are permanent. These effects can be avoided if the wizard himself casts a spell at the barrier. He cannot dispel it when he wishes, however.

The material components of this spell are one star sapphire, and one black star opal of at least 20,000 gp value each. Both are lost in the casting.

Celestarion's Total Blast (Evocation, Necromancy)

Range: 240 yards + 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 9
 Area of Effect: One creature per object
 Saving Throw: Special
 Author: Celestarion

This spell was designed as a last line of defense by Celestarion for use when all else failed. It is nothing less than a 9th-level blast of totally destructive energy. Upon casting, the following things happen, in the sequence given.

1. A blast of scintillating energy erupts from the wizard's hands and strikes the target.
2. The target has to make a saving throw versus spell at -6. This spell also causes magic resistance rolls to be made at -30%.
3. Failure of the saving throw totally disintegrates the target.
4. Success of the saving throw means the target takes 10d20 points of damage and, if still alive, is stunned for 1d4 turns.
5. The wizard, regardless of spell effects, automatically loses one level permanently, and must make a saving throw versus spell.

Failure indicates instant death, with only a *wish* being able to bring him back. Success results in losing 1d100 of his remaining spell levels, randomly chosen, and being unconscious for 1d4 rounds.

The material component of this spell is an *ioun stone*, which is lost in the casting.

Chaos Environment (Alteration, Wild Magic)

Range: 10 yards per level
 Components: V, S, M
 Duration: Special
 Casting Time: 1 turn
 Area of Effect: Special
 Saving Throw: None
 Author: Unknown

This spell is similar to the 4th-level *chaos vision*. However, rather than producing an illusion as *chaos vision* does, this spell produces a very real effect. The ground constantly rolls and twists, and objects from the wizard's mind appear and disappear.

All creatures and objects in the *chaos environment* are constantly *polymorphing*, once each round. Note that creatures *polymorphed* will need to save versus spell each round to keep their former identity and not take on a new one. All creatures and objects will *polymorph* back to their original form upon leaving the area of effect.

A person entering this environment had best carried nothing with him or risks losing it as he turns into some form which might not be able to carry it. People have to make system shock rolls every turn, for the stresses will tear even the mightiest hero apart, given time.

All damage from being crushed, attacked, and otherwise affected by the spell is real, caused by real creatures and environmental changes in the area. A general rule of thumb for damage caused by the constant changes in the environment is 1d6 hit points per round. However, DMs are encouraged to devise specific environmental changes, and apply damage as appropriate.

The material component of this spell is a wild magic region, which is consumed by the spell. The area of effect fills the area previously formed by the wild magic area. The duration of the *chaos environment* is the duration remaining on the *wildzone* which created the wild magic region used.

Charm Man V (Enchantment/Charm)

Range: 16 feet
 Components: V, S
 Duration: 1d12+4 turns
 Casting Time: 1
 Area of Effect: 1d12 men per level of 8 HD or less
 Saving Throw: Special
 Author: John Daniel <c548285@umcvmb.missouri.edu>

Except as noted, this spell is the same as the 1st-level spell *charm man I*. If a successful saving throw is made by a group's leader, the effects of this spell are reduced to those of the 7th-level spell *charm man IV* (make another saving throw for the leader). If a leader of a group fails his saving throw, the spell works on him, but all other members of the group still get to make a personal saving throw to negate the effects.

Cloud of Great Intoxication (Alteration, Evocation)

Range: 100 yards
 Components: V, S, M
 Duration: 2 turns per level
 Casting Time: 1 round
 Area of Effect: One 60-foot cube
 Saving Throw: None
 Author: Ronald Jones (Greymoon) <jonesrd@sjsuvm1.bitnet>

This spell is similar to the 5th-level *cloudkill*. It will create a large blue and pink billowing and churning cloud. The cloud will move away from the caster at a rate of 10 feet per round. The cloud will move along the ground at the caster's direction. A light wind will not affect the movement of the cloud as long as the wizard is concentrating on the spell. A medium strength wind will slow or change the direction of the cloud no more than one foot per round in any direction as long as the wizard concentrates on the spell. A strong wind will disperse the cloud after 5 rounds, unless the caster makes a successful Intelligence check to keep the cloud together and under control. A very strong wind will disperse the cloud after 2 rounds, but if a saving throw is made, the cloud remains, but the caster cannot control the spell for that round. The caster must be spending all his concentration on keeping the spell active. Heavy vegetation will slow the cloud to one half speed but will not cause it to disperse.

All creatures enveloped by the cloud are affected. All such creatures are put into an alcoholic coma unless they make a saving throw versus poison (see the *Net Alcohol Guide* for more information). A successful saving throw means the creatures become greatly intoxicated. Any creature over 10+1 HD or higher may save versus poison at +2.

For each round spent in the cloud, a creature must save versus poison or become comatose. For each round beyond two spent in the cloud any creature or character must save at a cumulative -1 per round, and after four rounds magic resistance is reduced by 5% per round spent enveloped by the cloud. The power of this spell is such that even creatures or persons immune to the effects of alcohol, magical or otherwise, are affected by this spell after five rounds. There are no racial or weight modifiers to this spell (see the *Net Alcohol Guide*; it is recommended that DMs use the optional *drunk disposition rule* for cases of great intoxication).

The effects of this spell are such that it extends the time needed to recover from a state of intoxication. For someone who became comatose, add 10 hours to the recovery time. Once the state of great intoxication has been reached, it takes an additional 6 hours to recover. Once someone has moved to moderate intoxication, it takes an additional 5 hours to reach a state of slight intoxication. It takes an extra 2 hours to return to normal. Using stimulants to speed recovery is possible, but if the Constitution check is failed, add another thirty minutes to the recover time of to this stage of intoxication. Magical stimulants can be used with no ill effect. The spell also extends the time needed to recover from a hangover by 2d6 hours and makes the effect of the hangover twice as severe. Obviously, this is a potent spell which in the right hands could waylay a small army. The DM must be wary of how this potent magic is used.

The material components for this spell are some dried grape skins or a sprinkling of the best hops, which must both come from a once-in-a-century harvest. The third and most important component of this spell is the blue breath of a content alcohol dragon, without which this spell will not work.

Coalthirst's Universal Mindbender

(Enchantment/Charm)

Range: 5 yards
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 day
 Area of Effect: One creature
 Saving Throw: Special
 Author: Tim Olivas <u28839@uicvm.uic.edu>

Using this spell, a high-level wizard can rewrite a creature's entire personality. All the subject's memories, mannerisms, preferences, beliefs, allegiances, and behaviour can be changed to fit the wizard's specifications. A rampaging giant could be made into a music loving pacifist, a virtuous knight into a cowardly libertine, a demented killer into a law abiding citizen — and vice versa.

There are limits on what the spell can accomplish. It cannot make subjects wiser, more intelligent, or more charismatic, though it can make them act more cautiously, thoughtfully, or pleasantly. It can also make subjects act more foolish, like *feblemind*. The spell cannot bestow new skills or improve existing skills: class and level cannot be altered. However, it could make a fighter think like a thief, or make a wizard believe he is a priest. Furthermore, it will not function on creatures immune to enchantment/charm spells, including but not limited to golems, spirits, mindless creatures, and the undead.

To cast the spell, the wizard must be alone in a quiet, secure place with the subject, who must be physically restrained, magically held or charmed, or be cooperating with or unaware of the caster's goal in casting the *mindbender*. The caster burns rare incenses and draws arcane symbols on the subject with alchemical ointments — these components must cost at least 1000 gp, and greater amounts may be required for unusually large subjects, at the DM's discretion. Then the caster enters the subject's mind through a powerful telepathic link, and over the course of 24 hours, edits it. This ritual drains the wizard's energies, and for the next three days he is unable to cast any spells above fifth level.

At the completion of the ritual, the subject receives a saving throw versus spell at -4, subject to all other adjustments including Wisdom, specialization, and *malisions* or *mind fog*. Magic resistance also applies, as do the racial bonuses and immunities of elves, half-elves, dwarves, gnomes, and halflings. If the saving throw is failed, the subject's alignment and personality are permanently changed, and only a second application of the *mindbender* is sure to restore the old. A *wish* or *restoration* have only a 50% chance of succeeding, and the personality change cannot be dispelled, though subjects do radiate enchantment magic to appropriate detection spells and can be fended off by protection spells.

If the saving throw succeeds, the subject may eventually throw off the spell's effect. The spell's effects last as long as a *charm monster* (*Player's Handbook*, page 154) automatically. After that, any time the spell would cause the subject to act contrary to his former nature, he immediately receives a new saving throw, without the -4 adjustment, to regain his old personality.

Note that once the ritual is over, the wizard cannot again alter the subject's personality. The new personality is set, and if the subject throws off the enchantment, he cannot again be affected by a *mindbender* from that particular wizard.

Within the constraints noted above, the wizard can create whatever new personality he chooses. Amnesia can be induced, new backgrounds invented. The subject's emotional responses, his loves, hates, and fears, can be chosen. The subject can be made fanatically loyal to the wizard, homicidal, suicidal, or genial, contented, and charitable. Because it seems to deprive subjects of their free will, use of *mindbender* is an ethical dilemma for many good magicians, though most agree it is a humane alternative to imprisonment or death. Less scrupulous magicians find *mindbender* a most potent tool.

Coradon's Conflagration (Invocation/Evocation)

Range: 150 yards
 Components: V, S, M
 Duration: 4 rounds
 Casting Time: 9
 Area of Effect: Special
 Saving Throw: ½
 Author: Allan J. Mikkola <allanm@vulcan.med.ge.com>

This spell causes a fiery explosion similar to that of a *fireball*, but with a smaller radius (initially a 20-foot radius sphere). However, the flames caused by this spell will continue to burn for 4 rounds (the initial round, plus 3 additional rounds). The damage inflicted on victims inside the area of effect, the bonus to the victim's saving throw, and the radius of the flames vary according to how long the flames have been burning, as follows:

Round	Damage	Radius	Saving Throw Bonus
1	8d8	20 foot	0
2	4d8	15 foot	+1
3	2d8	10 foot	+2
4	1d8	5 foot	+3

Damage suffered is cumulative from one round to the next, but the saving throw bonus is not. Anyone who makes a successful saving throw takes only half damage that round, and automatically saves on any subsequent rounds; those who fail their saving throws suffer full damage, and must have all their possessions save versus magical fire to avoid destruction. If anyone leaves the area of effect and returns later, a new saving throw must be made, even if the previous one was successful.

The conflagration may, or may not conform to a confined space, at the wizard's discretion. Apart from the changes mentioned above, the conflagration otherwise acts like a *fireball*.

The material components for this spell are the heart of a red dragon, and a powdered diamond worth at least 600 gp.

Create Battlement (Conjuration/Summoning)

Range: 10 feet per level
 Components: V, S, M
 Duration: 1 day per level
 Casting Time: Special
 Area of Effect: One 10-foot per 3 levels per side cube in any shape desired
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is somewhat of an anomaly in the series of create room spells as it also creates the exterior of the room. It creates a complete tower including battlements if desired. This tower is created from a cube with a side length of 10 feet per 3 levels of the caster: an 18th-level wizard could create a tower from a 60-foot cube. Thus, this wizard could, theoretically, create a 180-foot high tower with a base of almost 35 feet square. This would obviously be a very unstable tower, thus the normal rule is: the base has to be at least a square of ⅓ the height of the tower.

Thus, in our case the wizard could create a tower of approximately 40 feet square up to 120 feet high. The walls of this tower are made from adamantite and require 2 points of structural damage per level to get a breach in a 10x10 feet section and an additional 3 points per level to collapse a 10x10 feet section completely. The walls are up to 1 inch per level thick. The tower can be made to collapse if one level loses more than ⅓ of its structural points or if more than 3 levels lose more than one tenth of their structural points. Anything in the tower at that time will most certainly be crushed (unless absolutely immune to magical, +5, metal). The tower can have up to one door per 10 full levels of the caster. The number of floors will be determined by the height of the tower with up to a maximum of one floor per 10 (partial) feet height. This is also one of the room spells which are obviously used for combat purposes so they don't vanish if used for combat. The tower still cannot be sold — in that case the whole tower

vanishes in a puff of smoke. It contains one full battlement with merlons, one small ballista per 5 full levels, one shot for each ballista per level, one light catapult per 10 full levels, one shot per catapult per 2 levels, one large siege pot of oil or lead including fire for heating and the lifting mechanism, 10 arrow slits per level, up to 1000 square feet of interior walls per level (not including the floor and ceiling area), and up to one iron bound wooden door per level in the interior, whereas the external doors are full adamantine doors with over 20 structural points each. The doors are magically sealed with wizard looks which open either to a special command word or by the caster's desires. In addition, they can be locked normally with the internal locks of masterful quality (-75% to lockpicking chances).

The tower is in itself non-magical. Thus, it cannot be collapsed with the normal use of an anti-magic shell (unless the shell is laid directly on the targeting point of the spell). *Mordenkainen's disjunction* has either its chance against an artifact to destroy it or its chance to dispel it, whichever is lower. *Dispel magic* will only work if the caster himself casts it on the targeting point of the spell.

The material components are one large solid cube of pure adamantine of 3 inches per level per side length. Into this cube have to be merged (with no space between them) one diamond per floor level desired inside (of no less than 10,000 gp each). The metal should cost no less than 1000 gp per inch side length (an 18th-level caster has a cube with 54 inches per side length (4'6", which is more than a cubic yard of metal weighing a lot more than 20 tons), which makes 54,000 gp for the cube and at least 10,000 gp for at least one floor. This component can be used during preparation, but the spell has to be cast during the following 1 month per level time. If not cast during this time, the material component is used up completely. As this spell is memorised, it can be dropped for another spell, but the material component used in preparation is still lost. If the material component is used during the preparation, the casting time is only 2 rounds, otherwise it is 3 turns. The block of adamantine is the targeting point of the spell. It will always be found at the base in the centre of the created tower. It will be teleported there even if the caster does not know the teleport spell. It will not teleport across planes unless a direct link to the caster exists at the time.

Curse of Undeath (Necromancy)

Range: 10 feet per level

Components: V, S, M

Duration: Permanent

Casting Time: 1 round

Area of Effect: One creature

Saving Throw: Negates

Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell causes a creature which fails a saving throw versus death magic to be under a horrible curse. The creature will live a normal life until it dies (whether of natural causes or unnaturally does not matter). Then, the creature is transformed into an undead creature of the caster's specifications (within special limits). This does not happen until the night after the creature's death. The creature can be a creature having up to the maximum of half the caster's Hit Dice and it may be any kind of undead up to and including a ghost (note: it is not possible to create a lich or special undead via this spell). The creature is completely under the caster's control if it fails a saving throw versus spell against each and every one of his controlling attempts. Once the creature has succeeded at one saving throw per caster level, it is completely free from the caster's control and it knows who tried to control it and it bears an everlasting hatred against the caster. The caster can make use of its senses even if he is on another plane (note: this is not possible if the caster is *feebleminded*, *disminded* or otherwise not in control of his body or mind). The creature can be cured with a *remove curse*, an *atonement*, and a *heal* before it dies, all cast with the explicit purpose to remove this spell. Once the spell is in effect, and the creature dies, only the immediate blessing of the slain body can prevent the transformation to undeath. Note: a *resurrection* is possible, but if it is not done before the next nightfall, the creature will transform into an undead being. Once the creature is transformed, it cannot be saved, unless a god reverses the

situation directly (not by sending an avatar but by being there personally and laying on hands).

The material components are a pinch of bone or a drop of the essence of each type of undead that exists on that planet (or in that sphere if used off-planet). The caster has to have an additional full pound of bone or essence of the type of undead creature he wants to create. Thus, it will take lots of ghost ichor to create the fleeting substance known as ghost's essence in the required amounts. How to get the stuff is the wizard's problem, not mine...

Dalen's Mental Resistance (Abjuration)

Range: 20 yards

Components: V, S, M

Duration: 2 rounds per level

Casting Time: 9

Area of Effect: One creature per 5 levels

Saving Throw: Negates

Author: Ryan Biggs (the Net Psionics Handbook) <doppy@io.org>

This spell is used to stop all mental and psionic powers from affecting a specific being. This is accomplished by creating a field around the being affected that stops all mental energy from passing through it. This field however stops the mental energy from both entering or leaving. Thus, this could be used to stop a psionics from using any powers on anyone but himself. It also grants immunity to any psionic attacks, including the dreaded mind flayer mental blast. It provides protection from any spell that deals with the mind of the person protected as well as any psionic power. This spell is quite similar to *mind blank*, except that it provides full protection against psionics and a few other mental powers. The list of spells that are protected against is too long to list, but if a spell affects the mind of a being, it will not work. The material component of this spell is a diamond shield, worth at least 10,000 gp.

Dalen was a Red Wizard of Thay, but was overthrown by another wizard who had a psionics working for him. Dalen researched a way to stop psionics from working, and partially succeeded. He was hoping that a wall or sphere could be created, but found that this was impossible, because all the research he found pointed to the fact that such a field would have to be in close proximity to a living being, no more than an inch away in fact. Dalen later died when he tried to cast this spell on a psionic lich. Since the spell only affects living beings, which a lich is obviously not, Dalen was reduced to a mental vegetable and subsequently killed.

Damian's Mindswap (Enchantment/Charm)

Range: 70 yards

Components: V, S, M

Duration: Permanent

Casting Time: 9

Area of Effect: One creature

Saving Throw: Negates

Author: Jay <krzyston@garfield.cs.wisc.edu>

When this powerful enchantment is cast, the wizard attempts to rip the target creature's soul from its body and temporarily place it in a gem of not less than 15,000 gp value. At the same time, the wizard's soul is released from his body and also travels through the gem. When, and if, both souls are in the gem, they both proceed to the opposed bodies from which they came. This has two very noticeable effects:

- The wizard and victim have essentially swapped minds (or bodies, whichever you prefer). This has the effect that the wizard now takes on the physical attributes of that body (Strength, Constitution, Dexterity and Comeliness). The wizard does retain his own mental capacities and previous knowledge (Intelligence, Wisdom, Charisma), hit points and level.
- If the wizard or victim can kill his former body, the other's soul goes to its respective plane. Thus, after completion of the spell, if the wizard kills his old body, he can never be displaced from his new body, for in all intents and purposes it is his body now. If

neither the wizard nor the victim is killed, and at some later point in time a priest casts an *exorcise* spell at either body (both have to be within 70 yards of each other, though), the caster of the original *mindswap* must save versus death magic or return to his old body.

If the saving throw is made, this indicates that this person's body will never accept the wizard's soul and need never fear this spell from the same wizard again. After the transferral has been completed, the gem disappears.

Darklight's Poetic Justice (Conjuration, Enchantment)

Range: Unlimited
 Components: V
 Duration: Special
 Casting Time: Special
 Area of Effect: Special
 Saving Throw: None
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell is similar in some ways to both a *wish* and a *curse*. It is cast by the wizard reciting a self-composed poem, directed at a person, place, or thing at which he wishes to direct some sort of vengeance.

The target in question must be truly the one which the wizard has reason to hate, so that a framed person may not be affected by the poetic justice. The vengeance may be petty, however, so that innocents might be endangered. However, this is not likely due to the extreme nature of the spell.

The duration, range, and area of effect are as per *wish*. However, the casting time is much greater. The wizard must recite the poem loudly in the presence of the open sky for it to take effect, and depending on the power of the curse, this might take some time.

The poem's length and complexity are determined by how powerful the wizard wishes his revenge to be. The degree to which the described vengeance is carried out by the spell is proportional to the craftsmanship of the said poem. Note that this gives DMs some leeway in interpretation.

If the poem's target is true and its poetic power is sufficient, then the things described in the poem take place. One specific curse or permanent effect (each considered a "term", as in a contract) can be caused per two levels of the wizard, dependent upon the above factors. Note that this is a maximum effect for a single poem, and that a lesser effect can be visited.

The price for casting the spell is dire. For each term set within the poem, the wizard suffers one day of reduced power, being reduced to 1/2 normal casting level with regards to number and level of spells memorised as well as internal spell variables such as range.

Darklight's Superior Force Armour (Alteration, Evocation)

Range: 0
 Components: V, S, M
 Duration: 3 turns per level
 Casting Time: 9
 Area of Effect: The caster
 Saving Throw: None
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell is an enhancement of the already formidable capacities of the 8th-level *Darklight's improved force armour*. It is the same as the lower level spell, except as noted.

Superior force armour enhances the movement capacities of the wizard even more than the improved version. The wizard can run at a maximum speed of MV 24 in a relatively straight line, or in combat, MV 18. The flight capacities function underwater or in vacuum, as well as in atmosphere. Its maximum and cruising speeds are as below:

Environment	Maximum Speed	Cruising Speed
Vacuum	128	48
Normal flight	96	36

Fluid environment	48	24
Viscous (ooze, lava)	36	18

The forearm blades are also improved, remaining retractable, but having a base cutting damage of 2d12 each. Three attacks per round are possible with the speed of the armour's movement enhancement. Also, the armour acts to amplify the strength of the wearer, giving the wearer 16 + 2d4 Strength for the duration, giving the blades extra damage potential (Strength bonuses apply here only) as well as giving the armour lifting power to help it out of tight spots.

The suit also helps to compensate for the wizard's inability to cast spells, by adding "attack packages". Several options are possible, each being sets of spells with a limited number of charges. These spells can be fired off two per round at the wizard's discretion, and take the place of the suit's blade attacks. They otherwise act as the normal spells in most respects, and are "cast" at the wizard's level. Note that these are simply triggered "charges" implanted in the structure of the armour, and not subject to normal casting restrictions.

Attack packages that are available:

- 10 *magic missiles*, 10 *flame arrows*, 5 *rays of enfeeblement*
- 10 *stinking clouds*, 5 *cloudkills*, 5 *cones of cold*, 2 *fireballs*
- 10 *lightning bolts*, 10 *Melf's minute meteors*, 5 *chromatic orbs*
- 5 *freezing sphere rays*, 5 *cones of cold*, 10 *snowballs*
- 10 *webs*, 10 *sleep darts*, 5 *wand of paralysis rays*, 5 *stinking clouds*
- 10 *flame arrows*, 5 *fireballs*, 20 *burning hands*

Only one of the above may be chosen at the time of casting, and once all charges are spent, the armour cannot trigger more spells unless the entire spell is recast (this must be performed after the duration expires).

The armour is a sapphire blue glow in colour, and is brighter at the joints, as well as along the blades and at the structures controlling weapon packages. The force jets emit a bright azure radiance.

The material component is a diamond cut to resemble a small person, to which is affixed with golden wire a ruby sword, sapphire wings, and one perfectly cut opal for each five spell charges.

Darklight's Ultimate Invisibility (Illusion)

Range: 0
 Components: V, S, M
 Duration: 1 day
 Casting Time: 9
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This spell causes a powerful and foolproof veil of undetectability to conceal the target and its carried belongings. The spell name implies a mere visual concealment, but the actual effect of the spell is much more potent.

The recipient cannot be seen, either by normal sight, infravision, ultravision, *detect magic*, *detect life*, *detect invisibility*, and even *true seeing*. *Clairvoyance* and *scrying* fail upon the recipient, as do any divinations used upon him or upon an item he carries.

The recipient also cannot be heard, smelt, tasted, or felt. He leaves no tracks and makes no sound. His voice cannot be heard by anyone, making most spellcasting (unfortunately) unlikely.

No known means of penetrating illusions, aside from a *wish* or *limited wish*, can reveal the creature. *Dispel magic*, *anti-magic shell*, and related effects cannot touch this enchantment.

In short, aside from the close scrutiny of a greater god, a *wish*, or the death of the creature, no means can locate the being, whether extraplanar, magical, psionic, or otherwise. Even physical contact is rationalized away by those touching the creature (although an attack causes extreme suspicion and the victim of such an attack knows something is up). Thus, a -8 penalty to-hit against such a creature is incurred.

The material component is a bottle, inside which is maintained a near perfect vacuum.

Death Wind (Conjuration/Summoning, Necromancy)

Range: 20 yards per level
 Components: V, S, M
 Duration: 1 round + 1 round per 3 levels
 Casting Time: 1 turn (no reduction possible)
 Area of Effect: 20 feet per level per side cube
 Saving Throw: Special
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell causes a magical black-greyish wind in the area of effect. This wind has a range of 20 yards per level. It has a direct connection to the negative energy plane. For every round in the wind a character has to save twice versus death magic. If they succeed twice, they don't suffer any spell effects; if they save only once, they suffer "only" a 1d3+1 level loss; if they fail twice, they lose 1d6+1 levels. For every level lost, the character suffers 5d4 hit points additional damage (due to the excruciating pain with which these levels are lost), with a saving throw versus spell for half damage.

The order in which they lose their hit points is the following: first, you lose any applicable level hit points lost due to energy level loss, then you lose hit points due to the damage accrued by energy level loss.

Any people killed by the energy level loss change into juju zombies; those killed by the damage (after they lost their levels) are changed into half-powered juju zombies. Anyone who survives this spell will regain the lost levels slowly (one per hour until the previous maximum is reattained). The damage stays the same, as this was additional to the energy level loss.

Negative plane protection or a similar spell or item effect offers full protection against this spell. Anyone within the full effect of *dispel evil* or a *protection from evil, 10-foot radius* cast by a priest of fourteenth level or higher is also protected.

As the caster needs direct access to the negative energy plane, he is not able to have any protection or other permanent spells going on his person at the time of casting, as this would disrupt the frail link. The only spell he requires is *negative plane protection* or an item which helps him offset the drain of the negative energy plane.

The material component is a sacrificed baby (less than 6 months old), an active phylactery of a lich, and the full dust from a 500 year old vampire. The material components are completely destroyed during the casting. In the first round of casting the lich (whose phylactery is used) knows with a 100% certainty where, by whom, and for what the phylactery is used and, if possible, it will most certainly jump in to prevent the destruction of its phylactery.

Demonic Immunity (Abjuration)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 round
 Area of Effect: The caster
 Saving Throw: None
 Author: Jay <krzyston@garfield.cs.wisc.edu>

Casting this spell requires a demon's amulet of at least a type one demon, which is slowly consumed and will be destroyed when the spell ends. The caster of this spell is rendered invulnerable to all demonic powers, but physical attacks are not affected. The caster cannot be telekinised or charmed by demons, their *unholy words* won't affect him, etc. No demonic special powers can harm him at all. The tougher the demon's amulet, the longer the spell lasts:

Demon	Duration
Type 1	4 rounds
Type 2	6 rounds
Type 3	8 rounds
Type 4	12 rounds
Type 5	20 rounds
Type 6	50 rounds
Named	100 rounds

The duration can be split between people.

Dheryth's Magnificent Mansion (Alteration, Conjuration)

Range: 10 yards
 Components: V, S, M
 Duration: Special
 Casting Time: 9 rounds
 Area of Effect: Special
 Saving Throw: None
 Author: Jim Gitzlaff <gitzlaff@uxa.cso.uiuc.edu>

This spell has two different manifestations that may be chosen by the wizard when the spell is cast. Both are essentially improvements on the 7th-level *Mordenkainen's magnificent mansion*.

Version 1: The area of effect is 300 square feet per level of experience of the caster, and the interior can be fully customised. The only changes are as follows:

- The duration is extended to 4 hours per level of experience.
 - The food is safe to eat.
- Version 2: The duration stays at 1 hour per level of experience, and the food retains its properties from the 7th-level version (whatever those might be). However, the interior is quite different:
- The interior floor space is equal to 1200 square feet per level. But, only the 300 square feet per level nearest the entrance can be customized (design, layout, etc.). The remaining 900 square feet per level has an entirely random design and layout. Thus, one room might be a bare storeroom, while the next could be a lavish greenhouse pool. All rooms will be connected via doors of some type to the rest of the complex, but they might be secret doors, doors concealed behind furnishings, or secret doors hidden behind furnishings. The mansion frequently sprawls in three dimensions (occasionally more in areas with chaotic magic), so it is very possible that connections between rooms might be stairwells, ladders, or trapdoors. The caster himself will have no idea whatsoever about the location of these rooms and doors until he explores them.
 - The only magical servants in this version exist in the 300 square feet per level section nearest the entrance.

With either version, there are indications that under environmental conditions manifesting extremely chaotic magic (eg. any of the outer planes that are on the strictly "chaotic" side of the spectrum) the interior layout of the mansion will be exceedingly unpredictable.

The material components of this spell are the same as those of *Mordenkainen's magnificent mansion* (see the *Player's Handbook* for more information).

Ding Shu's Draconian Holocaust

(Invocation/Evocation)

Range: 200 yards + 10 yards per level
 Components: V, S, M
 Duration: 1 round
 Casting Time: 9
 Area of Effect: 2 feet by 10 feet per level rectangle
 Saving Throw: ½
 Author: Geoffrey Edward Fagan <gefagan@uokmax.ecn.uoknor.edu>

This spell causes to what appears to be a huge celestial dragon to appear in the air and swoop down spewing forth its fiery breath.

The spell affects an area of 2 feet wide by 10 feet long per level of the wizard. All creatures in the area of effect take 1d10+2 points of damage from the fire. It does structural damage to all constructions in the area of effect. The damage is 3 HP, 2 HP, 1 HP, or ½ HP to wood, earth, soft stone, or hard stone respectively per level of the wizard.

The material component of this spell is a scale from a fire-breathing dragon and a *potion of firewater*.

Ding Shu's Marvellous Chopsticks

(Conjuration/Summoning)

Range: 120 yards
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 6
 Area of Effect: 120-yard radius sphere
 Saving Throw: None
 Author: Geoffrey Edward Fagan <gefagan@uokmax.ecn.uoknor.edu>

This spell brings into existence a pair of huge chopsticks, 30 feet long, which attacks all creatures as if they were AC 10 (modified by Dexterity). These giant chopsticks attack with the wizard's THAC0.

Victims weighing more than 5 tons are immobilised by the chopsticks, while those of lesser weight will be picked up, and may be deposited, within the same round, at any point in the spell's range. Those who successfully roll to bend bars manage to free themselves, but they may suffer falling damage as a result.

The wizard may choose to deposit the victims into a gargantuan mouth which appears above his head. This mouth can hold 2 size L, 4 size M, or 8 size S creatures at one time. Each round, the mouth "chews" its contents for 10d10 damage each. When a creature trapped inside the mouth is reduced to below 0 HP, the creature is "swallowed" into the astral plane, and more room becomes available for creatures to be dropped into the mouth. Normally, persons reduced to such a hit point score would die in a matter of minutes, but in the timelessness of the astral plane, they may remain unconscious but barely alive for thousands of years, provided they had more than -10 HP when they entered the plane. This, of course, is only valid in campaigns which use the optional rule concerning hovering at death's door. If the creature caught by the chopsticks weighs more than 5 tons, then the mouth will move toward the trapped creature and start biting it into little pieces until it is all gone.

The spell requires minimal concentration and direction once it has been cast. This allows the wizard to cast other spells, and maintain concentration on them instead. If the wizard is killed before the end of the spell's duration, the mouth and chopsticks will remain, with the chopsticks capturing creatures that were enemies of the wizard and depositing them in the mouth when space allows. Naturally, the material component of this spell is a pair of chopsticks.

Ditan's Nullify (Alteration, Necromancy)

Range: 30 feet + 10 feet per level
 Components: V, S, M
 Duration: 1 week
 Casting Time: 9
 Area of Effect: One creature with his magic items
 Saving Throw: Negates
 Author: Ditan

This spell is a more powerful version of the 7th-level *Ditan's minor nullify*. This spell stops the wizard or priest from using their abilities for a week, as well as temporarily disabling any carried magic items to function. Items get a saving throw versus crushing blow, while artifacts are not affected at all. The wizard has a 30% chance of being affected, but if he is affected, he is affected as by *minor nullify*.

The material components for this spell are a 1000 gp worth ball of obsidian and a 1000 gp diamond, that are both consumed in the casting. The victim's saving throw is at -8.

Ditan's Portable Dwelling (Alteration, Conjuration)

Range: Special
 Components: V, S, M
 Duration: 1 day per 10 levels
 Casting Time: 8 rounds
 Area of Effect: Special
 Saving Throw: None
 Author: Ditan

This spell is a more powerful version of the 7th-level *Ditan's portable quarters*, with the following exceptions.

The spell only enchants one doorknob, and it opens up onto a two story home, with 5 bedrooms, two bathrooms, 5 miscellaneous rooms, and a kitchen. The owner may allow up to 16 beings in, as well as himself. In addition, the character may contact the outside world via a call portal that allows the characters inside to view the immediate area where they entered.

The additional material component is a *ring of spell storing* with three *enlarge* spells held within, that is consumed in casting the spell.

Ditan's Power Stripping (Alteration, Necromancy)

Range: 100 feet + 10 feet per level
 Components: V, S, M
 Duration: Permanent, until dispelled
 Casting Time: 2 rounds
 Area of Effect: One creature
 Saving Throw: Special
 Author: Ditan

When this spell is cast the wizard calls into being two spheres of negative energy, one from the realm of negative magic energy, and one from the quasi-negative material plane. The spheres are then hurled at the victim, and the character gets a saving throw at -6, to avoid being affected. If affected, the character loses all the abilities of his class or classes. Spells will not work, specialisation is lost, and skills are forgotten. The only way to dispel this effect is through a *wish* or divine intervention. A *limited wish* will temporarily (1d20 turns) restore abilities.

The material component for this spell is a 1-foot cube of obsidian, the eye of a black dragon, and a trapped soul of a demon of at least 16 HD. All spell components are consumed in the casting. There is a 50% chance of the soul of the demon being released, and trying to take over the wizard. If taken over, the wizard is drained of all spell abilities for 1d4 years.

Ditan's Resolidification (Alteration)

Range: 0
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1 round
 Area of Effect: Item touched
 Saving Throw: None
 Author: Ditan

This spell will resolidify anything effected by *crystalbrittle* or a breath weapon. It will not mend items that have been broken since the *crystalbrittle*, though (eg.: Galgor's sword was crystalbrittled, then he dropped it and it shattered, even though he found every piece and placed it back together, when this spell is cast all he will have is many pieces of metal). If the item was magical when *crystalbrittle* took effect, then there is only a 25% chance that when it is resolidified it will still be magical. The material component for this spell is 1 pint of dragon blood.

Dual Casting (Alteration)

Range: 0
 Components: V, S, M
 Duration: Until used
 Casting Time: 1 turn per level
 Area of Effect: Self
 Saving Throw: None
 Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

This rare and powerful spell allows the wizard to cast two spells at once. When cast, the spell remains on standby until the wizard is ready to use it. On the round it is used, the wizard may cast two spells at the same time. The total spell levels cast may not exceed one third the wizard's experience level. It is possible to have multiple castings of this spell active; the wizard is limited to one per nine levels for a maximum of four.

The material component is an egg with two yolks, and a perfect crystal sphere composed of spent *ioun stones*, lesser shiral crystal, and quartz melted together costing 2000 gold pieces per level of the wizard. The egg is eaten (fried or hard boiled) and the sphere vanishes during casting.

Eldarr's Major Spell Conversion (Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 hour per level
 Casting Time: 3 turns
 Area of Effect: The caster
 Saving Throw: None
 Author: Eldarr

This spell is similar to the two other *spell conversion* spells (q.v.), except that it may convert any spell of ninth level or less to any known spell of a lower level.

The material components for this spell are as per those for *improved spell conversion*, except that the gem must be worth at least 800 gp.

Energy Ball (Evocation)

Reversible

Range: 60 yards + 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 9
 Area of Effect: 20-foot radius
 Saving Throw: ½
 Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

This *fireball*-like spell inflicts all of its damage with positive matter. Consequently, it heals 1d6 HP per level of the wizard. Negative matter beings suffer 4d6 HP of damage per level of the wizard.

The reverse, *negative ball*, of this spell also exists. It drains one level per 10 levels the wizard possesses. A successful saving throw halves damage and negates the energy drain.

The material component for the positive matter version is a white pearl worth at least 1000 gp. The negative version uses a black pearl of similar value.

Energy Bolt [1] (Evocation)

Reversible

Range: Special
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

This spell is identical to *Bigby's besieging bolt* in every way, except that it is a bolt of positive energy, and only one bolt is fired. Like *energy ball*, negative matter creatures take triple damage. It also has a reverse, *negative bolt*, which drains one level per 10 levels of the wizard.

The material components for these spells are a flawless diamond, and a black diamond respectively, each worth at least 1000 gp.

Expanded Awareness (Alteration, Divination)

Reversible

Range: 5 yards per level
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 9
 Area of Effect: One creature
 Saving Throw: None
 Author: Paul D. Walker <pdwalker@hk.super.net>

This spell, when used, gives the wizard a great deal of information about the immediate area. The wizard receives the effects of the following spells or spell-like powers: *detect charm*, *detect curse*, *detect enemies*, *detect evil*, *detect good*, *detect illusion*, *detect invisibility*, *detect lie*, *detect magic*, *detect phase*, *detect poison*, *detect psionics*, *detect secret doors*, *detect snares and pits*, and *detect traps*.

The spell remains in effect constantly, and the wizard receives all the information at once. There is no problem with assimilating the data. The range of detection for this spell is 5 yards per level of the wizard.

With the appropriate reversed spells, the wizard using this spell could become blind to some or all of the things that the spell detects for as long as the spell would normally last. For example, the reverse of *know alignment* cast upon the wizard will cause him to be unable to *detect evil* or *good*. In some instances, it will become obvious to the wizard that some of the detections are lost.

The wizard does not have to concentrate to use this spell, the information arrives immediately and the wizard knows instantly. The wizard can cast other spells while this spell is in effect.

The reverse of this spell, *reduced awareness*, causes one creature to be unable to detect, by any means, any of the above things for the magic of the spell will render all attempts ineffective. There is no saving throw against this effect.

The material component of this spell is a miniature platinum telescope worth at least 3,000 gp.

F.A.E. (Evocation)

Range: 1000 feet per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 2 turns
 Area of Effect: One 200-foot per level radius sphere
 Saving Throw: None
 Author: The Net Alcohol Guide Creator <c/o c2mxbblue@fre.fsu.umd.edu>

When cast, *F.A.E.* creates a large (25 feet long, 5 feet in diameter at base) indestructible missile from the wizard's concoction (described later) that heads to its target, better known as ground zero. The missile cannot be stopped or manipulated naturally or magically, it always gets to its destination (of course DMs may make exceptions to this rule). Once ground zero is reached, the missile lightly disperses a very strong, somewhat gaseous, magical alcohol that is then ignited, causing immense damage and complete loss of oxygen in the area of effect.

The spell's range to ground zero is 1000 feet for every level of the caster. This allows an 18th-level wizard to centre the spell as much as three miles away. This would indicate that the wizard is well within enemy borders in most cases when the spell is cast, although he is still a distance from his target. The area of effect is a sphere with a 200-foot per level radius. The caster cannot control the area of effect. Thus, if the wizard is 18th-level, he will always cast an *F.A.E.* that is 7200 feet in diameter. Given that 5280 feet comprise a mile,

this is quite a distance. The wizard better be good at judging distance, or he might suddenly find himself inside the area of effect of his own spell.

Damage to the victims come by two means. The first is the combustion and compression of the explosion which does 10d10 points of damage. Victims get no saving throw because the area of effect is too large and the explosion is in the very air around the victim, rendering escape impossible. The second means of damage stems from the suffocation resulting from the explosion that uses up all the available oxygen in the area of effect. Every round beginning the round the spell is cast, 2d8 damage is taken from lack of oxygen. A victim that has a chance to take a large breath of air and does not perform strenuous exercise while holding his breath and is not fully encumbered can hold his breath for a number of rounds equal to ½ his Constitution, rounded up (non-strenuous exercise includes such activities as normal movement, searching for secret doors, etc.). If a victim is performing strenuous exercise, the number of rounds is cut in half (strenuous exercise includes combat, attempting to subdue or move an uncooperative creature, trying to lift heavy weight, moving at high speed, etc.). If a person does not have a chance to take a deep breath before the spell takes effect, the amount of time is halved (rounded up). This halving is cumulative with that caused by strenuous exercise. Note that anybody can hold his breath for at least one round.

When his breath runs out, a person does not immediately suffer the 2d8 points of damage caused by lack of oxygen. Each round after his breath runs out, the person makes a Constitution check. The first check has no modifiers, but there is a -2 cumulative modifier each round thereafter. A failed check indicates that the victim tries to inhale oxygen, which is not there, and suffers the 2d8 points of damage. He will continue to suffer 2d8 points of damage each round until oxygen diffuses back into the area of effect, until he leaves the area of effect, or until he dies. After detonation of the spell which rids the area of effect of oxygen, the oxygen will diffuse in at a rate of 50 feet per round.

The material components of this spell are usually rare, typically expensive, and quite bulky. During casting, the following ingredients are mixed together:

- Ten gallons of pure alcohol are required. If there is any trace of impurity before casting, the spell will backfire causing the wizard to be the centre of the area of effect. Many armies have foiled wizards by sending an assassin to place a foul liquid, such as skunk water, in the alcohol thus causing the wizard and his comrades to be victims of their own spell.
- One gallon of the highly poisonous blood of a Milwaukee is required. Many adventurers have died trying to kill a Milwaukee just to get its blood.
- One gallon of holy water created by priests of Malus Temulentia (or another appropriate god of the DM's choice).
- A pint of blood from a 9th-level priest of Ebrietas.
- All alcohol from a gland of an alcohol dragon is required. This material component is difficult to get because the gland must be filled to get alcohol from it. Thus, if the alcohol dragon used its breath weapon, the gland would be empty. Only clever adventures can kill an alcohol dragon to get the gland without having the dragon use its breath weapon. Note that capturing the alcohol from the breath weapon won't work because the alcohol enters in an impure state. The pure state of the alcohol can only be found in a gland.

After the ingredients are blended together, the following items must be added to the concoction:

- One living boozeworm.
- A dash of salt and a squirt of lime.
- The ivory tusks of a pink elephant.
- The hide of the sinister Clydesdale breed, Pravus Clydesdale.
- The corpse of one giant alcohol black ant.
- One diamond that has a value no less than 1000 gp.

The material components are perhaps the biggest problem with this spell, for without them the spell cannot be cast. DMs should make the material components hard to come by and adventures should be made just for that. Only very rich people, like kings and other nobles, could afford to purchase some of the more exotic material components. Thus a useful partnership takes place: the ruler needs

the wizard for the intense spell, the wizard needs the ruler's resources to collect the components. This spell is a closely guarded secret by those that are fortunate to possess it. Using *F.A.E.* offensively is great, but being on the receiving end of the spell is not to fun.

Is this spell too powerful?

18 is the minimum level the wizard must be to cast this 9th spell. Hopefully, few 18th-level wizards are roaming around. If a DM allows a character to reach eighteenth level, one of two points can be assumed. Either the DM has been very careful to create game balance, in which case the DM will make this spell very dangerous to cast (via collecting and keeping material components, getting safely to the target area which is no doubt deep in secured enemy territory, etc.), or the DM is an out-of-control Monty-Haulic, in which case it doesn't matter if the spell is too powerful; the argument would be "Is ninth level to high?".

Falstaffe's Ethereal Firestorm

(Conjuration/Summoning)

Range: 0

Components: V, S

Duration: 1 turn per level

Casting Time: 1 turn

Area of Effect: ½-foot per level radius

Saving Throw: None

Author: Falstaffe Starre, Genius Mage <robbe@vtm1.bitnet>

By casting this spell, the wizard conjures forth a huge ghostly firestorm encompassing an area equal to half a foot radius per level of the caster with the wizard at the centre of the storm. Thus an 18th wizard would be standing at the centre of a firestorm 18 feet in diameter. The storm will do no damage to the wizard or to any other beings caught up in the area of effect. As the spell builds power, the wizard and any others in the firestorm take on fiery, ethereal forms. When the full turn is up, all that remains is the ghostly firestorm, with slightly visible images of the wizard and his companions within. At this time, the wizard can begin moving the firestorm at any rate up to 24 yards per turn. Corners and turns may be navigated, streams or crevasses crossed, there is almost no terrain that will hinder the firestorm (DM's choice if a special terrain). Those inside the firestorm may see all that goes on around them while they travel and cannot be harmed. Those objects or creatures in the path of the firestorm will fell simply a strong, hot wind (although the firestorm is scary looking, it does no damage in passing). The wizard may cease the spell in anytime during the spell. Those within the sphere will re-materialise exactly in the position they were when the spell was cast (i.e.: same marching order, same items drawn, same positions). Although they might go from travelling 24 yards per turn to standing still, those within the sphere will feel no forward momentum on re-entry. The wizard has 2 ways to stop this spell:

1. The wizard can simply pause its effects. All will materialize, with the firestorm still active, and take some action (grab a chest of gold, check their map, etc.). The wizard may then restart the spell (this again takes one turn, plus however long the characters' actions take away from the remaining spell duration). Once restarted, the firestorm is free to move again until the remaining duration runs out. Note: no one can leave the radius of the spell while materialized or they will be unable to reenter their ethereal state.
2. The wizard can end the spell. If this is done, all characters materialize as above, with the added bonus of the spells remaining energy being released within the area of effect at the rate of 2 points of damage per turn remaining. The wizard and others who materialize take none of this damage. Example: an 18th-level wizard and 3 companions are chasing some enemies, they get into attack position, weapons drawn, and cast the spell. After flying along for 8 turns, they spot the enemy and fly directly into them, and end the spell. The excess energy of 10 remaining turns is released for 20 HP of damage in an 18-foot diameter. All the characters may now attack and probably go first with the surprise factor).

Fellstar's Flame Sheet (Evocation)

Range: Special
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 9
 Area of Effect: Special
 Saving Throw: ½
 Author: Fellstar

This is an improved version of *Fellstar's flame arc*; it is identical to that spell, with the following exceptions:

The flames fall to the ground from the height at which they were cast, so in effect, anyone at the initial height or below is affected by the flames. In addition, if these flames are blocked by an obstacle, they will flow around the barrier and will rejoin at a distance equal to the width the obstacle; therefore, if the flames are blocked by a 2 foot wide boulder, they will rejoin 2 feet behind the rock. This applies in both the horizontal and vertical dimensions.

The flames from this spell will continue to burn for one round after the spell is cast; anyone hit by the flames on the first round suffers 10d10 points of damage, and those hit on the second round suffer 5d10 points of damage. On either round, a successful saving throw versus spell reduces the damage by half (saving throws for the second round are at +2); if this saving throw fails, all possessions must save versus magical fire or be destroyed. Note that damage is cumulative if caught in the flames on both rounds the spell is in effect.

The material components for this spell are as per those for the flame arc spell, with the addition of one or more gems worth at least 500 gp. The gems and the volcanic rock are consumed when the spell is cast.

Fenzill's Phantasmal Fingers (Necromancy)

Range: 40 yards + 5 yards per level
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 9
 Area of Effect: One target
 Saving Throw: None
 Author: Fenzill

This spell is an enhanced version of the 2nd-level *spectral hand*; it differs from that spell in the following ways: it can be used to deliver a touch spell of any level and it gives a +3 to the attack roll. It has an Armour Class of -4, but it cannot be destroyed by any attack (it may only be dispelled). Instead, any hit on the hand inflicts full damage on the wizard (although a successful saving throw versus spell reduces this damage by half). The wizard may end the spell with a single word. The material component for this spell is a glove.

Genocide (Evocation, Necromancy)

Range: 5 yards per level
 Components: V, S, M
 Duration: Permanent
 Casting Time: 9
 Area of Effect: 20-foot radius sphere
 Saving Throw: Special
 Author: Allan J. Mikkola <allanm@vulcan.med.ge.com>

This spell allows the wizard to kill one or more creatures of the same species: the wizard chooses a creature as the initial target for the spell, and after the incantations are complete, a black bolt shoots forth from the wizard's finger towards the chosen target. If this creature makes its saving throw versus spell at -2 (or if it has 15 or more Hit Dice) there is no effect and the spell terminates.

If the saving throw of the initial target fails, the creature dies, and the spell continues as follows: if there are no more creatures of the same species within the area of effect, the spell ends at this point.

Otherwise, the bolt will continue jumping to other targets. The bolt jumps randomly from one target to the next; range is not a consideration — as long as the target is in the area of effect, and it is of the appropriate race, it may be hit by the bolt. Each creature that is hit with the bolt must make a successful saving throw versus spell (with no modifiers) or die.

This spell will affect a number of Hit Dice equal to: 10 HD + 1 HD per level of the wizard (the number of creatures is not a factor). The spell will terminate when one or more of the following occurs: the Hit Dice limit is exceeded, there are no more potential targets in the area of effect, or the bolt strikes a target with more than 15 HD (such a creature is unaffected by this spell). Each target hit with the bolt counts towards the Hit Dice limit, whether its saving throw was successful or not.

The bolt will never jump to a creature of a different species, or to one that has already been hit (whether living or dead). Any creature with more Hit Dice than the original target will not be affected by the bolt, but its number of Hit Dice is still counted towards the Hit Dice limit of the spell. If a target's Hit Dice would exceed the limit of the spell, it is not affected (and the spell terminates).

The bolt will never jump back to the wizard; in addition, the wizard may choose individuals to be unaffected by the spell simply by naming them as part of the incantations (usually used to avoid killing friends or allies).

Note that some races are closely related, but are not considered identical species for purposes of this spell (i.e. goblinkind). "Half-breeds" will be affected by this spell if either of their parent-race is targeted, as well as when the cross-breed is specifically targeted. However, if a parent-race is named as the target, a half-breed of that race earns a +2 to its saving throw. For example, a half-elf is affected normally if half-elves are named as the target of this spell. They would also be affected if either humans or elves were targeted, although they would gain a +2 to their saving throws in the latter two cases.

After this spell is cast, the wizard must make a successful system shock roll or fall unconscious for 1d10 rounds. Note that the DM may wish to inflict other penalties on the wizard due to loss of blood (see material components below), especially if the spell is cast more than once in a short period of time.

The material components of this spell are a pint of the wizard's blood and a *figurine* or *statuette* of the race to be targeted. The blood is consumed at the time of the casting, and the figurine is also destroyed, unless the wizard makes a successful saving throw versus spell.

Greater Disintegration (Abjuration, Alteration)

Range: 100 feet per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 9
 Area of Effect: 10-foot long cube per level
 Saving Throw: Negates
 Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

This powerful spell is a long range, heavy version of *disintegrate*. When cast, a sizzling blue beam springs from the wizard's hand destroying 1000 cubic feet of matter (10-foot long cube) per level of the wizard. The material component is a pinch of residue from a *lodestone* that was used to cast a normal *disintegrate* spell. The saving throw is made at a -2.

Greater Extradimensional Space (Alteration, Enchantment)

Range: 0
 Components: V, S, M
 Duration: 1 week + 1 day per level
 Casting Time: 1 turn per level
 Area of Effect: One 10-foot cube touched per 6 levels
 Saving Throw: None
 Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

This powerful spell creates a large extradimensional space lasting one week, plus one day per level. The space is one 10-foot cube per 6 levels. The material components are a door and 3000 gp worth of transplanar quartz per 6 levels of the wizard.

Greater Invisibility (Alteration, Illusion)

Range: 0
 Components: V, S, M
 Duration: Until the caster attacks
 Casting Time: 9
 Area of Effect: One creature
 Saving Throw: None
 Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

This powerful cloaking spell offers complete undetectability to the user. Even *true seeing* is ineffective, as this spell was specifically designed to foil this type of magic. A *limited wish* will partially foil the spell, allowing the opposing wizard to see a blurry outline (-4 to-hit). A *wish*, however, will bring the spell down. This spell is ineffective against *detect individual*, because of the narrow scope of that divination. The material component is invisible stalker ichor.

Heartbreaker (Conjuration/Summoning)

Range: 6 feet
 Components: V, S
 Duration: Permanent
 Casting Time: 1 turn
 Area of Effect: One creature
 Saving Throw: Negates
 Author: John Daniel <c548285@umcvmb.missouri.edu>

This spell induces a sudden heart attack in its recipient. A saving throw versus death magic is allowed. If the saving throw is failed, the creature must make a Constitution check. If the check fails, the creature dies. If the creature survives, he will be totally incapacitated for 1d6+6 game weeks. He will also permanently lose one point of Strength and one point of Constitution, and will have a 5% chance of a future heart attack every time he is ever again required to make a Constitution check. Note that this spell does require its victim to have a heart, so not all creatures can be affected (golems, undead, slimes, etc.).

Hellfire [1] (Necromancy)

Range: 100 leagues
 Components: V, S
 Duration: Special
 Casting Time: 9
 Area of Effect: One person
 Saving Throw: None
 Author: Nathan Amed <named@viking.navair.navy.mil> and Eric Wayne Swett <4962@ef.gc.maricopa.edu>

The victim of a *hellfire* spell bursts into flame. Damage from the spell is 2d4 per round until the victim falls to 0 HP. At that point, the damage becomes even more severe, being 1 energy level per round. If all energy levels are drained, then the victim becomes a half-Strength wraith under the control of the caster. There are several ways to stop or extinguish a *hellfire*: *wish*, *limited wish*, and *remove*

curse; *limited wish* and *bless*; or *remove curse*, *bless*, and any cold- or ice-related spell or attack capable of inflicting 6d6 or more HP of cold damage.

Note: Resistance or immunity to fire reduces *hellfire* damage to 1d4 per round but does not slow the energy drain once it begins. Victims take no cold damage while under the effect of a *hellfire* spell.

Hellfire [2] (Necromancy)

Range: Special
 Components: V, S, M
 Duration: Special
 Casting Time: 1 week
 Area of Effect: One person
 Saving Throw: Negates
 Author: Eric Wayne Swett <4962@ef.gc.maricopa.edu>

This is the ultimate revenge spell. The caster prepares for this spell in a quiet and safe place and spends the next week casting the spell. After this week the spell takes effect and the caster slips into a heavy sleep for one month. The effects are well worth the lost time though. The victim of *hellfire* immediately bursts into flames. The flames not only consume the body of the victim, they also consume the soul. After 24 hours all that is left of the victim is a crusty, burnt out corpse. This person can never be brought back to life by any means. The victim's soul is being eternally burned, never to be healed. The only way to save the victim is as follows: before the 24 hours is up the victim must have cast upon him *limited wish*, *cure disease*, *remove curse*, and *bless* all at the same time. If this is done, the victim permanently loses half of his hit points (recoverable by a *wish* only) and 4 Constitution points. The caster loses a quarter of his hit points and 1 Constitution point. Note: if during the one week of casting the caster is interrupted he suffers the effects of the *hellfire* in a backlash type effect. Components: a belonging of the victim, a 500 gp ruby and a magic weapon of +3 enchantment or greater.

Hindsight (Divination)

Range: 0
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 2 hours
 Area of Effect: The caster
 Saving Throw: None
 Author: David E. Brooks Jr. and Elizabeth H. Brooks <dbj@central.keywest.mpgn.com>

This powerful spell enables the caster to view past events in time as if he were actually present. The maximum time in the past that may view safely is 100 years per level of the caster. The wizard can try to view even further in the past, but for every 50 years, or fraction thereof, additional, there is a 3% chance that caster will permanently lose 1d4 points of constitution. Thus, if an 18th-level wizard tried to view an event two-thousand years in the past, there would be a 12% chance that his Constitution would be reduced by 1d4 points. In any event, at the termination of the spell, the caster's Constitution is temporarily dropped to 3 for a number of days equal to twice the number of centuries viewed backward in time, rounded up.

The region being viewed is the same location as where the wizard casts the spell, albeit in the past. While "in the past", the caster may move around and visually inspect anything in sight, but any attempt to touch an item or person nets a negative result (i.e., the caster's hand passes harmlessly through the person or item).

Also, the caster has the option of changing which time period he is viewing, subject to the same limitations mentioned above. This allows the caster to "fine-tune" the date he is viewing without having to re-cast the entire spell. During the spell's duration, the caster's mind has effectively left the body, thus making the wizard's body a prime target for possession. Normally suitable protections are in place before attempting to use *hindsight*.

During the casting of the spell, the caster is required to burn numerous rare spices and rare woods (worth at least 20,000 gp) in an unused brazier specially constructed for this purpose.

Hobar's Mass-Mover (Alteration)

Range: 0
 Components: V
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One person touched per 3 levels
 Saving Throw: Negates
 Author: Sol Sukut <sds7966@silver.sdsmt.edu>

This spell is a replica of teleport, with respect to the possibility of teleporting into the ground, buildings and other errors. All persons must hold or stack hands with the spellcaster to be affected. Unwilling participants may save versus spell to be left behind. Everyone else will be teleported to a location chosen by the spellcaster.

Hold Non-Evil (Enchantment/Charm)

Range: 120 yards
 Components: V, S
 Duration: 1 turn
 Casting Time: 2 rounds
 Area of Effect: Special
 Saving Throw: Special
 Author: Alvarez Leambruno Rafael Antonio <92-23777@shaddam.usb.ve>

When a wizard cast a *hold non-evil* spell, he causes a paralysis upon one or more creatures of non-evil alignment. The number of creatures that can be affected is a function of Hit Dice or level. The spell affects 1d4 HD plus one Hit Die per level of the caster. A maximum of 14 HD can be affected. Creatures with the least Hit Dice are affected first.

This spell can be memorised only once per week, but the number of times that it is cast affects the saving throw allowed. The first and second time that the spell is cast, the creatures don't make any saving throw. After that, look the table:

Number of Times Cast	Creature Saving Throw Modifier
3	+1
4	+2
5	+4
6	+5
7	+7
8	+8
9	+9
10	+10

The spell can be cast 10 times before re-memorising it. The wizard can re-memorise the spell to avoid the modifier in the saving throw, but he need twice time to do it. This spell was created by a lawful good wizard, who wanted to avoid fighting non-evil persona.

Immediate Devolution (Alteration, Divination)

Range: 10 yards + 2 yards per level
 Components: V, S, M
 Duration: Permanent
 Casting Time: Special
 Area of Effect: One creature
 Saving Throw: Special
 Author: William T. South <tsouth@netcom.com>

This spell is capable of returning a creature down the evolutionary scale to a form which would be considered a base ancestor of the creature. It can be cast in combat or a laboratory situation.

In the laboratory, where the wizard is able to have the specimen under strict observation and control, the spell scans the creature for any and all aspects which can be described as a product of evolution or environment in any form, whether normal or magical. This includes Strength, Intelligence, Wisdom, Constitution, Dexterity, organizational habits, activity level, diet, alignment, natural Armour Class, movement speeds and forms, Hit Dice, natural fighting skills (THAC0, number of and attacks and the damage per attack in game terms), special attacks, special defences, magic resistance, size, grow patterns (for example, a frog begins as an egg, becomes a tadpole, polliwog, and finally a frog), and spellcasting ability. Also, the caster is able to determine what the lowest base form of the creature would be like if all abilities were reverted back to the most common ancestor of a varied species. So, all dragons would eventually become some prehistoric lizard, horses would become miniature prehistoric ponies, etc.

The laboratory version has a casting time of one round initially plus one round for every single item listed above which the wizard would like to discover (though DMs may want to expand on this). During the laboratory casting no saving throw is allowed to avoid the analysis of the creature in question and magic resistance is reduced by a factor equal to twice the level of the casting wizard. The creature must be held in relative security so that the wizard will not be disturbed by any distractions during the casting. An initial check against any magic resistance either avoids the entire spell or allows it to function.

At the end of the analysis the wizard may force the creature to revert back to a base form of its evolutionary scale. However, the surgical abilities of this spell allows the wizard to selectively alter the above listed aspects of the creature to conform to his analogy of what he would like removed. For example, if a wizard somehow captured an adult dragon and was able to analyze it, he would reduce its strength to that of a small lizard, but then he would have the problem of a multi-tonnage creature who was unable to life its own weight unless he also reduced its size. The caster is able to alter 1 aspect for every 3 levels of experience at a rate of 1 per round. Any interruption of the spell during the alterations leaves the creature at the state it retained in the previous round. The creature in question receives a saving throw versus spell at -4 every round a reversion is attempted (although, saving throws based upon Hit Dice may change during the casting of this spell). Success versus a change in one round does not prevent the wizard from attempting the same change the next round.

The combat version of this spell is somewhat more haphazard. It allows the wizard to point at a creature and state a number of reversions which he would like to take effect, up to a maximum of 3. The analysis phase is totally bypassed and the changes take effect in the next round. Backlash from the bypass automatically stuns the caster for 1d10 rounds and he must make a successful saving throw versus spell or be knocked unconscious for 1d10 turns. The creature must make a successful saving throw versus spell at -4 to avoid the effects of reversion. Magic resistance is checked with a penalty equal to twice the caster's level of experience. Whether or not the creature saves, it will be stunned for the same amount of time as the caster. The DM should make a quick list of possible changes and insert random changes for requested ones which would not fit the logical reversion of the creature. Just remember that taking away breath weapons might just make a creature angry!

Surgical removal can be very selective. Ability scores may only be lowered and reversions should never change more than a single aspect or attribute per round. Movement requiring wings may be stripped in one round, but the wings would take another round to remove. Ability scores can be reduced by 1 per round. Size can be reduced by a maximum of 10% per round. Hit points could not be affected, though Hit Dice could, therefore lowering the hit points of a creature. Claw attacks could be altered so as to cause a mere 1 point of damage per strike, or removed altogether (the creature simply forgets the attack form ever existed). The spell makes no moral alterations and cannot change attitudes concerning a certain idea. But, alignments can be altered one step per round towards a neutral aspect. The final product does not register as being a *polymorphed* creature (it is a true creature of the form it now embraces) and as such is unaffected by *dispel magic*. *Devolution* can also tell if a creature

has been the target of the 7th-level *evolution* spell, 9th-level *immediate evolution* spell, or any other genetic advancing spells. It may be used to specifically counteract these effects, essentially returning a creature to its normal state. DMs should be free to play with the sanity of experiment subjects.

The material component of this spell is a vial of *aqua vitae* (the essence of life), which can only be made by a master alchemist. *Aqua vitae* may be purchased at the nominal price of 10,000 gp per vial due to its rarity and usefulness in creating artificial life forms. Laboratory, for means of this spell, simply means a non-combat situation. The source of this spell is the Telnorne Mageocrat.

Implant Object (Alteration, Necromancy)

Range: 0
 Components: V, S
 Duration: Permanent
 Casting Time: 1 hour
 Area of Effect: One creature
 Saving Throw: Negates
 Author: The Warlord of Heaven <fsmwt1@alaska.bitnet>

This spell allows the caster to implant one magical device into another being or himself for full effect. Weapons cannot be implanted, and there must be space in the body for the item. Gloves can be sunken under the skin, rings placed around ribs, etc. Only one item per 5 Constitution points can be implanted.

Improved Circle II (Invocation/Evocation, Metamagic)

Range: Unlimited
 Components: V, S, M
 Duration: Special
 Casting Time: 2 turns per level
 Area of Effect: Special
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is identical to *improved circle I*, with the additional effect of passing over one planar level per level of the caster.

Improved Evolution (Alteration, Divination)

Range: 10 yards + 2 yards per level
 Components: V, S, M
 Duration: Permanent
 Casting Time: Special
 Area of Effect: One creature
 Saving Throw: Special
 Author: William T. South <tsouth@netcom.com>

This spell is used to advance the target up the evolutionary scale of development, whether real or imaginary. It can be cast in combat or a laboratory situation.

In the laboratory, where the wizard is able to have the specimen under strict observation and control, the spell scans the creature for any and all aspects which can be described as a product of evolution. This includes Strength, Intelligence, Wisdom, Constitution, Dexterity, organizational habits, activity level, diet, alignment, natural Armour Class, movement speeds and forms, Hit Dice, natural fighting skills (THAC0, number of and attacks and the damage per attack in game terms), special attacks, special defences, magic resistance, size, grow patterns (for example, a frog begins as an egg, becomes a tadpole, polliwog, and finally a frog), and spellcasting ability. Also, the caster is able to determine what intrinsic capabilities could be improved to change the creature through an advancement of possible evolutionary development. This means that lizards could become dragons (of a sort), ponies could become horses, horses could become griffins, hippogriffs or pegasi.

The laboratory version has a casting time of one round plus one round for every single item listed above which the wizard would like to discover (though DMs may want to expand on this). During this

time no saving throw is allowed to avoid the analysis of the creature in question, although, the creature must be held in relative security so that the wizard will not be disturbed by any distractions during the casting. An initial check against any magic resistance either avoids the entire spell or allows it to function.

At the end of the analysis the wizard may force the creature to move forward upon a possible evolutionary scale which could alter or develop characteristics not previously owned. The possible changes are immeasurable. DMs need to assure that changes are built upon a reasonable framework. While giving a bird the powers of a phoenix may be nice, unless the wizard has prior specific knowledge of a phoenix's extraordinary powers (through use of this spell's analysis) he has no chance of duplicating the abilities. The caster is able to alter 1 aspect for every 3 levels of experience possessed at a rate of 1 per round. Any interruption of the spell during the alterations leaves the creature at the state it was in on the previous round. The creature must make a successful saving throw versus spell at -4 against the change as it happens: each change requires a saving throw. Success versus a change does not mean that the wizard cannot try the same change the next round.

Using the bird for an example, let's say that we have a large bird that normally fishes for its food by diving at the water for fish. Based upon the imaginary possibilities we could give the bird the ability to breath water or flight through water to make fishing a little easier. The wizard would have to effect two separate changes to achieve both effects. Now, if we had a human subject that lives in a faerie woodland we could give him the ability to use aspects of other creatures in the woods. If we knew that the dryads in the woods had the ability to *plant door* we could even apply this ability to the human in question. If we changed a horse into a pegasus, though, simply giving it wings does not give it the ability to fly. That instinct requires another aspect slot to be used.

The combat version of this spell is somewhat more haphazard. It allows the wizard to point at a creature and state a number of alterations which he would like to take effect, up to a maximum of 3. The analysis phase is totally bypassed and the changes take effect in the next round. Backlash from the bypass automatically stuns the caster for 1d10 rounds and he must make a successful saving throw versus spell or be knocked unconscious for 1d10 turns. The creature must make a successful saving throw versus spell at -4 to avoid the effects of alteration. Magic resistance is checked with a penalty equal to twice the caster's level of experience. Whether or not the creature saves, it will be stunned for the same amount of time as the caster. The DM should allow changes to take effect, but must base their creation on logical steps which would normally be required in the laboratory version (note the pegasus example above).

Changing a creature does not necessarily cause it to be *charmed* or *enthralled* by the caster. Even if you turn it into a slobbering idiot or a genius the creature will not automatically become loyal to the caster. Although, an inventive wizard could make the creature fixated with a ritual or concept which would make the wizard the central aspect of the creature's heritage (such as a totem or deity), thereby assuring the creature is predisposed rather well to the wizard's commands.

This spell can also tell if a person has been the target of the 7th-level *Devolution* spell, 9th-level *Immediate Devolution* spell, or any other genetic retarding or decreasing spells. It may be used to specifically alter the effects, essentially returning the creature to a normal state. Also, no ability score may be raised more than 2 points above the previous racial maximum and never more than a score of 22.

The material component of this spell is a vial of *aqua vitae* (the essence of life), which can only be made by a master alchemist. *Aqua vitae* may be purchased at the nominal price of 10,000 gp per vial due to its rarity and usefulness in creating artificial life forms. Laboratory, for means of this spell, simply means a non-combat situation. The source of this spell is the Telnorne Mageocrat.

Improved Permanency (Alteration, Enchantment/Charm, Metamagic)

Range: 10 feet
 Components: V, S, M
 Duration: Permanent
 Casting Time: Special
 Area of Effect: Special
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is similar to the 8th-level *permanency* but it has the following additional effects:

- it can be used on any spell with a duration longer than instantaneous (if the spell was an instantaneous spell which was expanded to longer than instantaneous by whatever means it can be affected) no matter whether area of effect, personal, touch, etc.;
- it causes the person upon which a spell was made permanent to save once per week per improved permanency versus spell at the base saving throw (no bonuses except race); if failed, the person loses one Constitution point permanently;
- items which are made permanent with this spell get an improved saving throw against *Mordenkainen's disjunction* or similar destructive spells (either the level of the caster is doubled and this used as the base from which destruction is determined, or the item's saving throw is used, whichever is better);
- spells made permanent by this spell are not automatically dispelled if the appropriate means are used successfully to bring them down (like the spells required for a prismatic sphere or wall spell) but the spells get the base saving throw of the caster to resist dispelling (this even applies to such means as *Mordenkainen's disjunction* or *dispel magic*).

The game effects: the spell draws half the caster's Constitution points permanently, it draws one experience level of the finger's creature permanently (as though the level had never been there: it cannot be restored), the spell requires the body parts freshly taken, not stored somewhere or something like that.

The material component is a completely non-magically created candle of six feet length and over one foot diameter. It has to be inlaid with a finger of the caster and one quart of blood of the recipient creature (if there is one: otherwise a quart of blood from the caster if it is an item to be made permanent). The finger and the blood have to be freshly given as they still need to contain a part of the creature's life force and experience. This candle is lit during the casting but is not consumed by it. It does not burn up during time as it is the material component of this spell. It has to burn like a normal candle. As long as it burns, the spell which is made permanent by this spell is also permanent. The candle can be extinguished like any other normal candle. It cannot be ensorcelled directly but the surrounding area in which it stands can be enspelled as desired. The candle does not have to be carried with the item or person which is made permanent. This link works throughout all planes, through any barriers, in a mythal (except in a mythal which specifically prohibits this specific spell), and even into the phlogiston (as long as the candle burns).

Improved Sense Shifting II (Alteration, Illusion/Phantasm, Metamagic)

Range: 0
 Components: V, S, M
 Duration: 1 day per level
 Casting Time: 1 hour
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is similar to the other two *sense shifting* spells, but this spell has a much greater power: it can be given to another creature by touch and the creature may give it back or to another by touch (only if desired, but only one creature can have the spell effects active at one time); the spell affects 1st- to 3rd-level spells in all senses, including completely quieting sound, or providing understandable

speech (or even song), changing the quality of sense to another (a *fireball* might be changed to an *iceball*) to the senses only — note that their effect stays the same (and a *fireball* still cannot affect a fire elemental even if its sense is shifted into an *iceball*); 4th- to 6th-level spells can be changed in 3 senses (to be completely silent in their effect — not their verbal casting), and 7th- to 9th-level spells can be changed similar to the original 3rd-level spell.

The material component is a freshly picked lotus blossom which is immersed in a mithril bowl of no less than 3 feet diameter which contains 5 gallons of aqua regia which has to have a thick (approximately ½ inch) layer of concentrated non-magical rose oil on top of it. As the aqua regia quickly dissolves the rose oil this has to be continuously reapplied during the whole casting time. The whole arrangement is destroyed during the casting. The bowl costs no less than 15,000 gp. Where you get a freshly picked lotus blossom from is your problem. The worst problems you will get from those gardeners which won't give up their roses (a ½ inch layer of concentrated rose oil which is 3 feet in diameter is approximately a whole years worth of rose oil from a whole planet (of normal planet that is). This does not include the cost for the laboratory equipment to produce 5 gallons of aqua regia (and it also does not contain the cost for the new lungs you will have to buy after standing in a room which contains 5 gallons of opened, highly concentrated, smoking aqua regia with no good ventilation in the room for a casting time of one hour).

Improved Simulacrum (Illusion/Phantasm)

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 9 Special
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Max Becherer <becherer@sun0.cs.uiuc.edu>

Improved simulacrum is identical to *simulacrum*, except that the *simulacrum* is created with but one spell; there is no need for *reincarnate* and *limited wish*. The material components are as per *simulacrum*.

Kiri's Damnable Banishment (Alteration)

Range: 5 feet per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 5
 Area of Effect: One or more creatures
 Saving Throw: Negates
 Author: David Kelk <fs337203@sol.yorku.ca>

This is an offensive variation of *dimensional teleport*. Its purpose is to banish (by *dimensional teleport*) 2 HD per level of the caster of creatures to a place of the casters choice — known or envisioned (eg., to the elemental plane of earth into the den of 20 hungry xorn).

The saving throw of this spell is modified by -1 per two levels less of the target compared to the caster or +1 per two levels greater. Excess Hit Dice are not effected. Upon arriving, the targets are compelled to remain on that plane for 1yr per level of the caster.

The material component for this spell is a platinum bird cage full of cockatrice feathers.

Kiri's Dimensional Teleport (Alteration)

Range: 0
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1 round
 Area of Effect: One person touched per 3 levels
 Saving Throw: None
 Author: David Kelk <fs337203@sol.yorku.ca>

Upon casting this spell, the caster and 1 person per 3 levels of the caster who are in physical contact with the caster, all of their equipment and 69kg (150 pounds) per level, are instantly transported anywhere in the AD&D multiverse that the wizard wants. An unlimited number of dimensional barriers can be crossed (eg.: prime material plane to 666th level of the Abyss) in one casting. The time taken is approximately 5 seconds per barrier crossed. Places that are specifically warded against dimensional travel due to magic or godly presences cannot be reached unless the power wills it so. The travellers in this case will arrive outside of the warded area. So, no, you cannot teleport your party of Paladins into Demogorgon's palace, but you can get to his plane more easily.

The caster can choose a general or specific location if one is known, otherwise the point of entry into the plane is random (the travellers will always end up in a safe place though).

People touched in the casting receive no saving throw versus this spell.

The material component is a page of dimensional formula (which requires a 17 or higher Intelligence to create, but since you are casting 9th-level spells, you have at least 18 Intelligence anyway) that is consumed in the casting.

Kiri's Immunity (Abjuration)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 8
 Area of Effect: Person touched
 Saving Throw: None
 Author: David Kelk <fs337203@sol.yorku.ca>

When a wizard enters hand to hand combat, he better have a very powerful defensive spell working in his favour. This is probably it:

The person whom this spell is cast upon is made totally immune to non-magical weapons and attacks. Furthermore, he takes minimum damage from magical weapons of any sort. As far as spells and psionics are concerned, the immunity provides the equivalent protection of a mobile, one-way *anti-magic shell* or total mind block. The wizard is also immune to normal fire, lightning, cold and so on. Breath weapons and like attacks also automatically do minimum damage. All saving throws are made at +4 for the duration of the spell.

The material component of the spell is an iron bracelet with the spells *Kiri's mystical coat of armour*, *Kiri's mystical screen*, *stone skin* and *armour* permanently cast on it.

Kiri's Improved Spell Engine (Invocation/Evocation)

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: Up to 1 foot per level radius
 Saving Throw: None
 Author: David Kelk <fs337203@sol.yorku.ca>

When cast, this spell brings into being a large, invisible, insubstantial wheel of force centred on the caster. After the spell is completed, it comes into effect whenever the caster of the spell or anyone named in the casting is attacked by any hostile spell (hostile being defined as any spell that will hit or affect any target who is unaware of the spell or any spell that the target actively resists

regardless of whether he normally gets a saving throw), while within the area of effect.

Whenever a "hostile" spell crosses the boundary of the wheel, it is absorbed and the full spell comes into effect: A brilliant, shimmering, multi-hued wheel of energy materializes and begins to rotate. All "hostile" spells cast onto or across the area of effect are absorbed into the wheel which causes it to become brighter and spin faster.

Note: *dispel magic* is absorbed by the *spell engine* and magic resistance does not negate this effect. A *wish* will destroy one spell engine per casting.

Creatures of less than 4 HD or levels looking at the engine must save versus spell once per round or be blinded for 1d6 turns. The engine persists for one turn per spell level absorbed. Resting, meditation and spell memorisation occur twice as fast within the area of effect while an active engine persists.

When the wheel's energy is exhausted, it will lay dormant until activated again.

The material component for this spell is a hollow glass wheel full of mercury and gold, silver, or platinum dust worth 300 gp.

Kiri's Possession (Enchantment/Charm)

Range: 10 feet per level
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 1 round
 Area of Effect: One person
 Saving Throw: Negates
 Author: David Kelk <fs337203@sol.yorku.ca>

This spell allows a wizard to totally dominate and possess another. When the wizard possesses his target, he in effect becomes it. Therefore, he knows what abilities the possessed being has. The possessing wizard can force the possessed being to use any of its powers, spells or combat abilities at no penalty, or the wizard can choose to cast his own spells through the creature. Provided he is not casting a spell of his own through the possessed creature, the wizard can give the creature orders and can still act fully on his own.

After the spell has worn off, the possessed creature will not remember anything that has happened. A saving throw versus spell is allowed to resist this spell.

The material component is a marionette attached to strings that must be shaken as the spell is cast.

Kiri's Soul Transfer (Necromancy)

Range: 0
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1 turn
 Area of Effect: The caster and one other person touched
 Saving Throw: Negates
 Author: David Kelk <fs337203@sol.yorku.ca>

This morally questionable spell causes two beings or the caster and another being to completely switch bodies. All skills, class abilities, hit points, Intelligence, Wisdom and Charisma stay the same as they were in the original body. The physical statistics (Strength, Dexterity, Constitution) are now those of the new body (note that the hit points may have to be adjusted according to the new Constitution). The same occurs to the second person involved in the spell.

Unwilling participants are allowed a saving throw versus spell. If *trap the soul* is cast at the same time, *Kiri's soul transfer* is saved against at -4.

The material components of the spell amount to 7000 gp worth of preparations taking 2 days.

This is a great spell to base adventures around — some old evil wizard looking for a new, young body. The PCs must find some way to reverse the process by finding the spell.

Kiri's Sphere of Annihilation (Invocation/Evocation)

Range: 10 feet per level
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: David Kelk <fs337203@sol.yorku.ca>

This spell calls into effect a *sphere of annihilation* as per the Dungeon Master's Guide's description except for two important differences:

- It cannot be created inside anything (to avoid instant deaths).
- It is always under the control of the caster and cannot be wrested from him.

The material component is a specially prepared lodestone (details are left to the DM).

Kiss of Death (Conjuration/Summoning)

Range: 0
 Components: S
 Duration: Permanent
 Casting Time: 3 rounds
 Area of Effect: Creature touched
 Saving Throw: None
 Author: John Daniel <c548285@umcvmb.missouri.edu>

When the kiss is bestowed, the creature is slain (maximum of 150 hit points can be taken away). After 1d10 rounds, the corpse turns to dust. The creature cannot be resurrected.

Lazatar's Spellstopper (Abjuration)

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 2 hours
 Area of Effect: 100 square foot section of wall per level
 Saving Throw: None
 Author: Lazatar

This very potent abjuration is used to protect a castle, keep, city, etc. from one or more enemy spells. For each level the wizard has obtained, he may protect up to a 100 square foot section of wall; more than one application of this spell may be cast on a single wall at once, as long as the areas of protection do not overlap (the wizard may shrink the area of effect to any size less than the maximum, as desired); in other words, no one brick of the wall may be under protection by more than one *spellstopper* at a time. The protection afforded by this spell extends to individuals on top of an affected wall.

Spellstopper may be used to affect one other spell for each level of the wizard; thus, a 19th-level wizard may provide protection against 19 other spells directed at the protected area. These affected spells may be any spells, with the exception of *wish* and *dispel magic*; however, the chosen spells must be ones the wizard already has learned. Once this spell is cast, any of the chosen spells directed at the protected area automatically fail; *spellstopper* has no effect on other spells.

Spellstopper may be removed by *wish* or it may be dispelled. For every non-chosen spell cast at the area of effect, the chance for dispelling *spellstopper* is increased a percentage equal to the level of the spell. This bonus is cumulative (up to 25%) and lasts for one turn. In order to earn this bonus, the wall itself must be targeted; an attack directed at a defender on top of the wall does not contribute to this bonus.

As an example, let us assume a wall is protected from, among other spells, *passwall*, and *magic missile*, and that *fireball* and *transmute rock to mud* are not affected. On the first round, *magic missile* is directed at one of the defenders; since the wall protects its defenders, the spell is stopped. The next round, *passwall* is cast on the wall; since it too is a chosen spell, *passwall* has no effect. On the third round,

fireball is cast at the defenders, and since it was not named during the casting of *spellstopper*, it has full effect; in addition, if *dispel magic* was cast within one turn, it would have a 3% bonus, since *fireball* is a 3rd-level spell. Nine rounds after *fireball* was cast, *transmute rock to mud* is cast on the wall; it too has full effect; if *dispel magic* was cast now, it would have an 8% bonus applied to it (3% for the *fireball* and 5% for *rock to mud*). Two rounds later, another *rock to mud* is cast; subsequent *dispel* attempts now have and 10% bonus (5% for each *rock to mud*; the 3% for *fireball* no longer applies, as it has been more than 10 rounds since it was cast).

Each casting of *spellstopper* temporarily reduces the wizard's Constitution by 1d4 points; an hour of undisturbed rest will restore one Constitution point lost in this manner. If the wizard's Constitution is reduced to 0 or less by casting this spell, he must make a successful system shock roll to prevent actual death.

The material components for this spell are a thin sheet of lead, as well as the material components for all spells *spellstopper* will protect against. The wizard can only protect against spells he can cast himself.

Lazzaro's Murderous Sword (Enchantment)

Range: 50 yards
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 9
 Area of Effect: Special
 Saving Throw: None
 Author: Lazzaro

This spell is a version of *Mordenkainen's sword*, but with a twist. This spell causes a shimmering aura to form around any sword. This sword will then arise and be at the command of the wizard. He may order the sword to attack, defend, guard, or whatever. The sword can respond to moderately complex tasks like, "let no one through this door unless they say the word *ixitayal*".

In combat, the sword will hit any Armour Class on a 19 or 20, it has the same hit points as a fighter of the level of the wizard (18/01 Constitution), has the same Armour Class as the wizard, and fights like a fighter of the same level (i.e. 2 attacks per round, THAC0 whatever). It attacks as if wielded by someone with an 18/00 Strength (+3,+6). It also has its own bonuses; it requires a magical sword as material component. If the sword has any special abilities these will also be used in the combat.

The sword acts independently of the wizard (obviously) and requires no concentration to maintain. However the wizard must remain with 50 yards of the sword or it falls to the ground, inert (with magic drained from it). Ways to defeat the sword include: rendering the wizard unconscious, hitting the sword for loss of hit points, encasing it in something, or successfully dispelling it.

As discussed above, the material component is a magical sword, the magic of which is consumed after the spell ends (gives high level wizards a reason to collect all those magic swords and destroy them in the process). The other material component is a gem with the soul of fighter trapped in it. This gem becomes embedded in the sword during the spell. Each time the gem is used, it has a cumulative 5% change of shattering, freeing the poor soul inside. Obviously, the gem is not consumed after the spell ends.

Lichdom (Alteration)

Range: 0
 Components: V, S
 Duration: Permanent
 Casting Time: 3 hours
 Area of Effect: The caster
 Saving Throw: Special
 Author: Unknown

When this spell is cast, the wizard saves versus death magic. If he fails, he becomes a lich, otherwise he dies. Should he be raised or

resurrected, he can try again. This spell makes clear why a wizard has to be of eighteenth level to be able to become a lich.

Lorth's Translocation (Alteration)

Range: 0
 Components: V, S
 Duration: Instantaneous
 Casting Time: 1 round
 Area of Effect: The caster
 Saving Throw: None
 Author: Aaron Sher <ars3_cif@uhura.cc.rochester.edu>

Lorth's translocation is a the most advanced *teleport* class spell ever devised. Given a description of any sort, the wizard is able to place himself at the specific location. The description might be a detailed mental image, a verbal description, a painting, "thirty feet due east", "the centre of the room in which stands the *sceptre of Ashkamankh*", or anything else sufficiently precise. If there does not exist a location such as the one described, nothing will happen. If the description is insufficiently precise (a field of grass, the centre of a forest), the spell will have no effect. If the location does exist, then the wizard will be placed there, no matter where it is.

This spell can transport the wizard to any plane, any distance. Note however that it is very, very difficult to describe a specific place in planes such as the astral or the ethereal, due to the lack of good landmarks. Of course, if there should happen to be a solid object in the place described, the wizard is slain instantly.

Magic Swarm (Alteration)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: Special
 Area of Effect: The caster
 Saving Throw: None
 Author: Unknown

Magic swarm is both a very potent, and a very unstable spell. With this spell, the wizard may bind up to three attack-type spells (those that cause any type of damage) together into one spell. The wizard begins the incantations of the magic swarm and then "loads" the spells to be bound into the swarm (this effectively casts the spells — the proper components are required, and the loaded spells fade from memory; *magic swarm* is the "target" for these spells). The wizard then finishes the binding process by continuing the incantations of the swarm. This entire process takes two turns plus the casting times of the spells to be bound.

When *magic swarm* is actually cast, the bound spells are released simultaneously (this has a casting time of 3). However, due the unpredictable nature of this spell, there is a chance that some of the bound spells may not function normally. At the time of casting, the DM rolls 1d3; the result is the number of spells that work properly — the remaining spells fizzle and are lost (the spells go off in the order they were bound, so it is important to keep track of the order).

Due to the extreme exertion required to cast this spell, the following penalties and stipulations are placed on its use:

- Only one *magic swarm* may be memorised in any two-day period.
- After *magic swarm* is cast (actually cast, not after binding), no further spell casting is possible for one turn (10 minutes).
- After the spell is cast, the wizard temporarily loses 1d4 Constitution points; if this brings the wizard's Constitution score to zero or below, a system shock roll must be made; if this roll is failed, the wizard dies, otherwise he falls into a coma until his Constitution is restored to a positive value; it takes one hour of rest to restore one Constitution point lost in this manner.
- If the magic swarm is not cast in one hour per level of the wizard, the wizard must make a saving throw versus spell; if this saving throw fails, the swarm will discharge will full effect, centred on the wizard (1d3 is still rolled to determine how many spells actually go off and how many fizzle); if the saving throw is successful,

magic swarm simply fades from memory and is lost (along with all bound spells).

The material component for this spell is a *bag of holding* (which effectively "holds" the spells in the bound state). When the spell is cast, the bag is destroyed unless the wizard makes a successful saving throw versus spell at -2.

Mass Death (Necromancy)

Range: 50 feet plus 10 feet per level
 Components: V, S
 Duration: Instantaneous
 Casting Time: Special
 Area of Effect: Special
 Saving Throw: Negates
 Author: Max Becherer <becherer@sun0.cs.uiuc.edu>

Mass death is a modified version of *power word, kill*. After one round of verbal and somatic preparations, the wizard is ready to utter the *word of death*. This word can be uttered any time within one turn per level of the wizard, provided no other spells except *shout* or *ventriloquism*, are cast in the intervening time.

All creatures (besides the wizard) within the range of the spell, including allies, having one third of the wizard's level or less, must save versus death magic or be instantly slain. A *shout* will double the range, while *ventriloquism* will allow the wizard to move the centre of effect. Use of either spell grants the victims a +4 bonus on their saving throw due to the magical synergy.

It should be noted that the final word must be heard by its victims. The deaf are therefore totally immune to this spell. Magical silence can negate the spell's effect, while loud noises and ear plugs will offer partial protection, i.e. saving throw bonuses, at the DM's discretion.

This spell does not affect undead or creatures without functioning auditory organs.

Master Weaving (Alteration)

Range: 0
 Components: V, S
 Duration: 1 round
 Casting Time: Special
 Area of Effect: The caster
 Saving Throw: None
 Author: Kris <simonis@stpc.wi.leidenuniv.nl>

With this spell, *several* wizards can combine their magical abilities and powers to create greater spells. If several casters want to combine their efforts, they must first decide who will be the head weaver. This person is the centre of the spell: without him, the entire spell structure collapses. Also, if he loses concentration all the efforts are lost and the spells as well. Next, they must decide which spell they are going to create. To create this spell, they may use several different or all the same spells of weaker levels which, combined, give the desired spell. These spells must in some way be related to the desired spell. The DM should rule what spells can be combined.

To participate, all members of a "spellcloth" must roll their chance to learn spells: if they miss it, they lose the spell and their effort isn't counted into the whole of the spell. If the head weaver misses his roll, he made a mistake in the weaving of the spells into the new one and everything is lost.

To calculate how much energy is created, take the number of mages involved (specialists count as 1½ if they cast a spell within their specialty but as ½ if not) and divide this number by the total number of mages involved (specialist now count as one). If the resulting figure is larger than 1¼, make it equal to that number. Multiply this number by the total number of spell levels involved (i.e.: add all levels of the individual spells). Now add 2 to this number and round down. If the energy created by the cloth is not enough to form the desired spell, the next spell in line is created instead.

The experience level at which the spell is cast is the head weaver's level plus half the level of every other wizard involved. If this is lower than the minimum needed to cast the final spell then the spell is still cast, but at the casting level of this imaginary lower level wizard.

Because spell weaving takes a lot of time, spellweavers always lose initiative. Also, the weavers cannot be separated by more than 10 feet, and no barriers may be between any individual and the head caster. The number of mages involved is also limited: 11 for a *master weaving*. Minor weavers only count as $\frac{1}{3}$ if included in *master weaving*, while major weavers count as $\frac{2}{3}$, for the purpose of calculating the maximum number of mages.

Master weaving can take any 9th-level spell or lower to weave successfully (the desired spell can be of tenth level).

Melf's Ultimate Megablast (Evocation)

Range: 0

Components: V, S, M

Duration: Instantaneous

Casting Time: 3

Area of Effect: 10-yard per level radius sphere

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

Author: Melf <maurin@leland.stanford.edu>

This is the ultimate suicide system. I guess many others may have their own version of *megablast*. The idea is that in a desperate situation, the caster bursts out all his energy in a ball of pure energy causing 1d6 of magical damage per spell levels remaining in the caster's memory (plus 9d6 for the *megablast* itself). Magic resistance reduces damage again by half (shock wave remains). The caster himself has a 50% chance of being disintegrated (a saving throw applies, if the saving throw is made, he still receives all damages as above), and a 50% chance of ending naked on another, random, plane.

The material component is a platinum dagger the wizard uses for suicide (good idea, ending up naked but with a platinum knife somewhere in the abyss). The dagger is obviously not consumed in the casting.

Mental Library (Alteration)

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: Special

Area of Effect: The caster

Saving Throw: None

Author: Paul D. Walker <pdwalker@hk.super.net>

This spell is similar to *mental ledger* in that it enables the wizard to record information in some unused portion of the wizard's brain, and then gives the wizard the ability to read the information at a later date as if they were reading it in their own hands.

This spell actually will allow the wizard to hold as many spells as he knows and any that the wizard might learn in the future. In fact, any spells that are stored in the wizard's brain through the use of the spell will remain there essentially forever available for recall when necessary. This spell also allows the wizard to record information other than spells in this "storage area". The wizard can store the entire contents of any book that he reads and can access the book at any time in the future just like *mental note*. To add more information after the spell is cast requires that the wizard cast the spell again at the time that they wish to add more information.

The material components for this spell, the first time it is cast, are a specially prepared lead crystal which has been enchanted to absorb magical energies. The value of this item can be no less than 50,000 gp. To add more information in subsequent castings, the wizard would require a pure lead crystal of 5000 gp (as in *mental ledger*).

This spell is highly useful for wizards on the go who want all their spells and library without having to carry it around for themselves.

The casting time depends on what is being stored. It takes one hour per spell level per spell memorised, and it takes the time it takes the wizard to read a book to store a book (the wizard is allowed to take short breaks and sleep if there is a large amount of information being memorised).

Merge [2] (Alteration)

Range: 10 feet

Components: V, S, M

Duration: Permanent

Casting Time: 24 hours per function to be linked

Area of Effect: One item per 3 levels

Saving Throw: Special

Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell allows a wizard to merge two or more functions of items or creatures together. These functions of items or features of creatures are chosen by the caster. There are two different rituals: one for items and one for creatures.

For items the caster has to create an area of the highest magic potential (an area of spells with no less than 10 permanent spells of level 5 or higher per function to be merged). This area is completely drained in a casting whether successful or not. In this ritual the caster has to prepare the items which are to be merged into one plus the item into which they are to be merged. This preparation includes a full *enchant an item* spell for each item to be merged. The item into which the others are to be merged has to be worth no less than double the sum of all the other items. Then this new item is placed in the centre of a thaumaturgic circle with the other items placed equidistant on the outer edge.

Then the ritual of merging can begin. After a casting time of 8 hours for each function to be merged the caster begins to draw the magic from the surrounding items and transferring it to the central item. This takes another 8 hours per function. Once he begins to transfer the powers he must not be disturbed; otherwise the spell fails as described below. Even if the items are moved (even by an earth quake), the spell fails as described below. After the powers are transferred the caster needs another 8 hours per function to seal off the powers from each other and into the new item. During this time he may be disturbed again but not for longer than 24 hours in a row, otherwise the spell fails again. For each power the wizard transfers he has to make a saving throw versus spell. If any of these saving throws fails, the spell fails. If all saving throws succeed the powers are successfully transferred. Then, only a single *permanency* spell has to be cast to permanently seal the powers.

For creatures to be merged, they have to be of the same general class: living biped with living biped, undead quadruped with undead quadruped, etc. Then a similar ritual as with items is necessary. In this case they have to be enchanted with one *fire charm* each and they all have to fail their saving throws against this spell. The *fire charm* has to work through out the ritual, but once they have failed one saving throw they are not allowed another saving throw until the ritual comes to an end. At the end of the function (or feature) transfer each creature has to make a saving throw versus spell. If any of these saving throws succeed the creature retains its features and the central creature suffers the effects of a failed spell. The caster also has to make a saving throw for every function he transfers. If any of these saving throws fails, the whole spell fails (see below).

If the spell fails for any reason, any items of less than artifact level are destroyed instantly in an explosion of raw magic (like *spellfire*). There is no known protection against this *spellfire*. The explosion incinerates anything within 100 feet per item or creature that was to be merged. This is absolutely deadly: no one can survive this (not with magic resistance, not with a *scarab of protection*, not with fire resistance: nothing helps), except for gods. The only thing that survives is an unwilling creature that makes its saving throw versus death magic in the transfer. Thus, this spell is rarely used for unwilling creatures to be transferred.

The effect of this spell is to drain the creature or item of its own powers (and deficiencies, if desired) and transferring them completely to the central item or creature. A creature thereafter does not have its

normal or natural powers. If the life is drained from one creature and placed within another, that central creature is given the normal life expectancy of the original creature and the original is rendered lifeless (dead). Thus, this spell is a cause for an alignment check if used by good characters on unwilling creatures (and charmed creatures are not naturally willing).

It is not possible to merge an already merged item or creature with another item or creature (whether that other item or creature was merged or unmerged before does not matter). In the ritual the caster chooses the functions of the items he wishes to transfer into the central item or creature. The offspring of such merged creatures has a 10% chance to inherit each function, but there is also a 10% chance per function that the offspring will die from the effects.

It is not possible to destroy an artifact with this spell, no matter what is done to it. It will normally be moved to another plane (normally along with the caster) where the caster will have to contend with the (angry) creator of the artifact.

The material components for this spell are: a single *king's tear* (a very rare gem found in the *Forgotten Realms* only) for every five functions to be transferred, plus a full gallon of nitric acid for each item which is used to dissolve a part of the items or creature to be merged, plus the rendition of the thaumaturgic circle in a setting of a complete platinum floor ringed in gems (no less than 10 diamonds, rubies, emeralds, topazes, and sapphires each of no less than 5000 gp each) which costs no less than 500,000 gp for the whole circle, plus a freely donated horn of a unicorn which acts as a funnel for the magic into the central item or creature. With the exception of the last item every other material component is completely and utterly destroyed in the casting whether successful or not. How to get the material components, well... that's your problem, isn't it?

Note: this spell can be very dangerous for playing balance if the characters can use it with ease. Thus, the DM should think about some rioting mob to break into the tower of the wizard during some critical part of spell casting. And think about those incredibly long casting times... As a normal wizard can only cast for a continual 10 to 12 hours a day, the casting time lengthens again quite considerably. Thus, to transfer the powers of four items with three functions each into one item would take a casting time of $16 \times 24 = 384$ hours. These hours would have to be split up into some shorter periods for most wizards, thus forcing the wizard to retreat for a full 32 to 38 days (plus the preparation time for those items) for those wimpy sixteen functions. Quite long enough for most opposing wizards to find out about it and setting up a little "welcome-to-the-netherworld party" for the character.

Mezzalldam's Choking Fist (Evocation)

Range: 3 yards per level
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 9
 Area of Effect: Special
 Saving Throw: None
 Author: Allan J. Mikkola <allanm@vulcan.med.ge.com>

This spell creates a disembodied hand similar to those of the *Bigby's hand* spells, except it is much smaller (about the size of an ogre's hand). It will attack as directed by the wizard (no concentration is required to do so — the wizard simply chooses the target). The hand does not automatically hit, but will attack using the wizard's THAC0, with a +2 to-hit bonus.

If a hit is scored, the fist closes tightly around the victim's throat; it will continue squeezing until the target is dead, or until the hold is broken. Once per round, the fist's lock may be broken by making a successful bend bars roll (the victim has a 10% penalty applied to this roll); only one person may do this each round, due to the small size of the hand. Other party members who try to free the victim must devote their entire attention to this for the round (i.e. no other action may be taken, Dexterity bonuses to Armour Class are lost, etc.).

Each round the victim is choked, a system shock roll must be made; each round of constriction after the first imposes a cumulative 5% penalty to this roll. If the roll fails, the victim fall unconscious and

if the hold is not broken the following round, the victim dies. While a victim is being choked he may perform no other actions (other than breaking the fist's hold) — all the target's efforts are required to fight the effects of the constriction. The fist will continue attacking until it is destroyed or dispelled, or until the spell's duration expires; the wizard can also end the spell with a single word.

The fist may be destroyed by direct attack; it has an Armour Class of 2 and as many hit points as the wizard at full health. The fist will also break its hold on a victim every time it loses half its remaining hit points. Note however, that attacking the fist while it is choking a victim is dangerous; if an attack on the fist fails to hit, another normal attack must be immediately rolled against the victim, inflicting any damage normally. If the fist's hold is released or broken, it may be attacked without fear of hitting companions. If the fist is not choking a victim, it may be attacked by anyone who beats the wizard's initiative roll (or by anyone, if the fist fails to score a hit that round).

The material components for this spell are a bit of bone and skin from any constricting snake; these components are consumed when the spell is cast.

Mezzalldam's Lightning Swarm (Invocation/Evocation)

Range: 10 yards per level
 Components: V, S, M
 Duration: 2 rounds
 Casting Time: 9
 Area of Effect: 5-foot wide, 5-foot per level long ray
 Saving Throw: ½
 Author: Allan J. Mikkola <allanm@vulcan.med.ge.com>

When this spell is cast, a 5-foot wide, electrically-charged, blue ray shoots from the wizard's finger, and strikes as directed up to a distance of 10 yards per level of the wizard. The ray travels in a straight line and is blocked by most obstacles; however, it will burn through thin, flammable material such as cloth and straw.

When the ray reaches its terminal point, as chosen by the wizard (or when it strikes a blocking obstacle) it will erupt into a lightning swarm. This swarm appears as a glowing, blue sphere with dozens of small lightning bolts flashing in all directions. The radius of the swarm is 5 feet per level of the wizard.

Anyone caught inside the swarm suffers 10d6 points of damage; a successful saving throw versus spell reduces this damage by half (victims wearing metal armour suffer a -2 penalty to their saving throw). Those who fail their saving throw must make a saving throw versus lightning for all their objects; items that fail their saving throw are destroyed.

If the wizard desires, the swarm may be continued for a second round. If full concentration is maintained, the wizard may move the swarm 10 feet per level of the wizard; if the wizard's concentration is broken, the swarm stays where it is. Anyone that comes into contact with the swarm during the second round suffers 5d6 points of damage. Those who successfully saved on the first round automatically save on the second round as well.

The material component for this spell is the heart of a blue dragon, which is consumed when the spell is cast. Evil wizards have discovered that the heart of a bronze dragon will also work as a material component for this spell.

Milt's Miniature (Alteration)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 3 rounds
 Area of Effect: Person touched
 Saving Throw: Negates
 Author: James Bray <jbray@acad.bryant.edu>

To be able to cast this spell, the "victim" must be frozen, eg. by a successful *hold person*. The caster must then place a piece of mithril in front of him, one behind of him, and one on both sides. A diamond must then be drawn between these mithril pieces, without touching

the mithril once they have been placed. The wizard then casts the spell. No to-hit roll is needed, because the victim is frozen. An Intelligence check must be made, though. If successful, the victim assumes the form of a small mithril miniature. The mithril pieces are used up in the spell. If the miniature is sold, stolen, or possessed by anyone other than the caster, the spell is broken and the victim enlarges at a very fast rate, and the mithril pieces reappear — end of story. If the caster dies, the victim is freed as well. If the victim comes out of the hold person spell before this spell is completed, the casting failed. If the miniature is destroyed, broken, or melted, the victim dies.

Morgwar's Undead Spellpower (Alteration, Necromancy)

Range: 10 feet
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 day per spell level imbued
 Area of Effect: One undead
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell is an improved version of *imbue undead with spell ability*. It gives one undead creature which is not normally able to cast spells or use spell-like abilities like energy drain the ability to cast up to one spell. This spell can be used multiple times on these undead until they have the power to cast one spell per Hit Die they possess, maximum. For undead which can already use spells or spell-like effects (see above), it gives them the ability to cast one spell for every level of the caster plus one per Hit Die, maximum. These spells it regains at the stroke of midnight, whether cast or not. The spells given and implanted in the undead are given by the caster of the spell. These spells are permanently removed from his memory until they relearn this spell as if they had never heard of it (roll their chance to learn a new spell).

The spells have to be cast during the ritual imbuing the undead with their spell abilities. For these spells, the undead don't need any kind of components (neither verbal, nor somatic, nor material components) but the material components have to be provided during the ritual in addition to those noted below.

The material component for this spell is one potion of undead control of the type of undead which is imbued with the spell plus one scroll of with the spell to be imbued — and only that spell must be written on that scroll.

Muier's Most Excellent Flame Sculpture (Evocation)

Range: 30 yards
 Components: V, S, M
 Duration: 6 turns + 1 turn per level
 Casting Time: 1 turn
 Area of Effect: Special
 Saving Throw: Special
 Author: Calvin (Azrael)

This spell is the most advanced of the *flame sculpture* class of spells. The object formed can be highly complex, containing many moving parts, such as a siege machine or a spelljammer. Parts of an object created could be as flexible as a rope or the wood of a bow, so a large net, ballista, rope bridge, or collection of crossbows could be formed. Up to one cubic yard per level of flame can be created and sculpted. Otherwise, this spell conforms to the description of the lesser *flame sculptures*, except that the sculpture causes 1½ HP of damage per level per round of contact with a living creature (rounded down), and non-magical combustible items get no saving throw at all to resist the flames. Magical combustibles may saving throw versus magical fire at -2 to avoid being destroyed.

The material component of this spell is a drop of pure alcohol.

Muier's Nefarious Nuke (Evocation)

Range: 0
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1 turn
 Area of Effect: 10-foot radius per level
 Saving Throw: Special
 Author: Calvin (Azrael)

This incredibly destructive spell should be used only if the caster wants to utterly annihilate everything close to him. The spell draws upon the caster's life force and explosively blows it apart, blasting everything within the area of effect to dust and ash. All living creatures have a chance to avoid utter destruction by rolling a 20 on 1d20. In this case, the lucky creature is reduced to 1 HP. Otherwise, creatures slain by the explosion have a mere 20% chance of surviving resurrection by any spell, even wishes. Unfortunately, the caster himself is blasted to atoms, destroying any and all hope of resurrection. Unless he takes some form of precaution before casting the spell, he will be forever killed. A *contingency* teleporting the caster away at the instant the spell is cast will not save him, for the spell's energies will still blow up his life force as soon as he reaches his destination. Use this spell only when you're using a character whom you either don't like or whom you don't use that often anyway.

The material component of this spell is a mushroom.

Munch Magic Item (Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 hour
 Casting Time: 1 hour
 Area of Effect: Magic item touched
 Saving Throw: Special
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

By means of this spell, the wizard may drain the magical essence from powerful items, thus acquiring mana or special abilities. Of course, the spell requires the material component of a magic item, and the effects vary with the item, however, as a rule of thumb, the number of mana points acquired equal one hundredth of the experience point value of the item where given. Magic items are allowed to saving throw against magic as wizards of a level equal to their mana point value, success indicating that the wizard was unable to complete the spell and the magic resulted in spell failure (see spell failure rules).

As an interesting side note, the wizard must save versus spell when snuffing intelligent items or suffer a schizophrenia where the wizard must share his mind with the spirit of the item in question. Powerful artifacts are particularly nasty in this respect, having the ability of conferring special capacities upon the wizard, however, the risk of possession or domination also rises with the increased profit to be had. The material component for this spell is a sap.

Mystyk's Mystical Missile (Invocation/Evocation)

Range: 10 yards + 10 yards per level
 Components: V, S, M
 Duration: Special
 Casting Time: 9
 Area of Effect: Special
 Saving Throw: Special
 Author: Mystyk

This spell causes a sparking, blue ray to shoot from the wizard's hand; the ray will strike any creature as chosen by the wizard. When the ray strikes the target, it will evolve into a vortex of electricity that surrounds the victim. The target must make a saving throw versus spell at -4; if this saving throw succeeds, the spell ends with no effect. If the saving throw fails, the victim suffers damage equal to 1d8 HP + 1 HP per level of the wizard, and the spell continues. Each round, a new saving throw must be made, with a cumulative +1

bonus (i.e. -3 on the second round, -2 on the third, etc.); the spell ends if a saving throw is successful, otherwise the victim is again subject to a damage roll. The target must devote his entire effort on escaping the vortex; if any other action is performed that round, the saving throw automatically fails and damage is inflicted normally. If the victim is rendered unconscious by the vortex, saving throws automatically fail (although the bonus still accumulates) until the target regains consciousness.

If a victim is killed by this spell, the vortex will immediately attack the nearest enemy of the wizard; if none exist (within spell range of the wizard), the spell ends. The vortex moves at a rate of 24, and the new target is attacked normally; the penalty or bonus to the saving throw resumes at the point it left off when the previous target was killed. For example, if the initial target was killed during the fifth round, the new victim's saving throw begins with a +1 bonus. Any number of targets may be attacked by this spell, as long as the saving throws are unsuccessful, and a potential target is within range; otherwise, the spell ends.

The material components for this spell are the heart and scales of a blue dragon, and any gem worth at least 500 gp. All components are consumed when the spell is cast.

Naked Fury (Alteration)

Range: 250-foot + 50-foot per level radius

Components: V, S, M

Duration: Special

Casting Time: 10 turns

Area of Effect: 20-mile radius

Saving Throw: None

Author: Chris Lawson <clawson@gpu.srv.ualberta.ca>

In my previous travels across the land as a very powerful wizard, I found a spell that was buried in the ground underneath the cave of an ancient gold dragon wurm (he moved out of that cave centuries ago). After examining the spell on the scroll, I decided to destroy it. Never before have I seen such a powerful spell and after finding out that the scroll was both possessed and indestructible, I buried it deep within the caverns of the cave.

This spell, when properly incanted, will unleash a chain of raw corusacatin magic energy which strikes the land with brutal force. There is no saving throw whatsoever, and the land is tainted with the magic for 1 year per level of the spell caster. The land is destroyed, and charred, and nothing will grow there as long as the magical taint remains. People who enter the area must make a saving throw versus spell, or fall sick for 3d6 days + 1d6 days per level of wizard.

Noska Trades' Selective Death Spell (Necromancy)

Range: 0

Components: V, S, M

Duration: 1 round

Casting Time: 6 hours

Area of Effect: ½ mile per level

Saving Throw: None

Author: Noska Trades

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

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

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

Nuke (Evocation)

Range: 0

Components: V, S, M

Duration: Instantaneous

Casting Time: 3 hours

Area of Effect: 100-yard per level radius sphere

Saving Throw: None

Author: Unknown

Creates a thermonuclear explosion of 2 kilotons power per level of wizard. Range is zero so unless used with one of the *carrier* spells this is a suicide weapon. The material component for this spell is a kilo of pure uranium, which the caster must have carried with him for at least a year.

Orko's Absorption (Alteration/Evocation)

Range: 0

Components: V, S, M

Duration: 5 rounds per level

Casting Time: 9

Area of Effect: The caster

Saving Throw: None

Author: Orko

This spell enables the wizard to absorb and redirect up to 10 levels of magic energy. Any incoming spell is nullified, and the energy stored as potential. Only the same spell can be redirected, even if the wizard is not familiar with it. Any type of spell directed at the wizard may be absorbed, with the exception of area of effect spells, touch spells, and effects from magic items. Unused stored energy is lost at the end of the spell's duration.

If an incoming spell exceeds the spell's remaining capacity, the wizard may make a saving throw versus spell (with a bonus of +2 per level of the incoming spell absorbed), to avoid the effects of any remaining spell energy, even for spells that ordinarily do not allow saving throws.

The material component is an amulet that glows when spell energy is stored then disintegrates on the ending of the spell.

Orko's Dimensional Travel (Alteration)

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 1 turn

Area of Effect: The wizard plus an additional 1d6 beings

Saving Throw: Negates

Author: Orko

This spell allows the wizard and 1d6 beings to travel the circuits of the woven dimensions. The wizard can travel to the different realms or dimensions and back with this spell. The duration of the spell is completely dependent upon the will of the wizard, with a maximum of 2 days. The number of creatures that can accompany the wizard should be rolled secretly by the DM, and only revealed after the first dimension travel has been made. No creatures other than those that accompanied the wizard on the first travel can accompany him on subsequent travels. Any unwilling creature gets a saving throw versus spell to avoid the effects of this spell.

The material component for this spell is a brazier burning various rare herbs during the casting of the spell.

Orko's Laser (Evocation)

Range: Special
 Components: S
 Duration: Instantaneous
 Casting Time: 1 round
 Area of Effect: One creature
 Saving Throw: Special
 Author: Orko

Upon utterance of this spell the wizard releases a light beam of positive energy from his finger. The beam inflicts a total of 10d10 HP of damage, and if the saving throw versus spell is failed, there is a 20% chance that a body part will be damaged (roll on the chart below if this is the case).

D6 Roll	Hit	Effect
1	Head	Instant Death
2 or 3	Arm	Useless until healed
4 or 5	Leg	Useless until healed
6	Rear	Useless until healed

If the victim makes his saving throw he will sustain only half damage and reduce the chance of body part damage to 5%. The only spell component for this spell is a slight unique finger pattern.

It is easier to aim at larger creatures, but a larger creature gets a better saving throw. Therefore, range and saving throw for this spell vary according to the creature attacked by the beam:

Creature is	Range	Saving Throw
Small	60 feet	½; made at -6
Medium	120 feet	½; made at -4
Large	240 feet	Negates

This spell has only somatic components.

Orko's Mnemonic Enhancer (Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 day
 Casting Time: 1 turn
 Area of Effect: The caster
 Saving Throw: None
 Author: Orko

This spell is similar to the 4th-level *Rary's mnemonic enhancer*, but, by means of this spell, the wizard is able to memorise and retain the memory of nine additional spells, in different combinations. The wizard can elect to memorise the spells immediately or the wizard may elect to retain the ability to memorise the spells until a later time.

The material components for this spell are a piece of golden thread, an ivory plaque of at least 1000 gp, an ink compose of squid secretion and a drop of blue dragon blood. All components disappear when the spell is cast. No spell may be enhanced more than twice by means of this spell.

Orko's Permanency (Alteration)

Range: Special
 Components: V, S
 Duration: Permanent
 Casting Time: 4
 Area of Effect: Special
 Saving Throw: None
 Author: Orko

This spell is almost identical to the 8th-level wizard spell *permanency*, save for the fact that the wizard can make any spell's duration permanent (at the DM's discretion). There is no monetary

cost for the spell but still there is a cost, namely that the wizard loses two points of Constitution for each casting of this spell.

Orko's Time Travel (Alteration)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 turn
 Area of Effect: The wizard or an optional 1d6 creatures
 Saving Throw: None
 Author: Orko

This spell allows the wizard or 1d6 beings to travel the circuits woven by time. The wizard can travel into the future or into the past and back with this spell. It is recommended that the past be left alone for the general safety of the future. The wizard controls the duration by his will. If beings other than the wizard are sent into the future or the past, they can return whenever they will it. The material component for this spell is a small piece of oriental silk.

Phantasmal Force IV (Illusion/Phantasm)

Range: 5 feet per level
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 4
 Area of Effect: One creature
 Saving Throw: Special
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

When this spell is cast on a single individual of not greater than twice the Hit Dice or level of the wizard, the diabolic magic of the spell sweeps into the darkest corner of the victim's mind constructing from the idea an illusory form of the subject's greatest fear. This fear "strikes" with a 15 THAC0, is invulnerable to all attacks, and will kill the subject on a successful hit. Generally speaking, the only defense save for distracting the wizard is an attempt to disbelieve (make Intelligence check on 3d6). The material component for this spell is a bit of fleece.

Phasing Ship (Abjuration, Alteration)

Range: 10 feet
 Components: V, S, M
 Duration: 1 week per level
 Casting Time: 1 day per 3 tons of ship
 Area of Effect: 3 tons of ship per level
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell can give a ship up to the maximum effect of the spell caster the ability to phase out of view like a phase spider (it stays until it has attacked and then phases out). This ability can be used at the command of the captain, who has to be within range of the spell as it is cast and he has to stay on board of his ship throughout the duration; otherwise it is cancelled instantly. If the captain is slain, knocked unconscious, *feebleminded*, or disabled in his free will in any way, the spell is cancelled, too. The whole ship including crew, cargo, and atmosphere phases out at the command of the captain. This phasing out ability causes the ship to be completely invulnerable for any ships that cannot also phase out. This phasing ability only works within crystal shells. Anyone who has initiative before the ship with the phasing ability has the possibility of attacking before it phases out. The other possibility to attack is to phase out also, but in that case the only damage possible would be with either magical weapons (which cause only their magical bonus of damage if they hit) or by ramming. As phasing out means entering the ethereal plane, all missiles and other combat changes are affected by the laws of the ethereal plane. The phasing ability works automatically while the ships is at interstellar speed. But the phasing does not prevent the slowing down of ships as they meet in wild space. Thus, it could be

as helpful as dangerous (it could help to phase through those dangerous explosive flaming lifeboats left over by some ships, but it could be very dangerous if one phases in right in the centre of a sun in the company of a sun dragon...). Normally, the captain and the crew can look from the border of ethereal to the prime, but there may be some significant factors which prevent that.

The material components are one completely preserved dead body of a phase spider per 3 tons of ship to phase out. In addition, one dose of *oil of ethereality* has to be applied to each crew member during the casting for the phasing ability to work. Once the spell is cast, any additional or new crew members don't need this oil applied until the spell runs out or a new spell of the same kind is cast.

Pilpin's Nightmare (Enchantment/Charm, Necromancy)

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

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

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

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

Once in the dream, the wizard attempts to take control of the dream. The target creature is allowed a saving throw at -4 to resist the wizard's attempt. If this first saving throw is successful, the wizard does not take control of the dream and cannot try again for a week. At this point, the wizard can leave, or remain as an observer. If the wizard chooses to remain, there is a 5% chance per round that the dream turns hostile to the wizard. If the creature fails the saving throw, the wizard takes control of the dream and can make anything happen in that dream. If the wizard causes the dream to become hostile to the creature (i.e.: turning it into a nightmare), the target creature must make a saving throw versus death magic or die in its sleep. If the creature's saving throw is successful, the wizard loses control of the dream, but the target creature still takes physical damage equal to 25% of its maximum hit points. The target creature will not awaken due to the physical damage caused by the nightmare, but may be awoken by another, who witnesses the damage suddenly appearing on the creature.

After the first attempt at turning the dream to a nightmare there is a 50% chance that the dream turns hostile to the wizard. The wizard can again attempt to take control of the dream or leave. If the wizard regains control of the dream, he can again attempt to kill the target. If the target saves versus death magic again, the wizard loses control of the dream and the target takes another 25% of its maximum hit points in damage. The dream now automatically turns hostile to the wizard.

The wizard can continue to go through this, each time the creature can either fail its saving throw and die, or successfully save and take 25% of its hit points in damage. If the target creature saves and takes damage four times, it dies from physical damage.

If at any time the dream turns hostile to the wizard, the wizard can attempt to control the dream in the usual manner, or attempt to leave the dream. If the wizard chooses to leave, a successful saving throw versus spell is required (leaving a non-hostile dream does not require a saving throw), if the saving throw fails, the wizard is trapped. If the wizard unsuccessfully attempts to control the dream (i.e., the target saves against the attempt), the wizard is trapped.

A wizard trapped in a dream hostile to himself cannot make the dream hostile to the target again and must make a successful saving throw versus death magic or die for each round trapped. If the saving throw is successful, the wizard loses 25% of his hit points due to physical damage (a wise wizard will have somebody watching in case this starts to happen). If the wizard is not awoken by another, he must regain control of the dream before he can attempt escape. If unsuccessful in gaining control of the dream, the wizard will die in four rounds from physical damage, if not sooner from a failed saving throw versus death magic.

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

Pilpin's Soul Exchange (Alteration, Necromancy)

Range: 0
 Components: V, S, M
 Duration: Permanent until wizard reverses
 Casting Time: 1 turn
 Area of Effect: Two creatures touched
 Saving Throw: Special
 Author: Pilpin

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

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

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

A creature's soul in a different body has that body's hit points or Hit Dice, Strength, Dexterity, Constitution, and Comeliness, but the soul's Intelligence, Wisdom, Charisma (modified by the body's new Comeliness), memories, and Intelligence based skills (languages, nonweapon proficiencies, spellcasting ability, etc.). The non-physical abilities can be used only if the body has the required physical attributes. If the body has extraordinary Strength, it can only be used if a warrior's soul enters the body. The body will not radiate magic. The alignment will be that of the soul. *True seeing* will reveal to a person that previously knew the recipient of the *soul exchange* that it is no longer the same person.

The spell can only be reversed by a carefully worded and executed *wish* (creatures must be touching each other), another *soul exchange*, or the will of the original wizard. If a creature dies while in another's body, it can only be brought back with its own body, so if both creatures died this could be a reckless way to reverse the spell. The material components are a diamond worth 1000 gp and a bit of fresh brain tissue from a mind flayer (not necessarily freshly acquired, possibly magically preserved).

Planar Gateway (Conjuration/Summoning)

Range: 10 feet per level
 Components: V, S, M
 Duration: 1 round, hour, or day per level maximum
 Casting Time: Special
 Area of Effect: One gateway
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell has the power to open a planar gateway to another plane — no matter where the caster is right now. Thus, it is a highly sought spell. The casting time can become quite prodigious (as you will see) but it can be shortened by a very complicated ritual. This gate is under no one's control and anything can pass through, in both directions. First, the duration of the spell must be chosen by the wizard. The casting time must then be calculated from the planar layer to be reached and the current location of the caster, as follows: a gateway from the prime material to another prime material plane takes one hour of casting time per round open (if the duration was stated in rounds), one day of casting time per hour open (if the duration was stated in hours), or one month casting time per day open otherwise.

From the prime material plane to an inner plane, for every plane or planar layer traversed, multiply by two. From the prime material plane to an outer plane, for every plane or planar layer traversed, multiply by five. From an inner to an outer plane, for every plane or planar layer times traversed, multiply by ten. From an outer plane to an outer plane you need the permission of a god on both planes. Then, the casting time is multiplied by one hundred. As a character can normally only cast for some 16 hours per day the actual casting time will be even longer (unless the character is willing to give up experience levels: see below).

For example, a gateway from the prime material plane to the second level of Hades that is supposed to stay open for 3 days has a normal casting time of 1 month per day open = 3 months, times 5 times 4 (astral, concordant, Hades' first level, Hades' second level) = 3 months times 20 = 60 months or a full 5 years.

The casting time can be reduced: for every experience level offered in the casting, the casting time is reduced by a factor of 1/2 (rounding up) until a value of one is reached. After that, the time can be further reduced by 1/2 if 5 more levels are offered for each further reduction until the minimum casting time of 1 round is reached.

Example continued: we eventually calculated a casting time of 60 months. This can be reduced by one half for every level offered. Thus, if our character offered 6 levels this would be reduced to 30, 15, 7½ (rounded up to 8), 4, 2, and 1 by halving six times. Still quite long, but manageable. The character still has to be able to cast 9th-level spells after offering those levels, as the levels are drained at the beginning of the casting. Note that this might reduce the maximum duration. As the example above has shown, opening gateways for a long time can take an even longer time or many hard earned levels. As the character has offered the levels voluntarily, they cannot be regained with *restoration*, but only with a full *wish* per level lost. Thus, it is not very often that *planar gateways* are opened from an outer plane to an outer plane, but if they are opened they are opened with a lot of power behind them.

The material components are solidified essence of the target plane, para- or quasi-elemental planes are considered to be one with their parent plane (you would need frozen ice to open a gateway to the plane of water, ice, or sludge), plus a full gallon of blood (or another appropriate liquid) from inhabitants of the target plane.

Power Drain (Evocation, Necromancy)

Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 3
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: Kris <simonis@stpc.wi.leidenuniv.nl>

This spell can be used to drain someone else's Constitution permanently and use this energy for certain spells such as permanency. To do this, the wizard casts the spell and touches the subject, who gets a saving throw versus spell. If the saving throw fails, 1 point of Constitution of the subject is drained and stored in the material component: a 1000 gp black opal. This energy must then be used within the spell's duration or it is lost forever. When the point is used or the spell ends, the opal disintegrates. Casting this spell is very tiring for the wizard, causing him to lose 1d6 points of Constitution that can be regained by having 3 hours of rest for every point lost.

Power Word, Banish (Conjuration/Summoning)

Range: 20 yards
 Components: V
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: One creature
 Saving Throw: None
 Author: Phill Hatch <phatch@slc.mentorg.com>

This spell sends an extraplanar creature back to its home plane. If cast on a creature native to the plane it is currently on, the spell sends that creature to the outer plane best matching its alignment (yes, it can be used on PCs). If the creature has more Hit Dice or levels than the caster, it is not affected, even if it wishes so. If the target is already in an outer plane that is its home plane, the spell has no effect. There is no possible backlash to the caster as in the 7th-level *banishment*.

Power Word, Vaporisation (Alteration, Conjuration/Summoning)

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 9
 Area of Effect: 10-yard per level high cube touched
 Saving Throw: None
 Author: Paul D. Walker <pdwalker@hk.super.net>

When this symbol is cast, it will cause a large volume of inorganic material to simply vanish and cease to exist as if it had never been. This effect is instantaneous, and remains permanent. Only a *wish* can bring the lost matter back into existence. The volume that is destroyed can be in any shape the wizard desires, up to the maximum volume affected.

If any of the inorganic material is somehow magical, then assign it a value of 1 to 6, using the guidelines from the wizard spell *detect magic*, where artifacts are assigned a value of 6. This is the basic saving throw number that must be rolled, or rolled under, using a 1d20 in order for the object to save and not be disintegrated.

If a magic item has powers or bonuses which could protect it from disintegration then they must be taking into account for the items saving throw. An intelligent item cannot be affected by the spell, as it does not count as an inanimate object. A *ring of spell turning* would not be able to turn the spell, but the roll is made anyway and if the turning is successful, then the ring would get the bonus or be saved completely. A *ring of protection* would get its saving throw bonus, while a device of protection from disintegration would always save.

The material component of this spell is a pinch of dust from the coffin of a mummy.

Prismatic Shard (Conjuration/Summoning, Evocation)

Range: 100 feet + 10 feet per level
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: Special
 Author: The Warlord of Heaven <fsmtw1@alaska.bitnet>

This spell calls into existence a shard of prismatic energy, much like a chunk off of a *prismatic wall*. The shard itself is about two feet long, 4 inches at the base, and a triangular pyramid.

As protection from its brilliance, the spell grants the caster protection from its aura by giving him — for lack of a better term — magical arc welding glasses (his eyes turn deep black). All other creatures must save versus spell or be blinded for 2d4 rounds. Smoked crystal goggles will prevent this.

The caster however is blind at the end of the spell for 1d4 rounds (while his goggles fade).

This spell affects the creature struck just as walking through a prismatic sphere: all seven saving throws are rolled as per any other prism spell (that's 90 points of damage minimum, if they make every saving throw). The shard remains to wreak further havoc for its duration.

The verbal component is up to you. The material is a 5,000 gp diamond and the somatic component is guiding it with your finger. You do have to maintain concentration to keep it around (just like *spiritual hammer*).

Ralorn's Bolt of Dragon Slaying (Necromancy)

Range: 20 yards per level
 Components: V, S, M
 Duration: Permanent
 Casting Time: 9
 Area of Effect: One dragon
 Saving Throw: Negates
 Author: Max Becherer <becherer@sun0.cs.uiuc.edu>

This spell launches a bolt of killing energy specifically tuned to slay dragons. Any dragon struck by this spell must save versus death magic or die. If the saving throw succeeded, it suffers 1d10 HP of damage per level of the wizard. Against any other creature, the spell inflicts 1d6 per level, save for half damage. The material component is the tooth of a wyrm or greater dragon slain by the wizard without using this spell.

Rednog's Layering Spell (Alteration, Enchantment/Charm, Metamagic)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 3 hours
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell allows the caster to apply a "layering" effect to spells which are normally not cumulative with each other. It does not matter if these spells are wizard or priest spells. All spells which are to be layered have to be cast in immediate succession beginning the next round after finishing this spell. Once this casting has stopped, no additional spells may be added to the layering effect. Thus, it would be possible to layer several *stoneskins* over each other; to create a multiple *haste* effect, etc. This spell allows a maximum stacking effect of one additional spell per 3 caster levels to be in effect on one creature (it would be possible for a 21st-level caster to allow a stacking effect of three additional *hastes*, one *stoneskin*, *protection from fire*, *protection from lightning*, and a *prayer* spell on one creature in addition to already existing versions of these spells on the same

creature). It is not possible to cast this spell on a creature which already has this spell in effect. Thus, this is the only spell which may not be layered or stacked with itself. The duration of this spell is the duration for a single additional 1st-level spell. It is reduced for every additional level of each additional spell by one day; once one day or less is left, it is reduced by one hour in the same ratio, until one hour or less is left. Now decrease by turns until one turn is left, then decrease by rounds to a minimum of one round. Thus, our 21st-level wizard, who would stack seven 9th-level spells (one spell of 8 levels higher than first level plus 6 spells of 9 levels higher than a 1st-level spell would make 62 units) on himself would have a duration of 10½ days for a single 1st-level spell; it would first be reduced by 10 days (leaving 52 units and ½ day, or 12 hours duration), then by 11 hours (leaving 41 units and 1 hour duration left over), then by 5 turns (leaving 36 units and 10 rounds), then by 9 rounds to 1 round minimum (actually leaving 27 units) and only a single round of duration. Thus, it is not very good to layer too many high level spells as they run out almost immediately. Once the duration of this spell runs out (or it is dispelled), all layered spells end immediately. This spell may also be applied to spell-like effects.

Note: the layering effect is only additive: thus, 6 *hastes* don't give $2 \times 2 \times 2 \times 2 \times 2 \times 2 = 64$ times all attacks but only give a multiplication factor of 12.

This spell has a significant negative side effect: as layering causes such a concentration of magic, it causes all boundaries of magical items to be significantly weakened. It is therefore possible that magic items and permanent spells are permanently destroyed in a most violent fashion. In case of a permanent spell, the chance that this happens is a base 100% minus 10% per spell level of the permanent spell. In case of an item, the chance is 100% minus 10% per spell level of the highest powered effect of the item, similar to any existing spell or minus 15% per plus, in case of an item with plusses (whichever is the higher of the two modifiers). Next, add 1% per spell level layered on the creature.

If a spell or an item is destroyed by this spell, the magic contained will not pass away quietly. It causes an explosion of *spellfire* doing 1d10 hit points of damage per contained charge or per spell level which was destroyed in a 1-foot per charge or spell level destroyed radius sphere. As this is *spellfire*, only a *wall of force* will prevent others from taking damage (no other resistance helps: not even magic resistance or immunity to fire); the target creature takes full damage no matter what resistance it normally has (as it cannot encase itself with a *wall of force*).

The material component is a block of mithril which is made up from two layers of mithril for each spell level to be layered and a single scroll for each spell which is to be layered. Each scroll has to be completely encased in a thin coat of mithril. This block then has to be speared with an adamantine spike which was broken on an anvil and then fixed again with one mending spell per spell level to be contained in the block. The whole mithril block without the scrolls costs no less than 3000 gp per spell level it is to contain (thus, our 21st-level wizard above would have wasted 7 scrolls containing a single 9th-level spell each and a full $7 \times 9 \times 3000$ gp = 189,000 gp).

Regenerative Restoration (Abjuration, Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 week per level
 Casting Time: 1 day
 Area of Effect: Creature touched
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell allows the caster to give a touched creature the ability to regenerate lost or drained energy levels or ability points at a very slow rate. The effect lasts for the whole duration of the spell. If at any time during the spell's effect the creature is affected by any such losses, it is allowed to negate the loss by succeeding at a base saving throw versus death magic minus one per point of damage that is dealt with the loss (if a vampire dealt a blow causing 9 hit points damage, the affected creature would have to succeed at its death

magic saving throw (base) minus 9 to prevent two level losses). This ability also applies to ability points lost due to sudden or continuous draining effects (undead drains as well as strenuous activity like running at high speeds). If any losses still occur due to failed saving throws or because the spell was not in effect at the time of the loss, the creature gains the ability to gain the losses back at the following rates:

- lost levels are replaced either at one per week (if normally a permanent loss) or in one tenth of the time (if a temporary loss),
- lost ability points are replaced either at one per week (if a normally permanent loss) or in one tenth of the time (if a temporary loss).

Each time one level or ability point loss is prevented or a point is regained, the duration is reduced by one week. If the remaining duration is less than a week, the spell instantly expires with no protection offered nor any returned point. Thus, a 20th-level wizard would have the ability to prevent the loss of one point in the 19th week of duration only. He could also restore only one point.

It is not possible to stack this spell.

The material components are one *potion of heroism* for each week or one *potion of superheroism* for every three weeks duration. These have to be mixed with the remains of a cremated wraith's essence. It is possible to substitute any ashes of any other higher powered undead with a draining ability for the wraith's essence.

Return (Necromancy)

Range: 0
 Components: V
 Duration: Until triggered
 Casting Time: 1 day
 Area of Effect: The caster
 Saving Throw: None
 Author: The Warlord of Heaven <fsmtw1@alaska.bitnet>

This spell will remove 5 HP from the caster's maximum permanently, but allows the caster to defy death once per casting. Once he dies from grievous wounds (dying from old age isn't affected), he will arise fully healed by the return spell. This spell is jealously guarded by those that know it.

Rip Life (Necromancy)

Range: 0
 Components: V, S
 Duration: Permanent
 Casting Time: 9
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: The Warlord of Heaven <fsmtw1@alaska.bitnet>

This spell affects only creatures up to $1\frac{3}{4}$ the caster's level or Hit Dice. The victim of the spell must make a saving throw versus death magic (with a -4 modifier to the saving throw). Failing this saving throw results in the victim's death, utterly, with no hope of resurrection unless a divine being raises him. The caster can use this stolen life to do one of 5 things:

- Waste it, soul is destroyed, a great howling is heard.
- Use to heal self for 1d6 per level of victim.
- Use to hurt another for 1d8 per level victim.
- Pervert it, changes victim into an equal Hit Dice undead, determined at random.
- Destroy an equal number of Hit Dice of undead with no saving throw.

Rune IV (Enchantment)

Range: 0
 Components: V, S, M
 Duration: Until discharged
 Casting Time: 1 turn per spell level
 Area of Effect: Special
 Saving Throw: None
 Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

This spell allows the wizard to inscribe a rune containing the energies of one spell up to eighth level. Instructions of up to 1 word per level may be given to control the *rune*. The material component is 100 gp gems and inks per level of the spell contained in the rune. This is the most powerful *rune* spell normally available.

Sarius' Endosmotic Zone of Magic (Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 day per level
 Casting Time: Special
 Area of Effect: Special
 Saving Throw: None
 Author: William T. South <tsouth@netcom.com>

This powerful spell was researched by the Lord of Telnorne. It is actually used to create a magical rod (3 feet long and 1 inch in diameter) that projects a continual zone of increased magical potential in a spherical area of effect equal to a radius of 1 yard per level, extended outward from the rod in all directions. This spherical zone makes magic function at its utmost effectiveness, normally. But, it can be used to travel to planes with reduced magical factor ratings (MF) while keeping an MF rating of 0 within the area of effect. On planes with an increased MF the spell simply allows all spells of ninth level or less to work optimally. The zone will permeate any area which is not totally enclosed in a lead casing or protected by an *anti-magic shell* which withstands the *dweomer*.

All *anti-magic shells* or effects that come within the zone react as if a *dispel magic* is cast upon them each and every round. Every round the two areas interact the anti-magic zones have a chance of dispelling as though a wizard of four levels higher than the wizard were trying to *dispel magic* against them. On planes with a negative MF rating, everything within the area of effect operates as though the MF rating were 0. So, someone with a *ring of flying* could fly within the zone, but exiting it would cause them to drop like a rock! On a negative MF rating plane, *anti-magic shells* are dispelled at the normal level of mastery or the wizard and all spells cast by any class of characters, whether native to the plane or not, operate at a normal MF rating of 0.

The spell's duration (from activation of the rod) is equal to a base 1 day per level in a prime material plane with a MF rating of 0. On negative MF rating planes, the duration is calculated as the total number of whole days left for the rod to operate divided by the result of the MF rating multiplied by -1. For example, a 20th-level wizard activates the rod and hurriedly enters a gateway to an alternate prime material plane with a MF rating of -5 (since the spell must be initially cast on a plane with a MF rating of 0 or better). The duration would be determined thus: $20 / (-5 \times -1) = 4$ days. But, if the wizard had operated the rod (for more than 1 turn) before entering the gateway it would have lost a day's duration and be calculated as: $19 / (-5 \times -1) = 3.8$ days = 91.2 hours = 547.2 turns = 5,472 rounds. If the wielder had travelled to a plane with a MF rating greater than 0 the spell's duration would be calculated as the base duration multiplied by the MF rating of the plane.

Whenever the rod changes alternate prime material planes (even if they both contain the same MF rating) its duration is recalculated with the current remaining days of operation left used as the base for determining the duration of the spell (disregard any remaining duration that does not equal a day or more in length). If the rod travels from a positive MF rating plane to a negative MF rating plane the rod is totally disrupted in the transferral as though the spell had ended, and vice versa. Dispel magics will only affect the rod for

one single round unless they are cast by a demi-power, lesser power, or greater power, in which case a successful *dispel magic* will cause the device to become disrupted as described below.

The rod is the only material component of this spell. It is made from the purest mithril and rune inscribing agents (costing at least 7000 gp). Then, 9 deep blue amethysts (1000 gp each) are inset to the side of the rod among the various runes of power, and a large sapphire (1000 gp) is affixed to the top. Once the rod has been fashioned (2 months creation time minus 1 day per level of wizard working on the inscribing of the runes down to a minimum of 1 month) this spell can be cast upon it, empowering the rod with enormous magical potential. From this point, the rod remains dormant until its power is activated by speaking the proper command word and willing the rod to function. Until the rod is activated the casting wizard loses a single 9th-level spell casting slot because of the bond that he has established with the rod's dormant power. While this spell could be inscribed onto a scroll it would still require the rod as a material component and the wizard who inscribed the spell would not regain the spell slot until the potential of the scroll was released through copying it into a spellbook or casting it onto the rod and activating the rod (note: an apprentice may be used to inscribe the runes upon the rod freeing the learned master to further research).

Although almost any sentient creature may utilise the rod, in the hands of the original wizard it will convey a personal magic resistance equal to his level of experience (and cumulative to any other magic resistance he may be employing). On any prime material plane the rod will also act as a *rod of striking*, conveying a magical +3 to-hit bonus and striking for 3d6+3 points of damage per round. The rod may only strike once in any melee round no matter if the creature wielding it is capable of multiple attacks with weapons. During the last turn of the spell's duration the rod will begin to hum extremely loudly (hearable in a ½ mile radius. During the last round of the spell's duration the rod will glow with extremely powerful magical electricity, causing 1d20 HP of damage to all that touch it, per tenth of a round of contact. In the last round it will flash with a bright light (causing all in the zone to save versus rod, staff or wand, or be blinded for 1d20 rounds) and then cease to function. This last burst of energy transmutes the mithril rod into pure lead, causes the runes to dissolve, and transforms the 10 gems into a useless powder.

Selective Mordenkainen's Disjunction (Abjuration)

Range: 10 feet per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1 round
 Area of Effect: One person or object
 Saving Throw: Special
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell has almost the same effect as a *Mordenkainen's disjunction*, but it functions only on one lone object (not carried by a person) or one person (and up to one object per level). The caster can choose whether to affect the whole person or only one or more objects carried by the person. If objects are to be affected, the caster has to be able to recognise them for what they are: a *ring of fire resistance*, a *pair of bracers of defence*, +2, or something likewise. If the object is not what the caster believes it to be, he just reduces the part that he believes the item to be — if the item fails two saving throws: the first saving throw is the normal saving throw as described within the ordinary *disjunction* spell; the second is an additional saving throw at double the level of the item as it was not what was tried to be disjoined. Any spells are completely disjoined as in the ordinary *disjunction*. If a lone object (not carried by a person) is to be disjoined, it only gets the normal saving throw, even if the caster does not know what its purpose is. What is actually disjoined and what remains is determined in the same way as in the normal 9th-level spell.

The material component is the trunk of a disenchanter which is embalmed with the oils from a hazelnut tree from a magic dead area and lined in linen made from plants from a different magic dead area.

Shade Transformation (Alteration, Illusion)

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 week
 Area of Effect: The caster
 Saving Throw: None
 Author: Keith Taylor <ktaylor@phoenix.cs.uga.edu>

This was researched by Darklight in order to recreate the fabled transformation of a mortal into undying shadow-stuff. It was seen as an alternative to a *potion of longevity* (which is difficult to make) or lichdom (which brings the stigma of undead onto oneself). The experiment was successful, as this spell attests.

The spell is highly difficult to cast, taking a full month of preparation (involving rare and dangerous components) before casting, and an entire week to cast (the caster might have to take precautions not to fall asleep during the casting). It irrevocably changes the caster of the spell into the type of creature known to men as a shade (see the *Monster Manual II*).

The body of the caster is infused and altered with shadow-stuff from the plane of shadow. This process permanently incurs a psychological weakness in the caster, amplifying some trait which formerly existed into a true downfall. This may not actually cause the shade to be incapable of happiness or meaningful existence, but it does add an element of the tragic into their nature.

The wizard may continue to advance in levels after becoming a shade, but will probably be more comfortable living on the plane of shadow. The wizard gains all the powers and vulnerabilities of a shade, including becoming immortal unless slain.

This process costs anywhere from 10,000–60,000 gp, and involves the heart of a shadow dragon, cloaker blood, and phase spider venom. It is not an evil process, but the shadowphilic nature of shade-life is not appealing to a truly good creature. It is best suited for neutral (or evil) beings. The shadow-mage Darklight has undergone this process, and has lived for several centuries as a shade, during which time most of his spell research has taken place.

Sheets of Acid Fumes (Evocation)

Range: 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 7
 Area of Effect: 50-foot radius
 Saving Throw: ½
 Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

This spell is a super *acidball* which inflicts 1d6 HP per level of the wizard to all within a 50-foot radius. The material component is a black dragon scale. The saving throw is made at –4.

Sheets of Electricity (Evocation)

Range: 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 7
 Area of Effect: 50-foot radius
 Saving Throw: ½
 Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

This spell is a super *ball lightning* which inflicts 1d6 hit points per level of the wizard to all within a 50-foot radius. The material component is a blue dragon scale. The saving throw is made at –4.

Sheets of Fire (Evocation)

Range: 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 7
 Area of Effect: 50-foot radius
 Saving Throw: ½
 Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

This spell is a super *fireball* which inflicts 1d6 HP per level of the wizard to all within a 50-foot radius. The material component is a red dragon scale. The saving throw is made at -4.

Sheets of Force (Evocation)

Range: 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 7
 Area of Effect: 50-foot radius
 Saving Throw: ½
 Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

This spell is a super *forceball* which inflicts 1d6 HP per level of the wizard to all within a 50-foot radius. The material component is a stellar dragon scale. The saving throw is made at -4.

Sheets of Frost (Evocation)

Range: 10 yards per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 7
 Area of Effect: 50-foot radius
 Saving Throw: ½
 Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

This spell is a super *iceball* which inflicts 1d6 HP per level of the wizard to all within a 50-foot radius. The material component is a white dragon scale. The saving throw is made at -4.

Shockwave (Invocation/Evocation)

Range: 0
 Components: V, S, M
 Duration: 1 round
 Casting Time: 9
 Area of Effect: 100-yard radius
 Saving Throw: ½
 Author: Jason Riek (Karaieth) <jriek@shs.mv.com>

This spell sends a high energy tremor through the ground in a circle surrounding the wizard. All creatures on the ground at the time of casting are affected. The *shockwave* causes 10d6+10 damage (save for half). In addition, all creatures with fewer than 4 legs are automatically knocked down. Creatures with 4 or more legs can make a Dexterity check (or save versus death magic for creatures with no dexterity) to keep their feet. All creatures are stunned for 1d6 rounds, and wizards and priests may not cast spells for 1d6 rounds after that. Creatures who save are stunned for 1 round, and may cast spells 1d4 rounds after. The material components of this spell are earth elemental remains and a shard of a tree struck by lightning.

Sillvatar's Dragon Breath (Conjuration/Summoning)

Range: 10 feet per level
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 9
 Area of Effect: Special
 Saving Throw: Special
 Author: Allan J. Mikkola (Sillvatar) <allanm@vulcan.med.ge.com>

This spell conjures a dragon head similar to that created by *Sillvatar's dragon bite*; however, instead of bite damage, the wizard may direct the head to make a single, instantaneous breath attack. The dimensions and composition of this breath attack are as per the dragon the material component is from. The damage inflicted by this attack is equal to an attack from the appropriate dragon, of age category 1d6 (determine age randomly). For example, if a red dragon is the source of the material component for this spell, and a 4 is rolled for the age category, the breath attack takes the shape of a 90×5×30 feet cone of fire, and inflicts 8d10 points of damage. All victims must save versus the worst of spell or breath weapon to receive only half damage; possessions are treated as if they had been hit by the actual corresponding breath weapon (if the victim's saving throw was successful, possessions are not affected).

The material component for this spell is the heart from any type of dragon; this component is consumed when the spell is cast.

Sillvatar's Superior Summons

(Conjuration/Summoning)

Reversible

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 2 turns (casting time of 5 to trigger summons)
 Area of Effect: Special
 Saving Throw: None
 Author: Allan J. Mikkola (Sillvatar) <allanm@vulcan.med.ge.com>

The caster of this spell is able to summon to his aid one or more pre-chosen individuals; the creatures to be summoned must be chosen at the time the spell is cast and must be willing to receive the summons. The total number of levels or Hit Dice of the individuals summoned must be equal to, or less than the level of the wizard.

When the spell is initially cast, the wizard must follow a set procedure for each person or creature summoned: first the individual must be marked with *wizard mark*; this must then be made permanent through the casting of a *permanency* (to prevent the mark from wearing off). Finally, the *superior summons* is cast; this entire process takes two turns, plus the casting times of the other two spells. Each recipient must be marked by a separate *wizard mark*, but a single casting of *permanency* and *superior summons* will suffice. These marks are visible only to the wizard and the recipient (although a *true seeing* or similar magic will reveal them) and will remain until dispelled or the spell is triggered.

When the wizard wishes to trigger the spell, the final incantations are uttered along with the names of each of the recipients (this has a casting time of 5). The summoned individuals will appear anywhere within 100 feet of the wizard, as desired. The individuals to be summoned must be on the same plane as the wizard when the spell is cast (triggered) or they cannot answer the summons.

The reverse of this spell, *Sillvatar's superior sending*, will send the marked individuals to a pre-chosen location (a separate location may be chosen for each recipient). The result is similar to *teleport without error*, but with a separate location for each recipient. The same procedure must be followed as for the *superior summons*, and since the *wizard mark* disappears when the individual is summoned, multiple castings of this spell, as well as the *wizard mark* and *permanency*, are required to send summoned creatures back to where they came from.

The material component for this spell is a diamond worth at least 500 gp for each individual to be summoned. These diamonds are powdered and sprinkled on the *wizard mark* (this fulfils the component requirements for the *wizard mark* as well).

Spellcrystal IX (Conjuration, Invocation)

Range: 0
 Components: V, S
 Duration: 9 months + 2 months per level
 Casting Time: 9 rounds
 Area of Effect: One crystal, worth at least 900 gp
 Saving Throw: Special
 Author: Kris <simonis@stpc.wi.leidenuniv.nl>

Except as noted above, this spell is the same as the 1st-level wizard spell *spellcrystal I* (q.v.).

Sphere of Annihilation (Evocation)

Range: 40 yards
 Components: V, S, M
 Duration: Permanent
 Casting Time: 12 hours
 Area of Effect: 2-foot diameter sphere
 Saving Throw: None
 Author: Unknown

This ancient and arcane spell was first found in the Libram of Tel' Aknus the Mad. It is used to create a sphere of annihilation. The wizard must prepare a special magical device, which costs 15,000 gp to construct, to house the energies required to bring the sphere into existence. The construct is made of the rarest of ores, adamantite, and requires a full year of work by a master smith to fashion. A master alchemist must then fuse ten vials of essence of platinum, ten vials of essence of gold, and ten vials of essence of silver, in this order, into the construct (which looks something like a giant spider when finished). This will take two weeks per vial and the chance of success is equal to the alchemist's chance of creating said essences (checked for each vial fused to the structure) and any failure means that the entire structure has been transmuted in the metal of the current essence which is being fused into the construct.

Then the casting procedure can take place. It consists of a highly ritual ceremony requiring a black pearl of at least 1 foot in diameter being placed inside a magic circle and then calling forth the various magics of the planes to instill the pearl with anti-planar power of a sphere of annihilation. The spell then temporarily doubles the current hit points of the casting wizard as it starts. Every hour of casting time instills the pearl with more and more power. At the end of every hour's casting the wizard must roll a successful saving throw versus death magic which is unadjusted by any means other than his current level of mastery. If successful, the casting continues for the next hour. If unsuccessful, the wizard takes 1d20 points of damage for an unsuccessful hour of casting and the casting time is extended for another hour. The spell will only be successful if 12 hours of continual casting is completed. Remember that if the spell is successful the wizard must still attempt to bring the sphere under his control. This spell in no way gives any special bonuses for control attempts.

If the wizard is reduced to zero hit points the pearl disappears (in a harmless, but spectacular flash of light) and his Strength and Constitution are reduced to 1 and he is thrown into a coma, losing knowledge of all spells currently memorised. These statistics and normal hit points are regained at a rate of 1 point per day of total rest unless some form of magic is used to increase healing. Until the wizard reaches half of his original Constitution score he is extremely susceptible to diseases and will take 4 times the amount of damage a disease would normally inflict. When half of his original Strength is restored, he may save versus spell each day to see if he comes out of the coma. Failure means that he remains in the coma. Once the wizard comes out of a coma he will be in a ravenous state and will not be able to regain spells again till he has eaten and rested for as many days as he was in the coma. Success or failure notwithstanding, this spell will always destroy the construct and the pearl used as the material components. If the spell is successful, the construct and pearl are sucked into the sphere, and if unsuccessful, the construct crumbles into a useless crystal substance and the pearl disappears as mentioned above.

If the wizard is physically touched during the casting of this spell by anything, including the power of another magic, and sustains damage which subtracts from his hit points or any ability score or level, the pearl will explode in a force of magic dealing out damage equal to 1d20 per hour of casting time that has passed (rounded down) in a radius equal to 10 yards per hour of casting time that has successfully passed (again, rounded down and a unmodified saving throw versus spell will allow anyone in the area of effect to save for half damage). Also, when this happens the extra hit points disappear (if they are still present) and the wizard takes damage from his normal remaining hit points. Death by this explosion means that the body has been disintegrated, ruling out *raise dead* or *resurrection* for bringing the victim back to life.

Square the Circle II (Alteration, Conjuration/Summoning, Metamagic)

Range: 0
 Components: V, S, M
 Duration: 3 rounds per level
 Casting Time: 2 rounds
 Area of Effect: The caster
 Saving Throw: Special
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell has a similar effect as *squaring the circle* from the *Tome of Magic*. It can be used to affect any spells cast during the duration of this spell. These spells (if they have an area of effect) can be shaped, cut in size, folded, cubed, "sphered", or changed in any possible way, as long as the total area of effect is not increased from its original size. Thus, it would be possible to change the effect of a fireball into a long cylinder of hooked together 10-foot cubes (up to a maximum of 33 of such cubes). If desired, the area of effect of (for example) a *reverse gravity* could be stretched into a pencil thin but probably hundreds of yards long boundary for a field so that mice and almost all other rodents could be kept out or killed (as they would still be catapulted approximately 10 yards per second into the air to fall to their deaths once they stepped into this area of effect, whereas a fast moving human would "fall up" only a few feet before returning to mother earth. Any spell effect which has an area of effect other than personal or caster or those specifying a certain amount of creatures can be changed as desired as long as it is a single continuous area of effect.

The material component is a block of sandstone which has been stoneshaped into a most bizarre form which always has to be different from any previous one used by the caster. Each form must somehow have to do with infinity. Afterwards it has to be changed by a *polymorph any object* spell into a diamond in that specific form. As this normally does not last longer than a few hours, it cannot be used very often (or the caster must have unlimited access to polymorph any object spells).

Staff of Smiting (Alteration, Enchantment/Charm)

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 day
 Area of Effect: Hazel staff touched
 Saving Throw: None
 Author: Jim Vassilakos <jimv@ucrmath.ucr.edu>

This spell creates a magical staff. First, a thaumaturge must find the finest wood of a hazel tree and fashion it magically into a wizard's staff. The staff must be then dipped in serpent's venom and touched by a dragon's breath. Then, it must be enchanted and sprinkled with mithril dust. The staff thus created will be capable of striking at +3 to-hit for 1d6+3 HP twice per round. Once per day it may strike as a venomous weapon, doing double damage for the attack and causing the victim to save versus poison or suffer the effects. The staff may also attack for 10d6 with the breath of the dragon which imbued this magic, however, this attack destroys the staff.

Stanza's Kiss of Immortal Despair (Alteration, Necromancy)

Range: 0
 Components: S, M
 Duration: Permanent
 Casting Time: 1
 Area of Effect: Creature touched
 Saving Throw: None
 Author: A.C. <ac001@freenet.carleton.ca>

This spell inflicts the victim with the sexual disease or sexual insanity of the caster's choice, until cured by a *cure disease* performed by a priest of a good aligned god and of higher level than the wizard who inflicted the disease. While the victim suffers from the disease, the spell prevents him from being killed by it, or in fact by anything, be it a sword, a fire, another disease, or a blow to the head. Should the victim drop below 0 hit points, he will become immobile but remain conscious.

He will be incapable of performing any actions until he is healed above 0 hit points. Dropping below -10 hit points will not kill him. He regains no hit points from resting if he is below 0, his body is too battered to heal itself and only magical or herbal healing will help him. The material component of this spell is a corpse that has rotted for at least a week.

Summon Cissaldan (Conjuration/Summoning)

Range: 30 yards
 Components: V, S
 Duration: Special
 Casting Time: 9
 Area of Effect: Special
 Saving Throw: None
 Author: Morgan Blackheart of the Chaotic Realm <ecz5tan@mvs.oac.ucla.edu>

As in Harlan Ellison's short story *How's the Night Life on Cissalda?*

The casting of this spell will cause an interdimensional connection between the world of the spell caster and the alternate world of the Cissaldans. The utterance of this spell attracts one Cissaldan which will come through the connection and attack whomever the spellcaster directs the spell against.

The recipient has an immediate desire to "do a disgusting thing with a disgusting thing" and will fall upon the Cissaldan with much vigour. The recipient will not be able to do or say anything else since his or her complete concentration is centred on the Cissaldan. The two will continue to copulate until the recipient dies of starvation. There is no known way of separating someone (or something since the Cissaldans do not discriminate in any way) from a Cissaldan until the recipient dies. After the death of the spell recipient, the Cissaldan will return to the world from which it came.

Cissaldans are described as having two penises, two vaginas, and are physically disgusting to look at. They, however, love to make love so to speak, and can physically adapt to any sexual physiology.

Surge's Planar Conduit (Alteration, Evocation, Summoning)

Range: 0
 Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 5
 Area of Effect: The caster
 Saving Throw: ½
 Author: The Warlord of Heaven <fsmtw1@alaska.bitnet>

Upon casting this spell, the caster opens up a "personal" *planar rift*, within his own body. The caster can choose any plane that he is aware of and has material from or related to (eg., a *potion of healing* would work to connect to the positive material plane). This material is considered to be the material component of the spell, and is consumed in the casting.

He may then emit energies from this plane at 12d6 damage. After a month of practice with this spell, the caster learns to duplicate planar phenomena on the prime material plane. This could mean: a wizard connects to the plane of fire regularly, and after a month of practice he can cause fields to explode into fiery combustion at will (see the *Manual of the Planes* for planar phenomena).

This spell is about as "trademarked" as it could possibly be non-legally: only Surge, the gold dragon Nexus, and Elminster know of it in the Forgotten Realms (both are good spell trading buddies). But, seeing that eight of Surge's spellbooks have taken to the wind, go ahead, make it about as rare as *wish*.

Symmetry (Evocation)

Range: 0
 Components: V, S
 Duration: Instantaneous
 Casting Time: 3 hours
 Area of Effect: 10-mile radius sphere
 Saving Throw: None
 Author: Unknown

This spell is composed of two 9th-level spells which have to be cast simultaneously. It creates, within a 10-mile radius, a condition in which the *symmetry* between the physical interactions which prevailed at the time of the big bang is restored. Everything within the 10-mile radius is instantaneously gone regardless of magic resistance, god or artifact status etc. Everything for a couple of hundred miles around gets burned, vaporised, melted etc. Note that, like *nuke*, this spell has a range of zero, so use of *long-range carrier* is advised.

Tabra's Dragonshape (Alteration)

Range: 0
 Components: V, S
 Duration: 1 turn per level
 Casting Time: 9
 Area of Effect: The caster or one person touched
 Saving Throw: None
 Author: David Campitelli <r3dac1@akronvm.bitnet>

This spell allows the caster to assume the form of any dragon the caster has personally seen. It grants all powers and abilities of that dragon type. Spells can be cast while in dragon shape and take no material components. Items are still in effect while in dragon shape (if they are activated before the change or are continuous) after the change only items that be activated by altered speech and manipulative with claws can be used. The change is instantaneous and affects the person as a heal spell, but the hit points gained remain only while in dragon form. Changing back returns half of any hit points lost while in dragon form.

After using this spell several times Tabra has gained the reputation of being a gold dragon in disguise as a human.

Telnorne Force Layer (Evocation)

Range: 10 yards
 Components: V, S
 Duration: Permanent
 Casting Time: 1 hour
 Area of Effect: One 10-foot long square
 Saving Throw: None
 Author: William T. South <tsouth@netcom.com>

This spell is a highly improved version of *wall of force*. It is used to create a barrier which cannot be penetrated by any known spells or forces in the multiverse, including major powers, avatars, devils, or demon princes.

The casting time of 1 hour is standard, but the wizard must also spend a hour in contemplation, reviewing diagrams or charts of the area or object to which the *force layer* is to be attached when memorising the spell. *Force layer* may cover an area of up to 10x10

feet, and must be attached to a localised gravity: either an object, a structure, or an area. Once cast, only spells of *wish*-like power may affect the force layer.

Limited wish will affect the *force layer* as a half-strength *dispel magic*; *alter reality* will affect the *force layer* as a $\frac{3}{4}$ strength *dispel magic*, and *wish* will affect the *force layer* as a full strength *dispel magic*. The *force layer* may be attached to moving objects, but only those which are of one piece and move in conjunction to something else. For example, a chest (with hinges) could be covered, but the chest would still need to have a break within the spell effect, so only the top or the bottom of the chest would be affected. Placing the spell on a wagon would effectively make the wagon indestructible, but the wagon would never again roll since the wheels are now locked in place. But, if the wheels alone (and possibly the axle if the wizard was inventive) were protected the wagon would still roll. Of course, after the wheels eventually rotted away in a few years the spell area would still be in effect and invisible wheels would still roll.

When this spell is cast on the prime material plane the area of effect extends into the astral and ethereal planes, although the force layer will still be invisible. Nothing will stick to the *Telnorne force layer* except for another force layer which is attached to a previously cast one. Paint, dust, and powders will simply roll off its surface. Only *dust of appearance* will stick to the force layer, and then only for 1d10 rounds.

Time Reaver (Alteration, Enchantment, Evocation)

Range: 10 feet
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1 hour per year
 Area of Effect: One person per 10 levels
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell actually sends characters back or forward in time. They can actually affect the flow of time as they have been merged with it by the power of this spell. The characters can travel back or forward up to one year per hour of casting time devoted in the casting. The casting time has to be continuous, and may not be interrupted. As the time a normal character can cast spells continuously isn't very long, this means that not too many years can be spanned with this spell. If one the other hand the character does not have to eat, drink or rest quite impressive times can be spanned.

The material components for this spell are:

- one bone from every magically inclined race on the planet no matter how old — even if extinct;
- the sacrifice of a fully charged *staff of the magi* which has to be broken apart (yes, roll for your survival, if you don't survive this the spell fails completely);
- the creation of something utterly and completely new which has never been used or created before, costing no less than 1000 gp per year to be travelled in time (this item has to be useful and not complete bogus); and
- the life of the caster (the caster is completely annihilated including body, soul and spirit, so that not even gods can *resurrect* or *reincarnate* him).

Thus, this spell is not cast very often by the same caster (actually, it is cast only once by a caster). And most casters are rather reluctant to cast it.

DMs: be careful with this spell. It gives your characters *very* much power, if they can think of the way to circumvent the last material component. They could create for themselves quite some fortresses, if they are smart, and they can defeat almost every opponent by going back in time to his birth and killing him then — or (much better) by turning them into an agent for themselves). So be careful who you allow this spell to have.

Trade Life (Necromancy)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 round
 Area of Effect: One weapon
 Saving Throw: Negates
 Author: The Warlord of Heaven <fsmwt1@alaska.bitnet>

This spell can be used to enchant a weapon. This weapon must be used within one day after the casting. The caster must kill a victim with not more than one blow from this blade, where upon the enchantment of the spell on the blade will suck the life into the blade. The weapon may then be plunged into the breast of a dead creature to restore life to that one. A maximum of 5 levels or Hit Dice will be transferred from the victim to the beneficiary. The victim's dead body then either rots away (when he still would have had one or more levels left), or explodes. The material component of this spell is a dagger of at least +3 enchantment.

Transformed Spellcasting (Alteration, Enchantment/Charm, Metamagic)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 1 turn per spell level
 Area of Effect: The caster
 Saving Throw: None
 Author: Kai Rottenbacher <c/o uwagner@orville.zdv.uni-mainz.de>

This spell allows a caster the possibility to cast spells while being in a transformed state. The spell provides one spell level per two caster levels with which to cast spells from the transformed state. The spell lasts until all spell levels are used up. It is possible to stack this spell up to 2 spell levels per caster level. The requirements to be able to cast spells are simple: the components of the spells which are to be cast from the transformed state are still required. That means that the transformed shape still requires vocal and somatic capabilities, if these components are in the spells to be cast. The components don't have to be done in the usual manner; the spell provides the necessary changes. Thus, a wizard might polymorph into a bluebird (incorporating his bag of material components into the body), fly across the opponents camp (moving his wings a lot) and chirping a lovely song (actually saying the vocal component) and suddenly drop a *fireball*. A flea might not be such a good shape as it lacks both the verbal and the somatic requirements, but if they can be provided for, well... you might get some really dangerous fleas hopping around in the future.

The material component is a tiny but very life-like statue of the caster (rendered from a single diamond) which has to have a fully moveable mouth, fully flexible hands and fingers, and an openable bag on its belt. Into this bag have to be filled one drop of fresh blood from the caster. This statue has to cost no less than 5000 gp per maximum possible spell level.

True Aura (Evocation)

Range: 0
 Components: V
 Duration: 1 hour per level
 Casting Time: 9
 Area of Effect: The caster
 Saving Throw: None
 Author: François Menneteau <mennetea@acri.fr>

This spell creates a bright aura three inches thick that covers the caster's entire body. The aura has these effects:

- immunity to light- and energy-based attacks;
- a total protection from physical attacks by creatures of the quasi-elemental planes of radiance, lighting, and minerals;

- the ability to breathe and move at full movement rate within the quasi-elemental plane of radiance;
- the ability to cast *altar of protection* once.

The aura does not restrict the caster in any way. He is free to move and act normally while under the influence of this spell.

Tyvek's Indestructible Cover (Abjuration)

Range: 0
 Components: V, M
 Duration: 1 round
 Casting Time: 1
 Area of Effect: The caster
 Saving Throw: None
 Author: The Warlord of Heaven <fsmtw1@alaska.bitnet>

This spell requires a scrap of elven chain mail. It conjures into being a body shaped force shell that can resist any one attack. Its weakness is its short duration. Normally, it's used to avoid an apparent death blow. It would allow the wizard to take a boulder to the head and live, or hold up a collapsing ceiling for one round. No spell can penetrate it, and dispel magic is ineffective. *Spellstrike* is the only other known attack that would work, but who memorises *spellstrike* anyway but other abjurers.

Uldark's Ultimate Summoning

(Conjuration/Summoning)

Reversible

Range: 10 yards per level
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 9
 Area of Effect: Special
 Saving Throw: Special
 Author: Allan J. Mikkola <allanm@vulcan.med.ge.com>

This spell is Uldark's response to his friend Sillvatar's *superior summons* (q.v.); it is not as powerful (in terms of levels) as Sillvatar's spell, but is more versatile, and requires less preparation time. This spell allows the wizard to summon any creature of the wizard's choice; only one such creature may be summoned per casting of this spell, and the summoned creature's Hit Dice may be no more than two thirds the wizard's level (drop fractions). A certain species of creature may be specified in the summoning (or in the case of an adventurer, class and level), but a specific individual may not be called; for example, the wizard may summon a 12th-level paladin, but may not summon a specific paladin by name.

The summoned creature appears anywhere within the spell's range as directed by the wizard. If a good wizard summons an evil creature (or if an evil one summons a good creature) both the creature and the wizard must roll a saving throw versus spell. If the wizard succeeds and the creature fails, the spell proceeds normally; if the wizard fails and the creature succeeds, the creature will attack the wizard immediately; if both fail, the creature ignores the wizard (the wizard may still attempt to gain control of the summoned creature via some other magic).

Of course, since Sillvatar's spell is reversible, Uldark felt his should be as well. The reverse of this spell, *Uldark's ultimate banishment*, sends the previously summoned creature back to its place of origin. This will only work on a creature who was previously summoned by this spell. If the creature fails a saving throw versus spell at -4, it is immediately sent back to where it came from.

The material component for this is a ruby, diamond, or emerald worth at least 800 gp. The gem is consumed with the casting of the spell.

Whisper's Archomental Summoning

(Conjuration/Summoning)

Range: 60 yards
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 9
 Area of Effect: Special
 Saving Throw: None
 Author: Robert Johan Enters <whisper@wpi.edu>

This powerful spell summons an archomental. One of the great rulers of domains in the elemental planes. These creatures have all powers of the elemental of their plane, are 36 HD, and have the following additional powers and improvements: an Armour Class of -6, number of attacks 4, damage per attack 6d10, special defence: need weapon, +5 or better to hit, special attacks are at 10 times normal effectiveness (ten times more damage, greater area of effect, etc.). These creatures are extremely resentful of being summoned, and though forced to do the caster's bidding, will remember the caster in times to come. Should the caster ever visit the elemental plane of an archomental he once summoned, he should be in for a lot of trouble, and will be under continuous attacks by vengeful followers of the elemental ruler.

The type of elemental summoned depends on the material component used. For the fire archomental, burning rare woods of 50,000 gp or more; for the water archomental, a basin filled with *sweetwater* potions (at least 20 potions worth are needed); for the earth archomental, gems in excess of 50,000 gp are needed, and finally; for the air archomental, 50,000 gp worth of rare perfume or incense is needed. These material components can form a great obstacle, especially those for the fire archomental summoning, as sometimes great quantities are needed. To be able to carry around the material components would require the most special and rare woods and incense (etc.) indeed, and the finding of these substances could almost be an adventure in and of itself.

Whisper's Devilish Army (Conjuration)

Range: 10 feet
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 1
 Area of Effect: Special
 Saving Throw: None
 Author: Robert Johan Enters <whisper@wpi.edu>

This powerful summoning spell causes the appearance of a full company of 20 spined devils (see the *Monster Manual II*), commanded by a barbed devil. This spell should only be cast by a wizard who is truly evil. If the caster is lawful evil, the creatures will obey the wizard unhesitatingly, if the caster is of another form of evil, they will still obey commands, but unwillingly, and have a 5% cumulative chance of turning upon the caster per devil that is killed in action while under the influence of this spell (this is per spell use, i.e. every new spell this starts at 0% chance).

Should this spell be cast by a neutral or good caster, the devils will immediately attack their summoner. They will fight until the barbed devil is slain, upon which the rest *gates* back to hell. The spell comes with one small problem. The devils will remain even after the spell duration is ended, they merely are no longer forced to do the summoners wishes (only if the leader, that is the barbed devil is still alive).

If the summoner is lawful evil, the devils will be neutrally disposed toward the caster, and will do whatever the DM wants them to do (leave, go rampage the countryside, whatever). However, they will be inclined to bargain with the summoner. Thus, if the caster wishes further services out of the devils, he will have to offer something (gold or gems are not accepted, only magical items, knowledge useful to their arch-devil masters, etc.). If the caster is another form of evil, he may have to bargain for his life. That is, the devils will attack the summoner unless appeased with gifts, similar as for lawful evils

asking for further services. The material component is a barb or teeth of a barbed devil.

Whisper's Malicious Elemental Gates

(Conjuration/Summoning)

Range: 20 yards + 2 yards per level

Components: V

Duration: Special

Casting Time: 3

Area of Effect: One gate

Saving Throw: Special

Author: Robert Johan Enters <whisper@wpi.edu>

This spell is similar in construction as *Whisper's dicey healing gate*, but this spell is tailored towards the various elemental planes. During the casting, the caster must decide to which elemental plane he wishes to open the gate. The gate will appear inside the target creature, and do horrid damage within the being. The spell is of such power, that only creatures of more Hit Dice or greater Intelligence than the caster get a saving throw versus the effects. The caster can maintain the gate for a period of time equal to one round per five levels. During this period, if the target did not receive or failed its saving throw, the creature will be assaulted by the element of the gate. The different elements will have different effects on the affected.

- The element of fire will burn the creature for 4d10 HP damage per round of exposure. Besides that, the creature is forced to make a saving throw versus breath weapon once per round of exposure or die instantly from the heat shock.
- The element of water will force the creature to make both a system shock roll and a saving throw versus poison once per round of exposure. Failing the saving throw causes the creature to be paralysed for 1d4 rounds per failed saving throw, and a failure of a system shock will cause the target to die instantly.
- The element of earth will cause internal physical damage at 3d10 HP damage per round of exposure, and cause the creature to make a system shock roll once per round of exposure, failing which the creature will die instantly.
- The element of air will cause delirium due to the superfluous amount of oxygen inhaled. The affected creature must save versus breath weapon each round of exposure, or become drunk and delirious, passing out for 1d4 rounds per failed saving throw. The creature must also save versus poison on the third and each subsequent round, or be afflicted with a permanent insanity.

Whisper's Nefarious Spell Crystal Summoning

(Conjuration/Summoning)

Range: 60 yards + 10 yards per level

Components: V, S

Duration: Special

Casting Time: 2

Area of Effect: Special

Saving Throw: Special

Author: Robert Johan Enters <whisper@wpi.edu>

This spell creates a gate to one of the outer planes, and calls forth a spell crystal, which is subsequently shot at the target. A spell crystal is the physical manifestation of a summoning spell on the outer planes. Upon touching it, the target is automatically transported to the spot from where the original summoning caster was trying to summon some creature from the outer planes. This particular spell is tailored towards the lower planes, thus the creature successfully hit by the spell crystal will most likely end up under the control of some wizard who is attempting to summon a demon or devil for some dark purpose. The original purpose of the conjuring spell that created the spell crystal before it was plucked away by the casting of this particular spell should be up to the DM, and could be almost anything, limited only by the imagination of the DM.

There is no saving throw against the effect of the spell itself, though magic resistance could possibly negate the effect. However, there is a saving throw to see whether the target individual can

dodge the spell crystal. A successful Dexterity check is needed with a -10 penalty. If the target is missed, the crystal will fly on to hit another target, if another target is available. If hitting a wall, the crystal could bounce and hit other bystanders, including the caster of the spell. The DM should make a ruling in that case using the rules from the *Dungeon Master's Guide* for missed missiles and grenade-like objects, or whatever reasonably randomized method the DM likes to use to see who gets hit, as the crystal will remain in existence until a suitable, intelligent being is caught.

Even if the target is hit, he will get another saving throw, not to resist the summoning, but to see if he successfully resists the control of the summoning wizard. If making that saving throw, he will still appear at the site of the original summoning, but will not be forced to do whatever the summoner demands (not by the spell itself, that is: if facing some big-ass nasty wizard-type person, you may still want to obey just so he does not decide to kill you, but hey, such is life).

Whisper's Penultimate Death Strike (Necromancy)

Range: Special

Components: V

Duration: Permanent

Casting Time: 1

Area of Effect: Special

Saving Throw: Special

Author: Robert Johan Enters <whisper@wpi.edu>

This special spell, is one that assaults the very core of its targets, both in mind and body. The spell causes all organs in the body to rupture, and the mind to be assaulted by psychic energies, making the mind essentially explode. Those affected will fall to the ground, their minds aflame, their bodies in wracking pain, as one organ after the other ruptures, and finally the mind overloads. The spell can affect all those in sight of the caster in some way or another. Be it through real, physical sight, through the aid of such devices such as a *crystal ball*, or a mental contact through *ESP*, psionics, or other magical or mental abilities. The caster needs be completely aware of where the targets are exactly, and the targets have to be present on the same plane as the caster resides. The spell can affect as many levels or Hit Dice as twice that of the caster. If the caster has other classes as well, these will count towards his level at half effectiveness, rounded down, and be taken into consideration when calculating the target levels (a F17/M19 will count as a $19+(17/2) = 27$ th-level character).

An affected character making its saving throw, will still be in wracking pain, and lose half of its hit points, and will be incapacitated (convulsing on the floor) for 26 rounds minus their Constitution, divided by two and rounded down. Thus, a character with 17 Constitution will be frothing and twisting on the ground for 4 rounds.

An interesting side-effect can be seen by targets who are wizards or priests or creatures who have magical energies stored in some other way (creatures with inherent magic abilities, breath weapons etc.). If they fail their saving throws, during the last seconds before their minds explode, all these energies are released in a single burst. DMs should devise their own effects for this on an individual basis, but the effects should not be anything less than spectacular, extremely destructive, and lethal to anything near the beings so dying.

Tenth-Level Spells

Anti-Magic Cloud (Abjuration, Alteration)

Range: 0
 Components: V, S, M
 Duration: 1 day per level
 Casting Time: 1 round per level
 Area of Effect: One 10×10×5 yard per level cloud
 Saving Throw: Special
 Author: John Nethery and Christopher Solberg
 <nethery@hamilton.csl.uiuc.edu>

This spell creates a large black cloud that drains magic from items, functioning spells, and even the casting ability of wizards and priests. The cloud appears around the spell caster, and will affect him for as long as the wizard stays within the cloud. The cloud will move in the direction of the wind at half the wind's velocity. If the wind pushes the cloud off of a cliff, the black menace will sink, attempting to hang low to the ground. If the cloud is in a location where there is no wind, it will remain in the same location.

The cloud immediately drains any functioning spells of ninth level or less, automatically. No spell casting can take place within its influence, and a spell cast into the cloud will disperse upon entering. No properties from magical items may function within the cloud; be it an *arrow*, *+1* or a *staff of the magi*. Furthermore, the cloud can permanently drain magical items. Magic items are drained as follows:

Base chance of draining	100%
per level of creator	-5%

A draining roll is made for each item for each round that it is within the cloud. There is no "partial draining" for any item; either the item is as magical as before, or it is dead of all magic.

For example, a *sword*, *+3* is brought into the cloud and misses its draining roll; it has become drained of magic and will remain so, even when brought from the cloud. In another example, a *sword*, *+3* that makes its saving throw for a given round is still considered to be non-magical for that round. However, if it were removed from the cloud by the end of the round, it would again be a *sword*, *+3*.

Artifacts cannot be drained, but they do not function within the cloud.

For magical items that may not be completely covered by the cloud (*Daern's instant fortress*, for example), a saving throw is still required for the portion of the item that is still within the cloud. If a portion of a large item is drained, it is up to the DM to determine the outcome; for example, the item might function with only a fraction of its original power or might completely implode.

The cloud affects an activated cube of force as follows: a failed draining roll must be generated for the force field before anything within the cube's protected field, including the cube itself, can be affected.

The material components for the spell are a star sapphire of no less than 5,000 gp in value, and a sanctified silver holy symbol of the primary god of magic.

Barrier of Thoth (Conjuration/Summoning)

Range: 100 yards
 Components: V, S, M
 Duration: 1 hour per level
 Casting Time: 1 round
 Area of Effect: 3 feet per level diameter sphere
 Saving Throw: None
 Author: John Nethery and Christopher Solberg
 <nethery@hamilton.csl.uiuc.edu>

This spell creates a higher-level *wall of force* (q.v.) that is in the shape of a sphere. It is mobile if centred on the caster and immobile if centred on a location.

The sphere is totally impervious to all physical blows, and spells of ninth level and below. It prevents any passage into it by physical, ethereal, or spell means. However, it has no influence toward any force leaving the sphere. Therefore, a *fireball* spell, for example, thrown against the barrier will glance off harmlessly, but a *fireball* may be thrown out of the sphere with normal effect. Creatures with magic resistance are always affected by the barrier.

If the barrier is mobile, and the caster moves, any and all objects that hit the wall are casually pushed aside, regardless of the relative strength of the wizard. Therefore, a wizard armed with this spell, while also under the influence of a *fly* spell, could be a great wrecking ball. It is important to note, however, that if the caster walks along the ground, the barrier will push aside the earth that rests in its path, thus causing the wizard to walk in a trench of ever increasing depth.

The material components are an uncharged cube of force, a 3-inch hollow sphere of mithril, and a sanctified silver holy symbol of the primary god of protection.

Comet Strike (Evocation)

Range: 10 yards per level
 Components: V, S
 Duration: 4 rounds + 1 round per level
 Casting Time: 1 round
 Area of Effect: Twelve 20-foot radius spheres
 Saving Throw: None
 Author: Brian Kozuszek <jp25323@portland.maine.edu>

This spell creates twelve shards of ice. After the casting, the shards start spinning around the caster in tight orbits at tremendous velocity. The shards move with the caster, and will not affect the caster's movement, attacks, or spells. If anyone tries to physically attack the caster, he must make a Dexterity check at -4 for each shard or be hit by a shard. Each shards hits for 4d10 points of damage.

When a shard hits, it explodes into an *ice storm* which causes 3d10 of damage. The *ice storm* does not harm the caster at all: a *globe of invulnerability* protects the person from the *ice storm*, but not from the impact of the shards. As if that was not bad enough, each round the caster can command one shard to spiral out at a target, hitting it and causing an *ice storm* (no to-hit roll needed). See the notes on 10th-level spells in the *Dragon Kings* supplement.

Conduit (Evocation)

Range: 0
 Components: V, S, M
 Duration: Special
 Casting Time: 3 minutes
 Area of Effect: Creature or item touched
 Saving Throw: Special
 Author: August Neverman <gjzlaff@uxa.cso.uiuc.edu>

By means of this spell a conduit to either the positive or the negative material plane is opened (wizard's option, based on his alignment). This channel can be used to infuse another wizard or a magic item with power.

If another wizard is infused, both wizards must make a saving throw versus death magic, at the level of wizard. A failure means both instantly pass out, a critical failure (a roll of a natural one) means death for both. If the saving throw is successful, the recipient can cast spells at triple power and will not forget any spells currently memorised.

For each tenth of a round that the *conduit* is open, the wizard cannot cast spells for one full hour. The wizard may only keep a *conduit* open for one tenth of a round for each point of Constitution plus level he has. Additionally, immediately after the *conduit* is closed, the wizard will fall unconscious for a length of 10 times the time the *conduit* was open.

If the *conduit* is cast into an object, and a *permanency* is added, it doubles the power of the item. In this case, add the levels of the spells cast into the object. The number thus attained indicates the

number of days the wizard is unable to cast spells after regaining consciousness.

The material component for this spell is a small piece of hose.

Create Focus (Enchantment/Charm)

Range: 0

Components: V, S

Duration: 1 week per level

Casting Time: 1 hour

Area of Effect: Object touched

Saving Throw: None

Author: Kris <simonis@stpc.wi.leidenuniv.nl>

By means of this spell, one of the rarest magical items that exist can be created, the *Focus*. This extremely rare and powerful item is capable of holding the energy of any 10th-level or higher spell, which is extremely useful when spell weaving. In earlier days, this item wasn't really necessary, because although physically taxing, spell weaving was still possible. But when the Gods forbade mortal spellcasters the use of 10th-level and higher spells and destroyed most of the Foci, this spell gained much in use because with this spell one could start to tamper with the magic of the Gods.

Note: it is unlikely that a wizard will ever find this spell because it cannot be scribed onto a scroll and most spell books that contain this spell have either been destroyed or lost. So the only way a wizard is ever going to get this spell is through a deity of some kind, which will obviously be unlikely to grant it. Also, he will need an already existing Focus to cast it because this in itself is a 10th-level spell.

Crimson Wall of Lictilon (Conjuration, Necromancy)

Range: 10 yards per level

Components: V, S, M

Duration: 1 turn per level

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: Special

Author: John Nethery and Christopher Solberg

<nethery@hamilton.csl.uiuc.edu>

This spell creates an immobile wall of dark red flame, 20 feet high and 10 feet long per level of the caster. Within the crimson flames of the structure one can see horrible twisted images of evil souls departing the prime material for torment in the abyss. The wall can be shaped in the form of a circle, but not into a dome or sphere.

Anyone, even a creature with magic resistance, must save versus death magic every round they are within sight of the wall or they will flee in fear for one turn. If they are unable to flee, they must save versus death magic every round for the entire turn or become permanently insane (DM's choice as to variety). Creatures that are blind, either naturally or by blind-fold, are unaffected by this function of the spell.

Anyone, even a creature with magic resistance, passing through the wall will be drained for 6d6 points of damage; no saving throw. The hit points can only be recovered by magical means. If an individual survives the draining, he must make a saving throw versus death magic at -3 or be carried with the souls to the abyss; items remain on the prime material.

The caster, and up to one person per level of the caster, are unaffected by the fear component of the spell. However, anyone is affected by the draining and possible planar transport if they pass through the barrier.

Since the wall cannot be shaped into a sphere, it is feasible for a creature to fly over or dig under the wall to attack the caster. However, since the caster will probably be close to the wall anyway, the attacker must continue to make saving throws versus the fear element, regardless of which side of the wall faces the intruder.

Lastly, in the event of a creature being thrown into the abyss upon passing through the wall, there is a chance that something from the abyss will arrive in place of the missing creature:

D100 Roll Creature

01-30 None

31-65 Type III demon

66 Orcus (no, he will not be amused)

67-99 Type IV demon

00 Creature is returned with new, evil soul

The caster has no control over creatures that arrive from the abyss.

The only material component for the spell is a sanctified bone holy symbol of the primary god of murder.

Deity Bind (Conjuration/Summoning)

Range: Special

Components: V, S, M

Duration: 1 month per level

Casting Time: 1 hour

Area of Effect: The caster and one god

Saving Throw: None

Author: John Nethery and Christopher Solberg

<nethery@hamilton.csl.uiuc.edu>

This spell links the life force of the caster with the power of a chosen god. Once the link has been created nothing can break it short of the duration elapsing.

The spell's chance of success is determined by the following:

Category of god	Chance of success
Demigod	95%
Minor god	75%
Major god	55%

The bind offers the following benefits to the caster:

- The caster cannot be charmed, held, or even soul trapped.
- The caster knows all information that comes into the consciousness of the linked god: this is similar to a "divine ESP".
- Spells of higher than third level cast by priests of the "linked god" do not affect the recipient, healing spells included. The bind presents the following problems:
- If the recipient is killed before the spell expires, the god is killed as well.
- If the linked god is killed before the spell expires, the recipient dies as well.
- The recipient permanently becomes the alignment of the linked god; if not already.

Obviously any given god will not want to be bound without appropriate compensation. But if the spell is cast correctly, the chosen god cannot prevent the link. If the spell is successful and the link is established, the god will, of course, do the best they can to keep the spell's recipient alive.

Finally, there are always those religious fanatics who will seek out a god-linked individual to kill them, hoping to eliminate a rival god.

The spell must be cast in a sanctuary of the intended god. The material component is an appropriate symbolic offering to get the god's attention; possibly a rare gem, artifact, or notable sacrifice.

Dimensional Fabrication (Alteration)

Range: Special

Components: V, S, M

Duration: Permanent

Casting Time: 1 day

Area of Effect: 10 yards per level radius dome

Saving Throw: None

Author: John Nethery and Christopher Solberg

<nethery@hamilton.csl.uiuc.edu>

This spell literally transforms a tiny portion of the astral plane into a livable space, or pocket dimension, that is only accessible by one gate. The position of the gate is determined by the location of the wizard at the time of the casting.

When the spell is cast the wizard indicates what style of climate, laws of physics, and laws of magic are desired by the qualities of the first component's plane.

Furthermore, when the pocket dimension is created, it can contain crude unworked structures. Once the plane has been created, other materials can be brought in, along with workmen, to detail and furnish any buildings. There is no limit to the weight that the dimension can hold.

There is no limit to the number of creatures that may dwell there (aside from a lack of physical space), because of a seemingly inexhaustible amount of fresh air. However, plant life will not naturally develop within the dimension, due to the lack of true sunlight. Therefore, food may need to be brought in on a daily basis, especially if the plane is very crowded.

It is impossible to scry into or out of the plane. However, assuming that the plane supports the use of magic, scrying within the plane would be acceptable. The floor and domed walls of the dimension seem to be of the hardest stone and cannot be cracked or broken.

Neither of the traditional ways of dispelling magic will destroy a pocket dimension or the entrance gate; neither a *rod of cancellation*, nor a *dispel magic*. The only two ways that the pocket dimension could be destroyed are: one, if the second component were shattered or disintegrated, or two, a *planar disruption* (q.v.) were to be cast within the plane. Unlike when the *planar disruption* spell is cast on a normal plane, the spell will automatically and utterly destroy the pocket. Regardless, either method is suicide because these methods of destruction are instantaneous if successful, and the culprits would have to be on the plane.

The material components for the spell are a piece of natural stone or soil from an outer plane, a black sapphire the size of a human fist (30,000 gp base), and a sanctified holy symbol from the most major god of the present pantheon.

Ego Invocation (Conjuration/Summoning)

Range: 1 yard
 Components: V, S
 Duration: Permanent
 Casting Time: 1 turn
 Area of Effect: One item
 Saving Throw: None
 Author: John Nethery and Christopher Solberg
 <nethery@hamilton.csl.uiuc.edu>

This spell either creates a desired sentient ego of a certain alignment, or alters an existing ego of an item.

If the spell is used to create an ego, the specific personality traits of the object are random, but the conjured alignment is determined as follows:

D100 Roll	Alignment Shift from Intended		
01-15	One place more lawful		
16-29	One place more chaotic		
30-79	As intended		
80-89	One place more good		
90-99	One place more evil		
00	Random (DM's determination)		
	Lawful Good	Neutral Good	Chaotic Good
	Lawful Neutral	True Neutral	Chaotic Neutral
	Lawful Evil	Neutral Evil	Chaotic Evil

This version of the spell may be cast upon a normal item, or an item that is already enchanted, provided the magical item does not already contain a sentient ego. In the former case, there is a 95% probability that the spell will enchant the item with magical properties besides the ego, which are determined by the DM; based on the physical function of the item, its new alignment, and the level of the caster. In the later case there is only a 5% chance of increasing magical abilities.

For example, the 22nd-level wizard Trehlornam casts this spell on a normal mithril footman's mace. The wizard is attempting to

"ego-ise" the weapon to the alignment of lawful good. The "alignment shift" roll is determined; a roll of 05. The item's new ego is to be one place more lawful than the intended. Since there is no alignment more lawful than lawful good, the alignment is as was intended. If the roll had been a 97, the item would be shifted one notch more evil, thus creating an ego of lawful neutral.

Continuing our example, it has been determined, then, that Trehlornam's new mace is lawful good, as intended. Since the mace was not previously magical, another percentile roll is determined for the potentiality of further enchantment of magical properties. A roll of 47 indicates an affirmative. Since the item is a mace, the alignment will be lawful good, and Trehlornam is 22nd-level the weapon could be, as an example, an *undead slayer* in combination with having the properties of a *ring of truth*; where the wielder of the mace is not able to lie, but in exchange is able to detect lies.

When the spell is used to alter an existing ego, the wizard may attempt shift the alignment to another specific alignment. The following chart is consulted:

D100 Roll	Shifted Alignment
01-09	One place more evil
10-19	Two places more evil
20-54	As intended
55-64	One place more chaotic
65-74	Two places more chaotic
75-00	Absolute chaotic neutral (violent psychotic traits)

If an ego has been altered, and it has been determined that the enchanted properties of the item are to be altered as well, the change will always be an upgrade of previous abilities that are more fitting of the newly attained alignment.

There are no material components for either function of the spell.

Eternal Entity (Conjuration/Summoning)

Range: Special
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 day
 Area of Effect: Special
 Saving Throw: None
 Author: John Nethery and Christopher Solberg
 <nethery@hamilton.csl.uiuc.edu>

This spell returns a disrupted or killed god back into existence; in other words a "divine resurrection".

Any god that has previously existed may be brought back with this spell. No matter how a god has been killed, the spell has a chance of returning him to form and consciousness. It is important to note, however, that this spell will not retrieve a god that is being held or exiled, nor will create a god that never actually existed in the history of the character's realm.

The base chance of success is 100%, but this is modified as follows:

Recipient was a demi-god	-25%
Recipient was a minor god	-15%
Recipient was a major god	+0%
For every 100 years since death	-1%
Recipient was slain by hero	+0%
Recipient was slain by lesser god	+0%
Recipient was slain by peer god	-10%
Recipient was slain by greater god	-20%
Recipient was slain by head of pantheon	-50%
Slayer still exists	-25%

Regardless of the god's previous power, if the spell works, the newly resurrected god's "soul" will need to rest within the second component for a number of days equalling the number of years since death. Once this time has elapsed, the gem will shatter, and the reborn god will have power equalling that of a demi-god, regardless of previous status. If the gem is shattered before the resting time has

elapsed, the wizard who cast the spell is sucked into the void, without a saving throw.

The material components for the spell are an object made of cold iron, shaped into the holy symbol of the dead god; a star ruby of at least 5,000 gp in value; and a piece of physical remains of either a priest, a temple, or a sanctuary of the god to be aided.

Immortal Ascension (Alteration, Evocation)

Range: 20 yards
 Components: V, S
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: The caster
 Saving Throw: None
 Author: John Nethery and Christopher Solberg
 <nethery@hamilton.csl.uiuc.edu>

This spell is used to transfer the "immortal" status of another individual into the caster. It must be cast within the vicinity of an immortal who is either unconscious from wounds, soul trapped, or dying from poison; in other words, defenceless but not quite dead.

There are nine immortals in existence at one time: one for each alignment. An immortal can be of any race, and walks the earth as others of its kind. Also, an immortal is not an avatar. When an immortal dies, there is no specific god attached to it, that would in turn die also.

Normally when one immortal is killed, the major god of that alignment sphere chooses another mortal to take the deceased place. The spell takes away the godly decision, and forces the immortal powers into the caster. However, one cannot become the immortal of a given alignment unless one is of that alignment. If a wizard casts the spell in the presence of a dying immortal of a different alignment, the spell does not function, and the major god of that alignment will definitely punish the caster.

If the situation is appropriate and the spell is cast correctly, the caster must make a successful system shock roll. If the shock roll is not successful, the caster dies immediately. If the shock roll is successful, the previous immortal dies and the caster becomes an immortal with the following abilities:

- Immortals do not age. They are not affected by ageing from casting, or being the recipient of, certain spells (*wish*, *gate*, or *haste*, for example).
- Immortals have a magic resistance to any magical effect of ninth level or less. The magic resistance is 3% per level + 1% per point of Wisdom.
- Immortals receive a +2 to all saving throws. Furthermore, they always get a saving throw to any spell below tenth level. For example, a *magic missile* spell (q.v.) cast at an immortal would allow the target a saving throw versus every missile.
- Immortals are not affected by the innate aura effects of any god (i.e. charm, fear, hopelessness, suggestion, peace).
- Immortals exist on a broader "length" of linear time than mortals and therefore have a limited sight into the events of the next three rounds. The benefits of this "sight" are a +3 to Armour Class, surprise rolls, and the saving throw bonus mentioned.
- Finally, an immortal's mind cannot be scanned by any means (*ESP*, *know alignment*, etc.). However, an immortal's abilities do not prevent scrying, though it may be possible for an individual of this calibre to have additional protections.

It is a common belief by players who watch too many movies, that an immortal can only be killed by having his head severed. This is not true. An immortal can be killed by any normal means, as long as the means surpasses all the additional defences that immortals are entitled to.

Learn Language (Alteration, Divination)

Range: 0
 Components: V, S
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: The caster
 Saving Throw: None
 Author: Thomas Watson <gitzlaff@uxa.cso.uiuc.edu>

This spell allows the wizard to learn to speak and understand a desired language known by another creature, or to read and write a language found in a book, scroll, manuscript, etc. The wizard will only be able to learn the language if he has a non-weapon proficiency slot left to spend.

The somatic component is a splayed hand touching the head of the creature or the surface of the written object. There is no saving throw, but because the hand must be kept on the subject the entire round of casting, the spell is effective only on a willing (or unconscious, firmly held, etc.) creature.

Montero's Retaliation (Abjuration, Necromancy)

Range: 0
 Components: V, S, M
 Duration: 5 rounds per level
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: Alexande Shternshain <s1105272@techst02.technion.ac.il>

This spell was devised by the archmage Montero the Sore Loser. It creates a special bond around the life force of the caster, waiting to receive another life force. If during the duration of the spell, the caster is slain, he dies alright, but so does his killer (no saving throw, magic resistance applies). At that point, both their life forces are connected with a special bond, so a long as the caster is still dead, his killer cannot be raised or resurrected. Once the caster is back to life, his killer may be brought to life as well. If the caster was slain in such way that prevents resurrection completely, the killer is also dead forever.

The material component of the spell is a medallion with a 5000 gp gem, which must be worn around the caster's neck. The medallion disappears once spell duration ends, or once it's activated. Its premature destruction ends the spell.

Planar Disruption (Evocation)

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 turn
 Area of Effect: One plane
 Saving Throw: Special
 Author: John Nethery and Christopher Solberg
 <nethery@hamilton.csl.uiuc.edu>

This spell causes an outer plane of existence, or a pocket dimension to become unstable to a varying degree. The caster must be on the intended plane for the spell to function. The spell does not affect portable holes or any extra-dimensional device in any way.

When this spell is cast in a pocket dimension, the pocket will automatically disintegrate, throwing its entire contents, including the caster, into the astral plane.

When cast on an outer plane, this spell will cause a rippling earthquake that will shake the entire dimension for several rounds. To determine additional effects at the time of casting, the following table is consulted:

D100 Roll	Spell's Effect
01-14	Quake only
15-21	Quake, half of gravity is lost
22-28	Quake, all gravity is lost

- 29-38 Quake, gravity lost, spells below fifth level do not function
- 39-51 Quake, gravity lost, spells below tenth level do not function
- 52-71 Quake, gravity lost, spells are lost, magic items at normal ability
- 72-89 Quake, gravity lost, spells lost, magic items that are not artifacts do not function
- 90-99 Quake, gravity lost, spells lost, magic items do not function, breathable atmosphere lost
- 00 Plane disintegrates

The spell does not affect the astral, ethereal, border ethereal, shadow, positive, negative, elemental, or prime material planes of existence. It will affect, for example, one of the planes of Gehennom, one of the two Twins of Paradise, or the plane of Nirvana.

If the spell is cast and the effect roll is 15 to 99, where the plane has been damaged beyond the brief quake, but has not been completely destroyed, a second *planar disruption* will automatically disintegrate the plane.

Obviously, the caster will have several escape possibilities at hand before the spell is cast. However, if the effect roll is 00, the caster is automatically thrown into the astral plane, with the other items from that plane, and is dead.

The material components are a piece of "inner granite" from the elemental plane of earth (which is crushed during the spell) and a sanctified holy symbol from the head god of the present pantheon.

Planar Stabilization (Alteration)

Range: 0
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1 turn
 Area of Effect: One plane
 Saving Throw: None
 Author: John Nethery and Christopher Solberg
 <nethery@hamilton.csl.uiuc.edu>

This spell counters the effects of *planar disruption* (q.v.). Only planes that have been damaged, not totally destroyed, can be healed by this spell.

The spell will return the recipient plane to the physical status it was in before *planar disruption* was cast. The caster must be on the plane that is being stabilized.

The material components for the spell are a piece of "inner granite" from the elemental plane of earth, a 3-inch solid ivory cube, and a sanctified holy symbol of the primary god of law.

Prismatic Globe (Abjuration, Conjunction/Summoning)

Range: 0
 Components: V
 Duration: 1 turn per level
 Casting Time: 1 round
 Area of Effect: 10-foot radius sphere
 Saving Throw: Special
 Author: Carlos Fernando <gmacfrf@bruff.bitnet>

This spell is identical to the 9th-level spell *prismatic sphere*, but it moves with the caster. The sphere can pass through walls without harming them, but it won't move through any living object.

Rune V (Enchantment)

Range: 0
 Components: V, S, M
 Duration: Until discharged
 Casting Time: 1 turn per spell level inscribed
 Area of Effect: Special
 Saving Throw: None
 Author: Max Becherer <becherer@sun0.cs.uiuc.edu>

This spell allows the wizard to inscribe a rune containing the energies of one spell up to ninth level. Instructions of up to 1 word per level may be given to control the *rune*. The material components are 100 gp worth of gems and inks per level of the spell contained in the *rune*. Since few areas can support 10th-level magic, this spell is extremely rare.

Soul Displacement (Necromancy)

Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 3
 Area of Effect: The caster and one other creature touched
 Saving Throw: Special
 Author: John Nethery and Christopher Solberg
 <nethery@hamilton.csl.uiuc.edu>

When this spell functions normally, it transports the soul of the caster into another individual, while sending the victims soul beyond the astral plane; into the void.

Upon casting this spell, the wizard attempts to move his soul (mental capabilities, class, alignment, experience, Intelligence, and Wisdom) from his old body into another. If successful, the new body of the wizard has the following statistics:

- Strength: from victim
- Intelligence: from wizard
- Wisdom: from wizard
- Dexterity: from victim
- Constitution: from victim
- Charisma: averaged (round down)
- Comeliness: from victim, modified by new Charisma

The only saving throw that the victim receives is based on his saving throw versus death magic, and his level. The base chance of saving is 1%, but the following table is consulted for any modifiers to the saving throw:

Condition	Modifier
For every level	+1%
For every level above name	+2%
For every point between 20 and the victim's saving throw versus death magic	+2%
Victim is an immortal	+50%

If the victim's percentage saving throw is successful, the following table is consulted:

D100 Roll	Effect of Spell
01-12	Caster permanently loses 1d3 points of constitution and all souls remain in previous bodies
13	Soul of wizard attempts to inhabit nearest living creature larger than one pound
14-73	Spell has no effect
74-82	The wizard's alignment changes to that of the intended victim, if not already. No saving throw.
83-93	1d4 spells that are memorised by the wizard are stripped from his memory and placed in the mind of the victim. If the victim is not a wizard, the spell has no effect.
94-00	The experiences, knowledge, level, Intelligence, and Wisdom are transferred to the victim and mixed

with what is already there. The caster is then brain dead.

The outcome of the 94-00 determinate is where the intended victim retains his physical attributes while attaining an Intelligence and Wisdom equal to the higher of the two individuals involved, plus 2. Furthermore, the intended victim becomes a wizard of the caster's level, regardless of race, with the spell inventory of the caster. If the intended victim is already a wizard, the caster's experience is added to the intended victim's, and the caster's spell list is added to the victim's, up to the maximum number of spells that the victim's Intelligence allows him to hold. Finally, the alignment of the victim shifts to the average of the two individuals' previous alignments. If the caster and victim's alignments are an uneven amount of places apart, the newly created mind's alignment will be closer to the victim's than the caster's. It is important to note that the new mind within the intended victim is not schizophrenic, but rather it is a modified continuation of the victim's original consciousness. The consciousness of the casting wizard is forever gone.

The material components for the spell are a 6-inch thread of silver, 2 powdered mindflayer testicles, and the true name of the intended victim inscribed on any demon skull.

Summon Greater Balrog (Conjuration)

Range: 66 yards
 Components: V, S, M
 Duration: Permanent
 Casting Time: 3 rounds
 Area of Effect: Special
 Saving Throw: None
 Author: John Nethery and Christopher Solberg
 <nethery@hamilton.csl.uiuc.edu>

This spell actually creates a greater balrog from the magics of the plane of Concordant Opposition.

Greater Balrog

Frequency: Very rare
 No. Appearing: 1
 Armour Class: -6
 Move: 12, flight 18 (C)
 Hit Dice: 19
 % in Lair: 0%
 Treasure Type: Nil
 No. of Attacks: 3
 Damage/attack: 2d6+7, 2d6+7, 2d8
 Special Attacks: See below
 Special Defences: See below
 Magic Resistance: 95%
 Intelligence: Low
 Alignment: Chaotic Neutral
 Size: L (8 feet tall, very broad)
 Psionic Ability: Nil

The balrog is the ultimate chaotic killing machine. It is derived from the existing souls of the plane of Concordant Opposition; fuelling its constant battle rage from the entities of deceased fighters.

A greater balrog is around eight feet tall, humanoid in shape, while having a very broad chest. It has a wingspread of twenty feet that will function to lift the creature only when it is in an environment that allows magic to function. When it is an area that does not promote magic, the wings are not large enough to lift the creature, since it is so very dense; weighing over five tons. With grey-black skin, and huge claws and fangs it is definitely lethal to mortal.

The creature is immune to any mind influencing attack (charms, hold spells, *sleep*, etc) since it technically has no mind; only a basic drive to kill, similar to undead. It has a 95% magic resistance against any spell below tenth, and no magic resistance against any spell of legend. If the magic resistance fails, the creature takes half damage

from heat attacks, and half damage from cold attacks. It does take full damage from acid and lightning.

The creature has three eyes, all of which allow it to see as humans do. However, its left eye gives it infravision to 90 feet, and its right gives it ultravision to 60 feet. The middle eye gives the balrog the ability to see things in the ethereal, or border ethereal. Furthermore, the middle eye allows it to see things out of phase, and things that are invisible. Needless to say, it has an excellent perception, only being surprised on a 1 in 10.

The creature has a natural 19 Strength, giving it bonuses to damage for its claw attacks. If there is space available, and it is fighting on soil or sand, it will attempt to buffet its wings. This causes no damage to its opponents, but will fan the loose soil or sand into the air. All opponents within 15 feet of the creature must make a Dexterity check every round or be blinded for 1d4 rounds. The balrog has transparent eye lids that prevent it from being affected by the churned dust.

The balrog will attack anything that is in its vicinity that is larger than a squirrel. If it has been engaged in melee by more than one opponent, it will attack the largest threat first. However, it cannot distinguish precise inches in height. Therefore if three humans attacked it, the recipient of the creature's attacks would be randomly determined.

When the spell is cast the wizard draws a pentagram and stands within it. If the spell is successful and the balrog appears, the wizard will have no control over the creature; it will attack anything and everything. However, the wizard, and anyone standing within the drawn pentagram, will be undetectable by the creature and therefore are safe. Once any individual leaves the pentagram, that person then becomes visible to the menace. So usually its a good policy to wait until the creature has left the area before breaking out the Old Mill.

The material components for the spell are a sanctified holy symbol from the major Chaotic Neutral god, and any "cursed berserker" weapon. Both of which are lost when the spell is cast.

Time Transposition (Alteration, Summoning)

Range: 10 yards per level
 Components: V, S, M
 Duration: Special
 Casting Time: 1 turn
 Area of Effect: 1-foot per level radius
 Saving Throw: None
 Author: John Nethery and Christopher Solberg
 <nethery@hamilton.csl.uiuc.edu>

This spell takes a spherical area, and everything in it, forward or backward in time. The spell will move the caster as well, if he is within the sphere.

The spell will only move those affected through time, not through space. Therefore, a group of individuals will be moved to the same spot in another time. Note that this may cause problems for the recipients if those affected are moved to a time where a certain spot was, for example, an erupting volcano.

The spell will move those affected either forward in time up to 10 years per level of the caster, or backward in time up to 100 years per level. When casting the spell, the wizard will designate the number of years that he wishes to move those involved; but month, day, and hour are to be randomly determined within that year.

Note that if the caster uses this spell offensively against opponents, by moving those affected in time to get rid of them, they are not entitled a saving throw and magic resistance seldom affects 10th-level spells.

Also, anyone or anything that is only partially within the sphere of effect will not be transported to another time. Instead they will be violently thrown from the sphere causing possible damage.

This spell can also be used to destroy time elementals. The spell will permanently disrupt them, without any kind of saving throw.

In addition, those that are transported, willingly or not, will automatically lose one point of Constitution, permanently. Therefore, it is not a good idea to make various "merchant" runs back in time, where certain current technologies might fetch a high profit.

Lastly, it is up to the DM's philosophy on time travel as to whether or not changing the events in the past will alter the future. In other words, the DM must decide the outcome of the "If I go back and kill my grandfather, before he fathered my father, will I cease to exist" dilemma. It may be the DM's opinion that the person who kills his grandfather will cease to exist, or possibly it may be that a person attempting to kill his ancestor will be prevented from doing so by other circumstances. Again, the decision is up to the DM; just be ready for any character's experimentation.

The material components for the spell include a sanctified holy symbol from the head druidic god, an empty hourglass made from glass and mithril (value 500 gp), and a pinch of the essence of a slain time elemental.

Void Form (Alteration)

Range: 0

Components: V, S, M

Duration: 1 round per 5 levels

Casting Time: 1 round

Area of Effect: The caster

Saving Throw: Special

Author: Alexande Shternshain <s1105272@techst02.technion.ac.il>

By the means of this spell, the wizard causes his body and equipment to become effectively a *sphere of annihilation*. Anything that comes in contact with his body, will be utterly and irrevocably destroyed. Anyone foolish enough to attack the caster, will lose his weapon on a successful hit (the caster takes no damage). If the weapon is a claw, it means the loss of an arm, if it's a bite — loss of a head. The one drawback of the spell is, however, that the caster becomes himself totally "wrapped" in the darkness of the void — he cannot see or feel anything (not even by clairvoyance). He can still walk, jump, run, etc., but he would know the results of his actions only when the spell ends. The caster is aware of the passage of time. While in *void form*, the caster takes no physical damage, not from weapons and not damaging spells.

The caster does not make a saving throw, but any magical object makes a saving throw versus crushing blow. Living creatures are not affected.

The material component of the spell is any object brought from the Abyss.

Vorpal Blade (Alteration)

Range: 0

Components: V, S, M

Duration: 1 round per 3 levels, upon use

Casting Time: 1 turn

Area of Effect: Edged weapon touched

Saving Throw: None

Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

When cast on an edged weapon, the weapon will become vorpal upon its next use, and will remain that way for 1 round per 3 levels of the wizard. The weapon may not be magical, except if subject to an enchantment spell.

The spell adds no plusses to the weapon, but plusses due to quality or an enchantment spell do apply. The material component is a mithril razor enchanted to +6 with an enchantment spell and a *sharpness* spell costing 1000 gp. The spell can be made permanent, but to do so requires a specially forged weapon, and a miniature version of the weapon forged from the same metals in lieu of the razor. The total cost starts at 50,000 gp.

Youth (Alteration)

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 10 turns

Area of Effect: One creature

Saving Throw: Special

Author: Max Becherer <becherer@suna0.cs.uiuc.edu>

This spell reduces the physiological age of the recipient by 2d6+6 years. The recipient must make a saving throw versus death magic for the spell to succeed. If the saving throw is failed, the spell is ruined. A fumbled saving throw (a natural roll of 1) results in the recipient being aged 2d6+6 years. Only the recipient's natural saving throw is used in this roll.

The material component is a quarter pint of dragon blood, and 1000 gold pieces worth of gems per year of time the recipient has lived (his chronological age). The recipient must be willing for the spell to work.

Alphabetical Spell Index

'Irnar's Poloroidic Pregnancy	242	Alpha's Starlight Citadel	243	Bending	17
5-Mile Carrier	194	Alpha's Starshield	197	Bergil's Fire Bolt	145
A Lert	141	Alpha's Wall of Darkness	15	Bigby's Bitch Slap	145
Ability Suppressor	194	Alpha's Wizard Light	197	Bigby's Bitchslap	96
Absorb Level Drain	194	Altar of Protection	281	Bigby's Groping Fingers	52
Absorb Spell	194	Alter Occurrence	243	Bigby's Strangulation	245
Acid Hands	14	Alter Taste	15	Bigby's Tickling Fingers	52
Acid Rain	242	Ambient Light	50	Bilador's Spellshape	96
Acid Spray	141	Anaemia	51	Bind Helms	337
Acid Water	49	Analyze Drink	16	Bind Warder	96
Acidball	92	And One for Jenny and the Wimp	198	Blade Dance	199
Advanced Magic Mouth	141	Angel's Negation	144	Blades of Fury	200
Ageing	312	Animal	16	Blank	7
Ahrvar's Forgery	14	Animate Clothing	144	Bleed	96
Ahrvar's Instant Offensiveness	49	Animate Dead II	281	Bleeding Touch	17
Ahshay's Mystic Mutable Aura	49	Animate Dead III	336	Bleeding Wounds	52
Air Mask	92	Animate Ghoul	198	Blizzard	200
Albino Fruit Flies	92	Animate Golem	336	Block Teleport	245
Alcoreax's Icetrail	141	Animate Mist	16	Blood Burn	52
Alenman's Ritual of Minor Burning		Animate Skeletal Warrior	198	Blood Scent	146
Hands	14	Annihilate Matter	244	Blood to Dust	282
Alkira's Fanfare	49	Annoyance	51	Bloodfire	97
Alpha's Acid Rainstorm	141	Anthropomorphization	244	Blown Kiss	17
Alpha's Acid Resistance	141	Anti "Anti Magic" Magic Shell	51	Body Fire	282
Alpha's Acid Stream	14	Anti-Anti-Magic Shell	198	Boil Water	7
Alpha's Aurora Borealis	195	Anti-Gravity	336	Boiling Globe	52
Alpha's Balefire	195	Anti-Magic Aura	16	Bolt of Stone	97
Alpha's Ball Lightning	142	Anti-Magic Cloud	370	Bolt's Background Bustle	53
Alpha's Blue Blaze	195	Anti-Magic Resistance	312	Bolt's Hell Hail	146
Alpha's Chill of the Void	142	Anti-Psonics Shell	281	Bone Bow	146
Alpha's Comet	92	Anvil Fall	51	Bone Lock	146
Alpha's Darklight	92	Ape Call	95	Bone Shatter	337
Alpha's Electric Arc	14	Apparition	95	Bone Splinter	200
Alpha's Elemental Form	142	Arcane Bolt	51	Bone to Dust	312
Alpha's Firefall	142	Area Effect Lower Resistance	312	Bone to Mud	246
Alpha's Firefountain	243	Area Effect Non-Detection	198	Boot-to-the-Head	97
Alpha's Flames of Falroth	142	Area of Effect Increaser	244	Bovart's Right Touch	97
Alpha's Flames of the Faltine	92	Armeth's Sand Dome	95	Brains	97
Alpha's Heat Lightning	93	Armour	144	Branit's Backstabbing Surprise	146
Alpha's Hunting Hound	15	Arousal	7	Broom	147
Alpha's Hunting Pack	143	Association	16	Bubble Screen	53
Alpha's Ice Bolt	93	Astral Wall	95	Bucca's Noxious Exhalation	53
Alpha's Images of Ikonn	93	Atom Blast	144	Buggery	7
Alpha's Incantation of Elemental		Attacking Mist	145	Burning Hands II	97
Domination	195	Aura of Lawfulness or Chaos	16	Burning Hands of Savanthalas	97
Alpha's Lightningarmour	196	Aura of Panic	281	Bushwack	98
Alpha's Lightwall	93	Aura of Protection	95	Byen's Arrow	53
Alpha's Lucent Lance	94	Auralon's Deflective Plates	198	Byrnaal's Apologetic Release	147
Alpha's Moonlight	49	Autopsy	17	Byrnaal's Astounding Negation	147
Alpha's Moons of Munnopoor	196	Avian Call	199	Cacofiend	282
Alpha's Night of the Leonids	94	Awaken	17	Caligula's Vitality Drain	313
Alpha's Rainbow Beam	50	Azalldam's Fabricated Boat	51	Call Chain Lightning	313
Alpha's Rainbow Blast	143	Azalldam's Fabricated Bridge	17	Call Dragon	313
Alpha's Rainbow Warrior	243	Azalldam's Waterspray	95	Campfire	17
Alpha's Ray of Paralysis	143	Aziel's Fluxuating Silence	245	Cantor's Closed Cottage	313
Alpha's Rolling Thunder	94	Aziel's Protect Building from Fire	245	Cantrip Permanency	200
Alpha's Saint Elmo's Fire	196	Azura's Black Scythe	245	Carrion's Foul Stench	54
Alpha's Shadowfire	144	Azura's Death Shadow	199	Cat Spirit	18
Alpha's Sheet Lightning	144	Azura's Soul Whip	199	Catapult	18
Alpha's Shooting Stars	196	Backstab Backlash	96	Cause of Death	54
Alpha's Silverlight	94	Balefire	336	Cavevision	98
Alpha's Spark Shower	50	Ball Lightning	96	Celestarion's Barrier of Blackwhite	337
Alpha's Sparkle Beam	15	Ball of Iron	199	Celestarion's Total Blast	337
Alpha's Spectral Hound	197	Bands of Mist	52	Celestarion's Warding	283
Alpha's Star Gaze	50	Barrier of Thoth	370	Centipede Call	54
Alpha's Star-Powered Magery	197	Beacon	145	Chameleon	54
Alpha's Starblades	50	Become Phantasmal Lover	145	Change Sexual Preference	18
Alpha's Starfire	94	Become Water	245	Channel Item	98
Alpha's Starlight	15	Beetle Call	145	Channelling	283

Chaos Environment	338	Continual Fly	203	Darklight's Inexplicable Image	102
Chaos Magic	200	Continual Invisibility	203	Darklight's Inexplicable Manifestation	150
Chaos Vision	147	Continual Secret Light	203	Darklight's Invisible Spell	150
Charm Dragon	283	Continual Shadow Light	246	Darklight's Lightning Web	248
Charm Mammal	98	Continual Sparks	56	Darklight's Lofty Eye	150
Charm Man I	18	Continual Weather	148	Darklight's Major Planar Weapon	315
Charm Man II	98	Contraception	7	Darklight's Mental Stabilizer	204
Charm Man III	201	Control Normal Fires	100	Darklight's Minor Planar Weapon	151
Charm Man IV	283	Copyright	246	Darklight's Mysterious Manservant	152
Charm Man V	338	Coradon's Cataclysmic Coronary	246	Darklight's Mystic Bolt	21
Charm of Healing	54	Coradon's Conflagration	339	Darklight's Mystic Shield	22
Charm Undead	98	Count	7	Darklight's Mystical Fortitude	204
Chastity	55	Cramps	20	Darklight's Personal Dispel Shield	204
Cheffield's Kingly Feast	147	Create Alcohol	57	Darklight's Personality Fragmentation	153
Cheffield's Major Feast	55	Create Battlement	339	Darklight's Planar Bubble	249
Chelymber's Improved Non-Detection	201	Create Bedroom	100	Darklight's Planar Plume	285
Chill	18	Create Dining Room	203	Darklight's Planar Weapon	249
Chill Grasp	147	Create Dressing Room	57	Darklight's Poetic Justice	341
Chime	99	Create Dry Bones	246	Darklight's Readied Dweomer	251
Chip	18	Create Focus	371	Darklight's Redstar	317
Circle of Power	55	Create Ghost	246	Darklight's Ring Bolt	102
Circle of Protection	148	Create Higher Undead	314	Darklight's Rubbery Aura	204
Claws	55	Create Kitchen	100	Darklight's Rubbery Transformation	153
Clean [1]	7	Create Mummy	284	Darklight's Searing Disk	251
Clean [2]	19	Create Outhouse	20	Darklight's Shockwave	153
Cloud of Death	283	Create Poison	148	Darklight's Silent Invisible Spell	205
Cloud of Doom	313	Create Smithy	148	Darklight's Staff of Pain	153
Cloud of Great Intoxication	338	Create State Room	247	Darklight's Stapling Spikes	205
Cloud of Intoxication	201	Create Temple or Cathedral	314	Darklight's Subliminal Message	154
Cloud Walk	55	Create Throne Room	284	Darklight's Summoning Hook	205
Coalthirst's Universal Mindbender	339	Create Undead	284	Darklight's Superior Force Armour	341
Cobaltas's Crack of Doom	283	Crier's Boon	20	Darklight's Tattoo Creature	251
Cobaltas's Infraclash	99	Crimson Wall of Lictilon	371	Darklight's Tattoo Item	205
Cobaltas's Thunderclap	201	Cure Hangover	20	Darklight's Telepathic Tracer	251
Cobaltas's Thunderflash	201	Curse of Lycanthropy	314	Darklight's Ultimate Invisibility	341
Coin Toss	55	Curse of Undeath	340	Darklight's Universal Digestion	102
Coloration	19	Curse Weapon	100	Darklight's Weapons Warp	206
Comeliness	19	Cyril's Attempted Enhancement	21	Darkness	22
Comet Strike	370	Cyril's Attempted Surge Mastery	57	Darkray's Absorbing Cloak	154
Compass	7	Cyril's Bungee Cord	149	Darkray's Antimagic Blade	154
Conceal Magic	99	Cyril's Bungee Snap	101	Darkray's Avenger	251
Condense Water	19	Cyril's Surge Mastery	57	Darkray's Blade of Light	206
Conduit	370	Dainty Screaming Wake-Up Call	21	Darkray's Chest	252
Cone of Acid [1]	201	Dalen's Mental Resistance	340	Darkray's Confirmed Pact	206
Cone of Acid [2]	202	Dallonus' Memorise Surge Actions	58	Darkray's Death Lightning	252
Cone of Electricity	202	Damian's Insulated Envelope	149	Darkray's Defiler Tracer	207
Cone of Fire [1]	202	Damian's Mindswap	340	Darkray's Draining Tendrils	207
Cone of Fire [2]	202	Dancing Fire Light	58	Darkray's Elemental Immunity	253
Cone of Force	202	Dancing Lights II	101	Darkray's Enhanced Daggers	59
Cone of Heat	202	Dardan's Dehydration	149	Darkray's Ethereal Trip	253
Cone of Steam	202	Dardan's Desiccation	247	Darkray's Fiery Disruptor	154
Confuse Self	20	Dardan's Desolation	315	Darkray's Hiding Mantle	207
Conjuration Enhancer	283	Dardan's Dryness	58	Darkray's Improved Alter Self	253
Conjure Drink I	20	Dardan's Siccating Parchment	204	Darkray's Invulnerability	253
Conjure Drink II	56	Darklight's Alcohol Fountaining	149	Darkray's Irresistible Tickling	22
Conjure Drink III	99	Darklight's Bending Bolt	58	Darkray's Lock	253
Conjure Drink IV	148	Darklight's Compulsion of Pure Reason	247	Darkray's Magical Enhancer	154
Conjure Drink V	202	Darklight's Concentrated Fire	204	Darkray's Mail of Power	207
Conjure Fire Ball	202	Darklight's Creature Item	150	Darkray's Minor Wish	207
Conjure Fundamental	20	Darklight's Creeping Frost Curse	247	Darkray's Orb of Spell Patterns	253
Conjure Greater Radiance	203	Darklight's Delivering Bolt	150	Darkray's Poison Protector	155
Quasi-Elemental	203	Darklight's Fashion Whim	21	Darkray's Powerguard	254
Conjure Lesser Radiance	99	Darklight's Field of Infeasibility	101	Darkray's Preserving Box	208
Conjure Succubus or Incubus	246	Darklight's Finger of Ice	248	Darkray's Protection from Feeblemind	254
Constant Orgasm	56	Darklight's Fishing Rod	58	Darkray's Spell Booster	155
Constitution	56	Darklight's Force Armour	284	Darkray's Strangling Rope	102
Contact Higher Plane	314	Darklight's Future Self	248	Darkray's Strength of Life	208
Contain Area of Effect	99	Darklight's Gossiping Pen	58	Darkray's Teleport Guide	254
Contingent Polymorph Other	283	Darklight's Haywire Hands	102	Darkray's Transformation	208
Continual Ambience	148	Darklight's Hideous Rending	248	Darksight	59
Continual Drunkenness	56	Darklight's Illusion of Taste	21		
		Darklight's Improved Force Armour	317		

Davenet's Seduction	22	Dispelling Bolts	158	Elemental Turning	159
Daylight	103	Displacement [1]	158	Embarrassing Fetish	211
Deadly Strike	155	Displacement [2]	209	Enemies	256
Deadthought	155	Disposal	61	Enemy Blink	160
Death Dance	103	Disrobe	105	Energy Ball	344
Death Mask	59	Disrupt Spellcaster II	287	Energy Beam	24
Death Star	59	Disrupt Spellcaster I	105	Energy Bolt [1]	344
Death Wind	342	Dissension	288	Energy Bolt [2]	106
Death's Dark Grasp	59	Dissolve Greater Quasi-Elemental	288	Energy Field	257
Deaudionoyance	103	Dissolve Lesser Quasi-Elemental	158	Energy Shield	289
Deave	155	Distract	105	Enhance Illusion	106
Decastave	60	Ditan's Decorating Hands	105	Enhance Poison	106
Decay	103	Ditan's Demolition	288	Enhanced Armour	107
Deflect Magic Weapon Attacks	286	Ditan's Everdeep Pocket	288	Erelas's Curious Surge	107
Deflect Normal Weapon Attacks	208	Ditan's Minor Nullify	288	Erelas's Meaningless Scribble	160
Deforest	22	Ditan's Nullify	343	Eternal Entity	372
Defy	317	Ditan's Portable Dwelling	343	Etherealness	257
Dehydrate	156	Ditan's Portable Quarters	288	Euclarke's Cantankerous Clothing	63
Deity Bind	371	Ditan's Power Stripping	343	Euclarke's Offhand Remark	160
Déjà Vu	156	Ditan's Resolidification	343	Evolution	289
Delay Orgasm	8	Dive	61	Excite Fire	160
Delayed Blast Snowball	286	Divine Sexual Orientation	23	Expanded Awareness	344
Delusion	156	Dog Call	24	Exploding Coins	108
Demonic Immunity	342	Don Juan's Irresistible Kiss	24	Expose Magic	63
Demonstar	317	Double Fly	209	Exterminate II	63
Destroy Barrier	23	Double-Helix Fireball	256	Eye of the Beholder	290
Detect Chaos	60	Doubled Magic Missile	209	Eyeray	212
Detect Charm	103	Dragon Form	318	F.A.E.	344
Detect Component	60	Dragon's Breath	105	Falerin's Irresistible Charm	108
Detect Illusion	60	Dream Control	62	Falerin's Stolen Ability	212
Detect Individual	286	Dreamoore's Blade Summoning	256	Falstaffe's Ethereal Firestorm	345
Detect Magic II	60	Dreamoore's Eldritch Decagon	256	Far Sight	24
Detect Phase	60	Dreamoore's Eldritch Shield	158	Fart	8
Detect Planar Stress Point	156	Dreamoore's Eldritch Sphere	105	Fascination	25
Detect Poisoning	23	Dreamoore's Explosive Missile	62	Fayn's Conflagration of the Bowels	160
Detect Shapechanger	103	Dreamoore's Greater Eldritch Sphere	209	Feather Fall Field	290
Detect Spell	209	Dreamoore's Missile Tempest	256	Feeblebody	257
Detect Spellcasting	156	Dreamoore's Spellblade	210	Feldegast's Alter Appearance	290
Detect Spirit	61	Dreamoore's Viper Lance	256	Feldegast's Ego Submergence	160
Detect Teleport	104	Dreamoore's War Disk	62	Feldegast's Mana Shield	108
Determine Prowess	104	Dreamoore's Warding Shield	158	Fellstar's Flame Arc	257
Detho's Delirium	23	Drider Form	158	Fellstar's Flame Cone	212
Detonate	104	Drowse	105	Fellstar's Flame Dome	257
Devolution	286	Dual Casting	344	Fellstar's Flame Finger	25
Dexterity	61	Duck!	62	Fellstar's Flame Fog	290
Dheryth's Energy Cloak	254	Dumbf Ound's Bottling Spell	318	Fellstar's Flame Jet	319
Dheryth's Energy Globe	255	Dumbness	62	Fellstar's Flame Sheet	346
Dheryth's Energy Lance	255	Dust Devil	210	Fellstar's Flamehand	63
Dheryth's Energy Net	287	Dust Warriors	62	Fellstar's Flaming Vortex	108
Dheryth's Gateway	317	Dwarf Golem	210	Fellstar's Flaming Water	161
Dheryth's Magnificent Mansion	342	Dwarkanath's Arcane Expander	319	Fenzill's Phantasmal Fingers	346
Dheryth's Monomorph	157	Dwarkanath's Limitator	210	Ferment Grape	8
Dheryth's Sanctum Sanctorum	318	Dwarkanath's Morphous Bolt	211	Fiction	291
Dheryth's Spell Analysis	287	Dwarkanath's Tutor	159	Fiery Eyes	63
Dheryth's Spell Support	255	Dweomervessel	211	Find the Chair	25
Dheryth's Stone Integrity	209	Dwindle	105	Find Water	25
Dheryth's Tomelore	104	Ecstasy	24	Fire Aura	161
Diamondblade	255	Ego Invocation	372	Fire Breath	161
Dimensional Fabrication	371	Eldarr's Flameshroud	159	Fire Burst	25
Diminutive Darkness	23	Eldarr's Improved Spell Conversion	256	Fire Charm	212
Dimmable Continual Light	209	Eldarr's Major Spell Conversion	344	Fire Dart	64
Dimmable Light	157	Eldarr's Shockshroud	159	Fire Gem	319
Ding Shu's Draconian Holocaust	342	Eldarr's Spell Conversion	106	Fire Storm	320
Ding Shu's Marvellous Chopsticks	343	Eldritch Fire	106	Fireball from the Plates	108
Disease	61	Eldron's Second Chance	289	Fireblast	258
Disenchantment	157	Eldron's Secret Writing	24	Firefinger	8
Disguise [1]	157	Electric Blades	24	Firestorm	212
Disguise [2]	158	Electric Shroud	159	Fist of the Element	213
Disintegration Protector	287	Electrosphere	289	Flame Bolts	320
Dispel	104	Elemental Burst [2]	63	Flaming Sphere	109
Dispel Exhaustion	318	Elemental Gate	319	Flash [1]	25
Dispel Shield	104	Elemental Join	211	Flash [2]	25
Dispel Silence	61	Elemental Square	211	Flashburn	213

Flask of Light	64	Gregori's Spell Damper	260	Improved Identify	68
Flesh Box	291	Greysky's Improved Missile	65	Improved Know Alignment	114
Flexible Force Field	213	Grimly's Elasticity	162	Improved Magic Missile	68
Flicker	25	Grimly's Outstretched Arms	111	Improved Magic Missiles	68
Flu	26	Grimly's Prehensile Feet	66	Improved Magic Mouth	164
Flying Fist	64	Guardian Warrior	260	Improved Mirror Image	321
Fog of Nightmares	291	Guilda's Sneakabout Light	66	Improved Permanency	350
Fog Phantom	64	Guilda's Treacherous Tripwire	28	Improved Permanent Illusion	321
Fog Warrior	161	Gymlainac's Lightbend	111	Improved Phantasmal Killer	321
Fools	26	Hailstones	66	Improved Sense Shifting I	261
Force Blast	258	Hair Growth	66	Improved Sense Shifting II	350
Force Bolt [1]	161	Half-intelligent Unseen Servant	162	Improved Simulacrum	350
Force Bolt [2]	26	Hallucinatory Steps	28	Improved Vocalize	262
Force Shield	109	Hand of Ithiqua	66	Improved Wiley's Door	262
Forceball	109	Hand of Time	163	Inaudibility	29
Forcewhip	214	Hang	111	Increase Helm Power	292
Forget Spell	109	Harbald's Fiery Boomerang	112	Independent Spectral Hand	164
Free Action [1]	109	Harbald's Fire Arrow	28	Inertia	164
Free Action [2]	109	Heal Frostbite	112	Infected Wounds	68
Free Elemental	109	Heartbreaker	347	Infernal Tornado	321
Freeze [1]	26	Heat Feet	66	Influence Other	29
Freeze [2]	320	Heavy Magic Missile	112	Ingold's Instant Insanity	29
Freudian Thoughts	26	Heethem's Hydromorph	66	Ink Cloud	30
Friendspeak	26	Heisenberg's Uncertain Teleport	261	Insolence	30
Frost Breath	110	Hellfire [1]	347	Intelligent Mist	114
Frost Hands	27	Hellfire [2]	347	Internal Combustion	216
Frost Touch	27	Hesitate	28	Intoxicate	30
Furball	64	High-Energy Fireball	215	Invisible Scribe	8
Fyltar's Pheromonal Force	27	High-Energy Lightning Bolt	215	Invulnerability	292
Garinthrall's Hideous Leech	64	High-Power Energy Bolt	215	Iron Mask	114
Gaseous Form [1]	110	High-Power Lightning Bolt	215	Ironskin	321
Gaseous Form [2]	162	Hindsight	347	Item Protector	293
Gate Fiend	320	History	28	Jadwin's Concentration Conspiracy	164
Gate Lesser Fiend	291	Hobar's Horrible Blades	261	Jadwin's Deceiving Forgery	293
Gem Access	27	Hobar's Mass-Mover	348	Jadwin's Free Thoughts	262
Gem Protector	258	Hobar's Nasty Shards	112	Jadwin's Illusion Enhancer	262
Gem Store	291	Hold Non-Evil	348	Jadwin's Item Exchange	165
Gem Write	214	Hold Person II	163	Jam Radio	114
Genocide	346	Hold Person III	261	Jamye's Appearing Ink	8
Ghost Stories	65	Hold Spirit	113	Jamye's Armour Reversal	216
Ghoul Touch	65	Homophobia	67	Jamye's Flesh to Toast	293
Giant Call	320	Horizontal Rope Trick	67	Jamye's Greased Lightning	216
Giant Strength	258	Horn of Goodness	163	Jamye's Greased Pig	165
Gifrun's Thunderclap	214	Human Torch	28	Jamye's Headless Flying Roasted Pig	165
Gizmo's Sticky Fingers	27	Hydro Shield	163	Jamye's Improved Armour Reversal	293
Glamden's Acid Fire	259	Hypnosis	113	Jamye's Melodramatic Music	30
Glamden's Acidic Gas	259	Iceball	113	Jamye's Morning After	165
Glamden's Gas Jet	259	If ... Then	163	Jamye's Prismatic Snowball	114
Glamden's Mixer	162	Igetigitt — Yucky	163	Jamye's Spell Reversal	322
Globe of Fire	214	Ignite Metal	113	Janx' Artificial Control	165
Globe of Force	259	Illuminate	164	Janx' Binding	115
Glow	27	Illusory Wyvern	28	Jealousy	69
Glowstone	27	Imbue Familiar with Spell Ability	261	Jet of Steam	69
Go-Behind	110	Imbue with Touch	29	Jibril's Anti-Magic Shield	166
Godly Chaos	110	Imitation	67	Jimmy's Ultimate Sight	294
Gold to Gems	65	Immediate Devolution	348	Justin's Mental Map	166
Good Grooming	27	Immortal Ascension	373	Justin's Skimmer	262
Gopher	110	Impersonation	8	Kaldane's Drowse	69
Gorann's Rapid Intoxication	110	Implant Object	349	Kaldane's Eternal Sleep	262
Grand Unified Blast	111	Impotence	29	Kaldane's Insomnia	216
Grasping Hands of Horror	111	Impregnate	292	Kaldane's Instant Burden	115
Greater Aura of Protection	214	Improved Alacrity	292	Kaldane's Instant Exhaustion	216
Greater Death Star	215	Improved Armour	113	Kaldane's Instant Fatigue	115
Greater Disintegration	346	Improved Audible Glamour	67	Kaldane's Lullaby	166
Greater Extradimensional Space	347	Improved Charm Person	164	Kaldane's Peaceful Rest	115
Greater Infravision	321	Improved Circle I	261	Kaldane's Sleep	217
Greater Invisibility	347	Improved Circle II	349	Kalessin's Long Arm	217
Greater Light Control	259	Improved Conjure Elemental	292	Kalessin's Spell Load	263
GrecoInflamitus of the Spartan Bar-B-Q	259	Improved Continual Light	114	Kalim's Staff Swinger	115
Greenfire	215	Improved Detect Magic	67	Kallum's Cold Frost	116
Gregori's Awareness	162	Improved Evolution	349	Karthas' Vest	116
Gregori's Shadow	260	Improved Find Familiar	68	Kasegott's Chaotic Keeness	30
		Improved Fire Ball	215	Kasegott's Neon Hit Points	69

Käsemädchen's Improved Reckless	Korel's Last Word	Lycanthropy
Dweomer	Korel's Mass Skeletonize	Mage Lock
Käsemädchen's Wild Runestones	Korel's Strength of Darkness	Magic Eye
Katrine's Blinding Beauty	Korel's Vampiric Strike	Magic Flask
Katrine's Claws	Korel's Wisdom Beyond Death	Magic Mike's Projection
Katrine's Correspondence	Kozmo's Apathy	Magic Missile II
Katrine's Dart	Kuglan's Key Warden	Magic Missile III
Katrine's Deadly Sphere	Last Experience	Magic Mist
Katrine's Falcon	Last Image	Magic Motes
Katrine's Fragile Egg	Lava Bolt	Magic Quench
Katrine's Kitty Kat	Lava Wave	Magic Resistance
Katrine's Mirth	Layla's Beautification	Magic Swarm
Katrine's Pleasure Touch	Layla's Good Morning Kiss	Major Annoyance
Katrine's Quick Makeover	Layla's Morning After Kiss	Major Globe of Invulnerability
Katrine's Total Tent	Layla's Seductive Impersonation	Major Weaving
Katrine's Winning Smile	Layla's Seductive Shapechange	Maladweomer
Kazago's Lock Pick	Layla's Sexy Kiss of Insanity	Malar's Alcohol Detonation
Kelennor's Flesh To Ash	Lazatar's Spellstopper	Malta's Pattern Creation
Kestrel's Skill Eraser	Lazzaro's Murderous Sword	Malta's Pattern Image
Kestrel's Voice of the Bat	Leap	Malta's Pattern Transport
Kevin's Holy Rain	Learn Language	Mangar's Bloodfire
Kiri's Container	Legolath's Potency Discerner	Marty's Magic Bow
Kiri's Curse Detection	Legolath's Weird Wildball	Mask Inebriation
Kiri's Damnable Banishment	Leomund's Tiny Brothel	Masol's Light Blast
Kiri's Dimensional Teleport	Leomund's Tiny Tavern	Masol's Spell to Item Transferral
Kiri's Energy Field	Lesser Aura of Protection	Mass Aura of Protection
Kiri's Excellent Skill	Lesser Death Spell	Mass Bane
Kiri's Force Bolts	Lesser Invisible Object	Mass Death
Kiri's Giant Strength	Lesser Light Control	Mass Flesh to Stone
Kiri's Guardian Sigil	Lesser Wildfire I	Mass Speed Casting
Kiri's Immunity	Lesser Wildfire II	Mass Teleport
Kiri's Improved Spell Engine	Lesser Wildfire III	Master Missile
Kiri's Mega Magic Missile	Lestat's Legion	Master of Arms
Kiri's Mystical Coat of Armour	Lestat's Lieutenant	Master Weaving
Kiri's Mystical Photographer	Lestat's Liteblade	Masturbation
Kiri's Mystical Screen	Level Drain	Matthew's Hellfire
Kiri's Possession	Lhaeo's Distant Bandage	Matthias' Rainbow Doom
Kiri's Protection from Seige Missiles	Lich's Palm	Maze Run
Kiri's Smarter Servant	Lichdom	Meillikhom's Room of Seclusion
Kiri's Soul Transfer	Life Leech	Meld Death
Kiri's Spell Container	Life Transfer	Melf's Ultimate Megablast
Kiri's Sphere of Annihilation	Light Control	Memorise Song
Kiri's Toy Soldiers	Lightning Blast	Mend
Kiri's Tween	Lightservant	Mental Calm
Kiss of Death	Link to the Planes	Mental Ledger
Kiss of Intoxication	Liquid Form	Mental Library
Kiss of Slavery	Little Death	Mental Notepad
Kiss of Sleeping	Lizward's Dragonform	Mental Rejuvenation
Kiss of the Nereid	Llewlynn's Wall of Force	Meral's Minor Bang
Kiss of Weakness	Lloyd's Beacon	Merge Protection Inscriptions
Kiss of Wounding	Lohocla's "Shaken, Not Stirred"	Merge [1]
Klaus' Catastrophic Kustard Cascade	Lohocla's Aqua Vitae	Merge [2]
Klaus' Killer Kustard Koypu	Lohocla's Cloud of Alcohol	Merkridan's Misplayal
Klaus' Kontagious Kustard Kough	Lohocla's Create Beer and Pretzels	Merlin's Mystical Bubble
Klaus' Konvancing Kounterfeit Kustard	Lohocla's Deadly Bottle Rockets	Metal Arm
Kwasi-Kurrency	Lohocla's Drunken Memory Teleport	Metal Transformation
Klaus' Krazy Kustard Pie	Lohocla's Enchanted Bartender and Staff	Mezzalldam's Choking Fist
Klaus' Kreeping Korroding Kustard	Lohocla's Fire Flow	Mezzalldam's Lightning Swarm
Klaus' Kulinary Kustard Kreation	Lohocla's Monster Summoning ½ Pint	Micah's Shield
Klaus' Kunningly Krafted Kustard Pie	Lohocla's Mother of All Burps	Mikkis' Appraising
Klaus' Kustard Kleanup	Lohocla's Topsy Turvey Teleport	Mikkis' Awesome Disarm
Klaus' Kustard Koloured Kollage	Long-Range Carrier	Mikkis' Cloak of Electricity
Klaus' Kustard Kounteracting Kloak	Lorlovelm's Extradimensional	Mikkis' Energetic Missile
Klaus' Kustard Kwicksand	Imprisonment	Mikkis' Holiness
Knots and Binds	Lorlovelm's Magical Manuscript	Mikkis' Porter
Know Class	Lorlovelm's Mistaken Alignment	Mikkis' Probability Control
Know Quality	Lorlovelm's Non-Detectable Magic	Mikkis' Tracking
Know Sexual Preference	Lorth's Sending	Mikkis' Trollkiller
Know the Size of the Hidden	Lorth's Stasis	Milt's Miniature
Know Vintage	Lorth's Translocation	Mimic
Korel's Death Aura	Lovesickness	Mimicry
Korel's Enchant Plant	Luck	Mind Find
Korel's Hand of Evil		Mini Missile

Minor Accursed Rite	266	Noska Trades' Ghoul Arrow	127	Pilpin's Transformation	270
Minor Annoyance	36	Noska Trades' Immortal Mount	268	Pitch	10
Minor Mimicry	36	Noska Trades' Mass Contagion	326	Planar Disruption	373
Minor Poltergeist	266	Noska Trades' Selective Death Spell	357	Planar Gateway	360
Minor Spell Invulnerability	74	Notice	10	Planar Stabilization	374
Minor Weaving	125	Nuke	357	Plane Shift	225
Minor Wish	222	Object of Steel	268	Plane Source	76
Miranda's Magestorm	222	Obsession	127	Pobithakor's Alarm	176
Mirror Escape	125	Open Book	127	Pobithakor's Pacifier	76
Missile Multiplication	172	Orgasm	268	Pobithakor's Placer	299
Missile Multiplication I	172	Origami Anime	173	Pobithakor's Protection	225
Missile Multiplication II	222	Orko's Absorption	357	Pobithakor's Tracer	128
Mist	36	Orko's Acid Cone	268	Pointdexter's Dex Points	76
Moloranis' Marvellous Map	266	Orko's Dimensional Travel	357	Poison	225
Molten Ground	125	Orko's Dragonfire	268	Pornographic Glamour	76
Momentary Lapse of Reason	74	Orko's Elemental Triads	326	Power Bolt	76
Montero's Retaliation	373	Orko's Eternal Indestructible		Power Booster I	176
Mordenkainen's Immediate Discharge	222	Everflavourful Non-stick Bubblegum	75	Power Booster II	270
Mordenkainen's Lubrication	9	Orko's Gaseous Form	174	Power Booster III	327
Morgwar's Undead Chaser	267	Orko's Geyser	174	Power Drain	360
Morgwar's Undead Spellpower	356	Orko's Initial Marker	37	Power Link	328
Morgwar's Undead Strength	324	Orko's Laser	358	Power Word, Attention	38
Morrison's Next Whisky Bar	36	Orko's Lubricity	127	Power Word, Awaken	76
Mount	10	Orko's Magic Resistance	298	Power Word, Banish	360
Muier's Flame Sculpture	222	Orko's Mnemonic Enhancer	358	Power Word, Castrate	328
Muier's Instantaneous Immolation	325	Orko's Permanency	358	Power Word, Disrupt	300
Muier's Most Excellent Flame Sculpture	356	Orko's Petrifying Gaze	298	Power Word, Fear	177
Muier's Nefarious Nuke	356	Orko's Spell Extension	299	Power Word, Rut	38
Muier's Phantom Stalker	297	Orko's Time Travel	358	Power Word, Slow	77
Muier's Superior Flame Sculpture	267	Ouija Board	223	Power Word, Strip	177
Multiply Interstellar Helm Speed	297	P.M.S.	37	Power Word, Vaporisation	360
Munch Magic Item	356	Pain	128	Powerful Blast of the Red Wizard	77
Murder Weapon	36	Painful Wounds	37	Prevention of Transmutation from Rock to Mud	300
Mylzek's Werechange	126	Painting	37	Prismatic Beam	300
Mystyk's Backlash	172	Paithan's Fiasco	268	Prismatic Dildo	270
Mystyk's Halflife	325	Paithan's Hot Streak	223	Prismatic Globe	374
Mystyk's Improved Backlash	267	Paldeggeron's Accurate Arrow	75	Prismatic Ray	270
Mystyk's Major Backlash	325	Pander's Improved Identify	128	Prismatic Shard	361
Mystyk's Mystical Missile	356	Pander's Whirlwind Travel	174	Privacy	271
Mystyk's Plane Survival	325	Paranoia	175	Programmable Dispel Magic	225
Naked Fury	357	Passice	175	Project Sensory Effects	129
Nancy's Improved Silence	222	Peace and Quiet	175	Projected Light	39
Nancy's Quiet Little Fireball	297	Pentagram	224	Projectile	271
Narek's Shears	10	Permanent Charm	299	Prosthesis	77
Narhwal's Blistering Pain	36	Personal Magnetism	37	Protect Atmosphere	300
Narin's Mask	10	Petition	75	Protection from Chaos, 10-foot Radius	129
Narwhal's Infectious Wound	126	Phantasamorph	175	Protection from Chaos [1]	39
Natasha's Nasty Wildmine	126	Phantasmal Force II	224	Protection from Chaos [2]	39
Natasha's Wildarmour	126	Phantasmal Force III	299	Protection from Charm	77
Nearthia's Combat Spell	298	Phantasmal Force IV	358	Protection from Cold	226
Nearthia's Spell Vortex	298	Phase Conjugation	326	Protection from Domination	177
Necromantic Bolt	126	Phasing Ship	358	Protection from Electricity	226
Necromantic Runes	172	Photocopy	75	Protection from Enchantment	77
Negate Magic Resistance	223	Pillow Talk	10	Protection from Fire	226
Negative Bolt	172	Pilpin's Acidball	299	Protection from Housework	78
Net	173	Pilpin's Alignment Charm	269	Protection from Intoxication	78
Neville's Wandering Hand	75	Pilpin's Band	176	Protection from Light	78
Ni-Gar's Panty Peeler	173	Pilpin's Black Death	327	Protection from Petrification	177
Nightmare	223	Pilpin's Dark Wall	327	Protection from Poison [1]	226
NightShade's Components	37	Pilpin's Enhanced Alarm	224	Protection from Poison [2]	226
Niiraloth's Random Sobriety*	127	Pilpin's Ephemeral Wand	327	Protection from Psionics	226
Nikki's Berserker	298	Pilpin's Etherealness	269	Protection from Rain	39
Nilspace Doorway	326	Pilpin's Fire Carpet	176	Protection from School of Magic	129
Nimrod's Wondrous Trapeze Act	173	Pilpin's Infatuating Greed	128	Protection from Stoning	129
Noise Filter	75	Pilpin's Insanity	224	Protection from Sun	10
Northstar's Song of the Elves	267	Pilpin's Liquid Fire	269	Protection from the Elements	177
Noska Trades' Bizarre Insemination	223	Pilpin's Mapper	38	Prowess	129
Noska Trades' Blackfire	75	Pilpin's Massmorph	270	Psionic Barrier	226
Noska Trades' Endoplasmic Quagmire	173	Pilpin's Nightmare	359	Pyre	271
Noska Trades' Feign Dust	298	Pilpin's Power	225	Quantas's Target Bow	39
		Pilpin's Prompt	38	Quantin's Accumulation	226
		Pilpin's Ravaging Spheres of Fire	299		
		Pilpin's Soul Exchange	359		

Quicksilver	271	Rune II	273	Shape Change, Undead	182
Quintessa's Slaying Spear	271	Rune III	329	Sharpen	42
Quiz's Deathbow	130	Rune IV	362	Sharpness	303
Quiz's Interposing Shield	78	Rune V	374	Sheath	330
Quiz's Nullifying Magic	130	Runetree	80	Sheets of Acid Fumes	363
Quiz's Speedy Sprint	78	Sacremon's Emperor's New Clothes	131	Sheets of Electricity	363
Radiance Resistance	178	Sand Glass	41	Sheets of Fire	364
Ralorn's Bolt of Dragon Slaying	361	Sand Skin	41	Sheets of Force	364
Random Spell I	39	Sand Spray	41	Sheets of Frost	364
Random Spell II	130	Sand Storm	131	Shield II	82
Random Spell III	227	Sangfroid	41	Shift Gravity Plane	330
Rape Trick	272	Sanh's Harmless Ray of Light	11	Shift Through	182
Rathe's Contingency Trigger	227	Sanh's Improved Ray of Light	80	Shocksphere	82
Rathe's Mage Lock	178	Sanh's Laser Bolt	131	Shockwave	364
Rathe's Trigger	130	Sanh's Ray of Light	41	Shoo	11
Raztak's Target Spell	78	Sanh's Slippery Surface	132	Shout — Word of Sound	330
Read Mind	300	Sanh's Sunray	180	Shrapnel Shot	42
Rebels's Fly	272	Sap Strength	180	Shut Up	133
Reconstruct	130	Sara's Searing Skean	41	Sidney's Excellent Alcohol	82
Rednog's Identifier	300	Sarius' Endosmotic Zone of Magic	362	Sidney's Flash Fermentation	82
Rednog's Layering Spell	361	Sarius' Ethereal Gateway	329	Sigil	43
Rednog's Magic Tracer	178	Sarius' Ethereal Transfer	229	Silhouette	182
Rednog's Protection Increaser	301	Sarius' Fire Giant Manifestation	302	Sillvatar's Dragon Armour	331
Rednog's Skill Backup	227	Sarius' Frost Giant Manifestation	273	Sillvatar's Dragon Bite	303
Rednog's Skill Banisher	178	Sarius' Golden Circles of Protection	132	Sillvatar's Dragon Breath	364
Rednog's Skill Stealer	227	Sarius' Golden Squares of Protection	80	Sillvatar's Dragon Claw	230
Rednog's Transposer	272	Sarius' Golden Stars of Protection	229	Sillvatar's Dragon Wings	182
Reduce Magic Resistance	328	Sarius' Golden Triangles of Protection	180	Sillvatar's Flamestaff	230
Refresh	79	Sarius' Mage Ward	181	Sillvatar's Shockingstaff	231
Regenerative Restoration	361	Sarius' Platinum Platform	273	Sillvatar's Silver Lining	82
Remember	328	Sarius' Temporal Demi-Plane	302	Sillvatar's Superior Summons	364
Remove	11	Scarring	181	Sillvatar's Surgical Strike	275
Remove Flesh	272	Schmuk's Spell Exchange	303	Silvadel's Magic Feather	11
Repair	328	Scorpion Call	229	Simon's Superior Spheres	231
Repel Greater Quasi-Elemental	178	Scratch	11	Simple Distillation	43
Repel Lesser Quasi-Elemental	40	Scrybane	229	Singing Cockroach	303
Replay	272	Secret Light	80	Sinkhole	182
Reshape Spell	178	Secret Torch	80	Skank	43
Resist Acid	179	Seduce Undead	42	Skeletal Armour	231
Resist Cold	79	Seduction	81	Skeletal Scribe	83
Resist Electricity	130	Seduction I	42	Skeleton	43
Resist Energy Drain	179	Seduction II	181	Skip Group	183
Resist Fire	131	Seduction III	303	Skip Object	43
Resist Magic	301	Seizure	330	Skip Self	83
Resist Paralysis	79	Selective Defiling	132	Skip Spell	183
Resist Poison	79	Selective Disintegration	330	Skulkskin	43
Resist Sleep	179	Selective Dispel Magic	274	Skullfire	183
Restore	11	Selective Fireball	229	Skullight	231
Restore Circle	79	Selective Mordenkainen's Disjunction	363	Skywrite	275
Retrieve [1]	179	Self Aura	81	Slap	11
Retrieve [2]	228	Serrel's Modified Enchantment	303	Sleep II	183
Retroactive Dispel Magic	273	Sertan's Certain Slaying	274	Sleepcloud	183
Return	362	Sever Shadow	303	Sleepy Eyes	184
Reveal Owner	79	Sex Change [1]	230	Slivers of Stone	44
Reveal Spectra	79	Sex Change [2]	274	Small Fire Ball	44
Reverse	179	Sex Slave	132	Smelt	44
Reverse Alignment	328	Sexify	81	Smiley	44
Reverse Gender Orientation	228	Sexual Attraction	11	Smoke Cage	331
Reverse Sexual Orientation	40	Sexual Imagination	81	Snake Call	231
Revsion	40	Shade Link	230	Snapshot	44
Rhuva's Counter-Scry	179	Shade Transformation	363	Snowball	133
Rhuva's Spellscan	131	Shadetree	81	Sobriety	12
Rhuva's Tracker	179	Shadow Bolt	181	Somaticize	83
Rhuva's Wizard Stomper	228	Shadow Bridge	133	Song of Fear	184
Rip Life	362	Shadow Light	181	Sonic Barrier	83
Rock's Talons of the Glabrezu	301	Shadow Stave	133	Sonic Blast [1]	331
Roland's Disrobement	40	Shadow Wall	182	Sonic Blast [2]	231
Roland's Wondrous Wardrobe	131	Shadowbolt	82	Sonoric's Animal Awareness	184
Roteley's Greater Shatterwave	329	Shadowfire	133	Sonoric's Fly on the Wall	184
Roteley's Lesser Shatterwave	180	Shadowguard	230	Sonoric's Illusionary Observer	232
Roteley's Wildbolt	40	Shadows	42	Sonoric's Lodestone	83
Rune I	180	Shailar's Spell Concealment	133	Sonoric's Magic Tracker	134
Rune I	180			Sonoric's Spying Minions	184

Sonoric's Superior Minions	232	Strengthen	84	Transformed Item Functionality	334
Sonoric's Trance	134	Strengthen Illusions	84	Transformed Spellcasting	367
Sort	12	Stuff	332	Transmute Cloth to Iron	236
Soul Displacement	374	Styrman's Fireform	136	Transmute Matter to Alcohol	236
Soul Safe	134	Styrman's Luminous Eyes	12	Travel Cancellation	236
Soulfire	185	Suggest Illusion	137	Tread of the Corpse	86
Sound Bit	83	Summon Cissaldan	366	Tree Swipe	46
Sound-Proof Bubble	185	Summon Greater Balrog	375	Tricks	46
Space Blending	232	Summon Shadows	305	Troll Call	306
Sparks	12	Summon Undead	85	Trosli's Spontaneous Defenestration	86
Speak with Dead	134	Summon Warriors	234	True Aura	367
Speed Casting	233	Summon Wizard	305	Tryton's Armour	236
Speed Rot	185	Summon Wraith	332	Tryton's Death Grip	236
Spell Attack	331	Sunball	332	Tsugua's Uncontrollable Hiccups	237
Spell Catcher	304	Sunscreen	85	Tuan's Electric Fireball	237
Spell Connector	304	Super Mirror Image	276	Tune	13
Spell-link	275	Superior Sleep	234	Turn Greater Quasi-Elemental	237
Spell Tell	83	Supply Material Component	305	Turn Lesser Quasi-Elemental	86
Spell Turning	233	Suppress Magic Resistance	186	Turn Undead [1]	46
Spellcrystal I	44	Suppress Somatic Components	276	Turn Undead [2]	237
Spellcrystal II	84	Surge's Planar Conduit	366	Tweak	13
Spellcrystal III	135	Swim [1]	45	Twilight's Companion	138
Spellcrystal IV	185	Swim [2]	45	Twilight's Dark Hand of Magic	306
Spellcrystal IX	365	Switch	235	Twilight's Darkness Bubble	138
Spellcrystal V	233	Sword of Force	187	Twilight's Gag	46
Spellcrystal VI	275	Symmetry	366	Twilight's Invisible Field	237
Spellcrystal VII	304	Tabra's Dragonshape	366	Twilight's Rope of Floating	139
Spellcrystal VIII	331	Taint Alignment	235	Twilight's Silent Sheaf	188
Spellshield	304	Talking Mist	85	Twilight's Slumber	86
Sphere of Annihilation	365	Tanach's Timely Component	137	Twin	334
Spider Call	135	Target	333	Ty's Blades	87
Spider Climb II	84	Target Selector	85	Tyvek's Fabric Fighter	237
Spiderbite	185	Targon's Accuracy	45	Tyvek's Fabric Phantom	278
Spirit Call	135	Taster's Choice	12	Tyvek's Flying Binder	188
Spirit Command	84	Teeth and Claws	137	Tyvek's Flying Bucket	188
Spirit Legionnaire	275	Teht's Improved Scent Masking	137	Tyvek's Forcebrace	278
Spirit Scream	233	Telepathic Familiar	137	Tyvek's Forceplate	334
Spirit Skill	186	Teleport Block	333	Tyvek's Forceshield	307
Spiritual Triangle	234	Teleport Trace	187	Tyvek's Immortal Words	334
Spiritwatch	135	Teleport Tracer	187	Tyvek's Indestructible Cover	368
Spitfire	84	Teleport Trap	277	Tyvek's Rust Prevention	189
Splinterstrike	186	Teleport via Fire	277	Tyvek's Spatial Rooting	237
Square the Circle II	365	Teleport Warp	333	Tyvek's Spell Interceptor	307
Staff of Light	275	Teleportal	277	Tyvek's Tectonic Entity	335
Staff of Smiting	365	Telltale Feet	46	Tyvek's Temporary External Strength	278
Stanza's Certain Enchanted Kiss of		Telnorne Force Layer	366	Tyvek's Temporary Inner Strength	307
Disease	234	Telurian's Firebolts	187	Tyvek's Turtleback	237
Stanza's Certain Kiss of Disease	186	Tempus Fugit	333	Uldark's Conjured Fireball	189
Stanza's Diseased Kiss	135	Tenser's Deadly Strike	137	Uldark's Conjured Frost Bolt	189
Stanza's Enchanted Kiss of Disease	186	Terror	306	Uldark's Conjured Lightning Bolt	189
Stanza's Kiss of Immortal Despair	366	Tharos' Starburst Attack	277	Uldark's Radiant Bolt	307
Star Strike	331	Tharos' Temporal Study	306	Uldark's Ultimate Summoning	368
Stargate	332	The Nimbleton Hold	187	Umbrella	13
Starshine	45	Thillis' Monster Servant	188	Unbutton	13
Stash	305	Thorgon's Faithful Steed	188	Undead Army	307
Static Charge	45	Thorndead	277	Undead Conduit	335
Steal Skill	186	Thrasne's Magical Mire	85	Undead Spell Carrier	278
Stealth Missile	84	Thunderball	137	Undeath Friendship	46
Steamball	135	Thunderclap	138	Understanding	189
Steelskin	135	Time of Death	46	Undetectable School Casting	238
Stepping Stones	12	Time Reaver	367	Unguided Missile	46
Sterility	12	Time Sight	235	Untie	13
Sting	234	Time Transposition	375	Urlic's Unwholesome Meal	47
Stone	12	Time Warp	188	Valcon's Spectral Army	307
Stone Bridge	186	Timejump	138	Valdor's Vindicating Ladder	87
Stone Gaze	305	Timespeed	138	Vampiric Kiss	87
Stone Limbs	136	Tomelore	138	Vander's Librarian	189
Stone Protection	332	Tonal Attack	306	Vandergast's Armoured Forcetraps	278
Stoneskin II	136	Tonguetwister	235	Vandergast's Forcetraps	190
Store Passwall	276	Trade Life	367	Vandergast's Vacuous Void	335
Streams of Fire	45	Traelanger's Extermination	235	Vanquil's Backbiter	190
Sren's Improved Floating Disk	136	Transcribe Song	86	Vanquil's Cellular Regeneration	190
Strength of the Damned	136	Transfer Charm	86	Vanquil's Clinging Pockets I	47

Vanquil's Clinging Pockets II	139	Whisper's Damage Transference . . .	278	Whisper's Rune of Protection versus	
Vanquil's Drifting Blizzard	238	Whisper's Dark Fury	240	Spells	336
Vanquil's Freeze Ray	238	Whisper's Darkstaff	89	Whisper's Storm of Darkness	193
Vanquil's Iceball	190	Whisper's Deadly Darts	89	Whisper's Sudden Spell Blast	193
Vanquil's Immunity to Pain	139	Whisper's Decimeter	192	Whisper's Super Wizard	310
Vanquil's Increased Metabolism	238	Whisper's Devilish Army	368	Whisper's Tap Magic	310
Vanquil's Lightshed	191	Whisper's Dicey Healing Gate	335	Whisper's Vampiric Drain	280
Vanquil's Milling Crowd	191	Whisper's Fiery Repulsion	240	Whisper's Wings	90
Vanquil's Snowball	139	Whisper's Flakes of Death	279	Wiley's Door	241
Vanquil's Tent	87	Whisper's Hands of Darkness	47	Wiley's Teleport	241
Vanquil's Thermal Lance	239	Whisper's Helpful Portal	309	Wimbly's Enwrapment	140
Vanquil's Wall of Detection	239	Whisper's Horrifying Scream	192	Wimbly's Wonderful Web	48
Vanquil's Wall of Light	191	Whisper's Icicle Assault	48	Wimp	280
Veringen's Curse	308	Whisper's Icy Avalanche	140	Wind Blast	193
Vertigo	191	Whisper's Instant Demonic Guards	309	Wind Tunnel	310
Veschiul's Shadowbolt	87	Whisper's Instant Einheriar Legions	336	Winds of Pain	193
Veschiul's Shadowcurse	88	Whisper's Instant Electric Shield	279	Wings	90
Vibration	88	Whisper's Instant Shielding	279	Winthrop's Undead Self Transmogrifier	
Vicarious Touch	88	Whisper's Legion of Doom	309	Winthrop's Undead Summoning I	90
View Past	192	Whisper's Magic Sacrifice	48	Winthrop's Undead Summoning II	140
Vision	13	Whisper's Major Lightning Strike	279	Winthrop's Undead Summoning III	194
Voice Mimicry	88	Whisper's Major Rune of Armouring	140	Winthrop's Undead Summoning IV	242
Void Form	376	Whisper's Malicious Elemental Gates	369	Winthrop's Undead Summoning V	280
Vorpal Blade	376	Whisper's Mana Bolt	89	Winthrop's Undead Summoning VI	310
Voyeur	88	Whisper's Mass Teleport	309	Wither	48
Waiting Light	192	Whisper's Minor Lightning Bolt	90	Wizard Glue	48
Warboulder	240	Whisper's Minor Rune of Protection		Wizard Watch	280
Warstone	139	versus Spells	309	Wizard's Voice	90
Wash	14	Whisper's Minor Screaming Meteor	140	Wolldin's Backstabber	242
Water Survival	308	Whisper's Minor Wall of Force	193	Wolldin's Fearstalker	311
Waterproof	89	Whisper's Nefarious Spell Crystal		Wonderlight	242
Wax Impressions	192	Summoning	369	Word of Power	90
Wayfinder Portal	192	Whisper's Penultimate Death Strike	369	Wound Closure	91
Weasel Wire	47	Whisper's Plasma Bolts	240	X-Ray Vision	194
Weave Knots	89	Whisper's Protection from Detection	310	Xaviar's Leaf Filter	91
Web Strand	47	Whisper's Reduce Magic Resistance	279	Youth	376
Werp's Unseen Escape	47	Whisper's Rune of Acid Protection	241	Zandare's Twist	311
Wet Dream	14	Whisper's Rune of Armouring	48	Zhaida's Improved Identifier	280
Whale Call	308	Whisper's Rune of Cold Protection	241	Zhaida's Instant Stoneskin Remover	91
Whisper's Acid Glob	139	Whisper's Rune of Fire Protection	241	Zildjian's Energy Field	281
Whisper's Acid Pool	335	Whisper's Rune of Healing	279	Zildjian's Improved Mnemonic	
Whisper's Acidic Destruction	240	Whisper's Rune of Lightning Protection		Enhancer	311
Whisper's Anonymity	278	Whisper's Rune of Magic Resistance	241	Zildjian's Spellnet	311
Whisper's Archomental Summoning	368	Whisper's Rune of Protection versus		Zoe's Psionic Enhancement	91
Whisper's Bolt of Darkness	139	Weapons	241	Zombie	91
Whisper's Chaos Elemental Summoning				Zombie Dust	91
Whisper's Cold Imprisonment	240				

Epilogue

Well, I hope you have all enjoyed the *Great Net Spellbook*. I must say, *I* have enjoyed editing it for over five years. Alas, all good things must come to an end. Since I will soon be losing net access, I have been forced to look for someone to take over this huge task of collecting spells and editing them. I must say that I have found a very suitable successor in Ezra van Everbroeck, who will take over from me, starting with the seventh edition, and who has already cooperated a lot in this sixth edition.

If you have any more new spells, which can be added to the *Great Net Spellbook*, please e-mail them to Ezra or post them, so that *you* will be included in the next *Great Net Spellbook* as well. By the way, we're not only looking for spells! We're also constantly working on the same kind of book for your favourite priest, the *Great Net Prayerbook*, and would like to ask you all out there to send us every prayer you can find for them (again, don't hesitate to post them if you think that's more convenient than e-mailing).

Also, any and all feedback on this spellbook is more than welcome, especially comments on the lay-out, on the level the various spells are listed in, on inconsistencies you might find, on any other topic concerning the contents of the files: *anything*.

Boudewijn Wayers, Keeper of the *Great Net Spellbook* and the *Great Net Prayerbook*.
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